



D&D® ADVENTURERS LEAGUE

DUNGEONCRAFT DESIGN GUIDE:

THE WILD BEYOND THE WITCHLIGHT

Effective Date: October 1, 2021. Version 1.2.

You can create your own *DUNGEONS & DRAGONS* adventures for D&D Adventurers League set in a fey domain of your own design using *The Wild Beyond the Witchlight* and *Domains of Delight* or set it in the domain of Fablerise as presented in *Domains of Delight*. This document provides design guidance for these adventures. [Domains of Delight can be found for sale in the DMsGuild](#). In order to create your own adventures, you'll also want the adventure templates and style guides used for the Dungeoncraft program. They can be found on the [DMsGuild here](#).

OPTION 1. CREATE A DOMAIN OF DELIGHT

GENERAL GUIDELINES

The Wild Beyond the Witchlight deviates slightly from the use of the traditional pillars of D&D, typically through a greater degree of non-combat approaches to solving challenges. Consider taking inspiration from this approach when you design your own Feywild adventures. There is a section in the *Domains of Delight* supplement that suggests various fairytale and folklore books which might be helpful as inspiration.

TECHNICAL INFORMATION

A template is provided for use, including the Community Created D&D Adventurers League logo. You must use this template, and follow the formatting standards as presented in the template. This logo must appear on your adventure (see "Additional Guidelines" below). You should be familiar with the D&D Style Guide (also provided) as well. Please review the Wizards and the DMsGuild Content Guidelines. Only you (or a co-designer) can Dungeon Master your adventure until it is published in the Dungeon Masters Guild.

Publishing. If you intend to publish your adventure on the Dungeon Masters Guild, adventures supporting *The Wild Beyond the Witchlight* season must appear for sale by August 31, 2022. There are no exceptions to this rule. If you do not publish your adventure you can continue to Dungeon Master it through December 31, 2022. After that time, unpublished adventures are no longer available in the D&D Adventurers League.

Accessibility. There is also the option for producing a more accessibility-friendly version of your adventure. The template for that will be available soon and inserted into the pack.

ART AND GRAPHIC DESIGN

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CRAFTING YOUR ADVENTURE

Adventure Duration. Your adventure should ideally be written for a two-hour or four-hour play time. Adventures with shorter playtimes are not allowed, and while longer adventures are allowed, they are treated as four hour adventures for purposes of rewards. You must note your adventure play time in the description of the adventure.

Using Creatures. You can use creatures suggested in the Domain Denizens table which are from the *Monster Manual* and *The Wild Beyond the Witchlight*. Other monsters from *Mordenkainen's Tome of Foes*, or *Volo's Guide to Monsters* can be included, but should be used sparingly. Stat blocks must appear as printed. Note that if you are using an NPC stat block such as the cult fanatic and need to add racial abilities for a gnome you can annotated it after the stat block with "Harry is a gnome cult fanatic with the following characteristics: Size small, Speed 25 feet, darkvision 60 feet, Languages Gnomish and Common." This information could also be presented within the encounter text.

If an instruction in the *Domains of Delight* document includes a change to a stat block, mark that change with an asterisk "*" and include a note after the stat block explaining the asterisk. You cannot use the archfey presented in *Domains of Delight*.

Adventure Setting. Most of the adventure must take place in the domain you create. If, for story purposes, they need to start not in your domain, then you should choose a location in the Forgotten Realms. Only you or a co-designer can create adventures in your domain.

Canonical Elements. It is important to note that your adventure cannot feature the Prismeer domain featured in *The Wild Beyond the Witchlight*.

REWARDS

At the end of this document, you will find three tables of magic items. Consumables can be from any DDAL allowed source (most will be from the *Dungeon Master's Guide*). Choose the magic item rewards for your adventure from these tables using the following:

- 2-hour tier 1 (levels 1-4): choose 1 item from table A and up to 3 common or 1 uncommon consumables.

- 4-hour tier 1 (levels 1-4): choose 1 item from table A, 1 from table B and up to 3 common or uncommon consumables.
- 2-hour tier 2 (levels 5-10) choose 1 item from table C and up to 3 common or uncommon consumables.
- 4-hour tier 2 (levels 5-10) choose 1 item from table C, 1 from table B and up to 3 common or uncommon consumables.

You may add 1 minor property or quirk to each non-consumable magic item (see the *Dungeon Master's Guide*, page 143). Properties must come from the table in the *Dungeon Master's Guide*. You can take inspiration from your adventure setting's theme or Feywild themes in general when choosing these. You may use the table for quirks or add a Feywild inspired non-mechanical (game mechanics) quirk.

Gold Rewards. These are based on tier. This is total gold for the group, not individual. Treasure such as gems, coins, art objects, and anything else portable that isn't adventuring gear counts towards the gold rewards listed.

GOLD REWARDS BY ADVENTURE TIER

Tier	Min.	Max.
1	100 gp	500 gp
2	1000 gp	5000 gp

USING DOMAINS OF DELIGHT

Follow the method outlined in the *Domains of Delight* for creating your domain for use in your adventure. In places where the document implies you can decide on the fly what triggers something (such as in "Weird Magic" section) you need to define what occurs or give the DM a short list of options appropriate for your domain. If it is something presented to only be used if you need to create something on the fly, then the use of the tables is optional, such is the case for *Feywild Guides*. You can use the tables in that section as inspiration or for creating NPCs. A few sections need additional guidance for use in D&D Adventurers League and are presented below.

FEY OUTLOOK

The information that is presented here should be reflected in your NPCs, but also should be something a helpful fey guide might present in a tier 1 (levels 1-4) adventure.

FEY PACTS

Fey Pacts can be used but should be limited to a specific task/need of either the fey or the adventurers rather than a random occurrence.

Lesser Pact Gifts. These can be used in tier 1 (levels 1-4) or tier 2 (levels 5-10) adventures. The following restrictions apply (rewards requiring no adjustments are not listed):

- **Charm.** This gift cannot include either the *Charm of Restoration* or the *Charm of the Slayer*.
- **Fey Kinship.** This does not persist past the end of the adventure.
- **Guide.** The Guide can be a reoccurring NPC if you write more than one adventure, otherwise this benefit does not persist outside of the adventure.

- **Invitation.** This should occur within the adventure.
- **Minor Magic Item.** This can be a Common or Uncommon item, however if it is an Uncommon item its use is limited to the adventure. It does not count toward the characters max magic item limit for that time, however if it requires attunement normal attunement rules apply.
- **Proficiency.** This does not persist past the end of the adventure.
- **Spellcasting.** This does not persist past the end of the adventure.

Greater Pact Gifts. These can only be used in tier 2 (levels 5-10) and the following rules apply (rewards requiring no adjustments are not listed):

- **Audience.** This should occur within the adventure.
- **Major Magic Item.** Legendary items are limited to use within the adventure and are not available as rewards.
- **Time Displacement** is useful only if the player intends to retire their character.
- The fey cannot grant a **Title** for locations within the Forgotten Realms (such as "Duke of Daggerford") but can grant a title in your created domain (such a "Baron Snowfen of Skylar").
- The amount listed in **Wealth** is changed to the following: 10,000 gp.
- **Safety.** This can be used within the framework of the adventure but generally is not impactful in D&D Adventurers League.
- The *wish* spell is still subject to D&D Adventurers League rules regarding scope of what can be gained and the permanency (or lack thereof) of anything granted through the spell.

COST OF A FEY PACT

While the "your firstborn" is a traditional cost (Greater Pact), do not use this cost. Many of the costs listed for Greater Pacts are only appropriate if it is the focus of the adventure (perform 3 quests, return stolen legendary item, etc.).

BREAKING A PACT

When making a pact is part of the adventure, then one of these consequences should be included. Make sure you include the information regarding how this can be reversed in your adventure.

FEY CURSES

You can choose the effect instead of rolling if using this in your adventure or give the DM a list of three possibilities to choose from. If removal is not completed by the conclusion of the adventure, then it persists for one more adventure or session afterwards. At the end of the next adventure or session, it disappears.

CREATING YOUR ARCHFEY

You can use the tables randomly, choose from the features listed or consider them more of a guide to what is feasible/allowed. If you intend for the characters to fight the archfey, then for tier 1 (levels 1-4) you are limited to a **max** CR 10 creature and for tier 2 a **max** CR 15 creature.

MAGICAL GIFTS

Anytime an entry says “it will vanish after a specified amount of time” that time is the adventure. A few gifts have additional modifiers. Only one magical gift may be given as a reward per adventure.

- **Charm.** This gift cannot include either the *Charm of Restoration* or the *Charm of the Slayer*.
- **Refuge.** While this gift does vanish after the adventure it first appears in, if you write another adventure in your domain you can indicate that the refuge reappears for the duration of that adventure.
- **Training.** This normally costs 250 downtime days and 1gp/day (PH 187) and is also limited to languages or tool proficiencies. The archfey instead grants a specific training or daily inspiration. The adventure must specify which language, tool proficiency, skill proficiency, or feat the archfey grants through training. Only one option may be selected from the list below.
 - **One specific language or tool proficiency.** 50 downtime days, 0 gp.
 - **Daily inspiration.** 20 downtime days, 0 gp.
 - **One specific skill proficiency.** 100 downtime days plus 100 gp.
 - **One specific feat.** Must be from a player allowed resource. 200 downtime plus 250 gp.

ADDITIONAL GUIDELINES:

THE FINE PRINT

- At your option, you can publish your adventure on the Dungeon Masters Guild. Until published, only the designers (maximum two individuals) can run the adventure.
- You and up to one co-designer can create a domain for use for your adventures. No one else, including other co-designers, may use the setting of that domain for future Dungeoncraft adventures.
- The D&D Adventurers League Content Managers do not need to review your adventure for you to run or publish it.
- Please include stat blocks for any creature you use in your adventure that does not appear in the *Monster Manual*.
- Adventures must use the template provided.
- When published on the Dungeon Masters Guild (or listed in an event program), your adventure must use the **WBW-DC** code to identify it as a Dungeoncraft Adventure intended for use during this Seasonal Campaign. This code should appear in the upper left corner of your cover. (If you intend to write multiple adventures, then we suggest that you consider using a three-letter identifier in your code such as the domain name so people can quickly find them. For example: WBW-DC-SKY-01 for the first adventure in series set in a created domain called Skylar.)
- The DDAL Community Created logo and the DMsGuild logo must appear on the cover. No other logos should appear on the cover.
- All Dungeoncraft Adventures published on the DM's Guild must abide by the rules provided by the DM's Guild in terms of content that can be published in that marketplace.
- Adventures must be written for a single table of players. These cannot be epics/multi-table events.

IMPORTANT: Dungeoncraft Adventures can be removed from the DMsGuild at any time for failing to meet these standards, those prescribed by the DMsGuild, or for any other reason deemed necessary by Wizards of the Coast. Additionally, any designer(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.

MAGIC ITEM REWARDS

TABLE A: UNCOMMON ITEMS

D12	Item
1	<i>Eyes of minute seeing</i>
2	<i>Bag of holding</i>
3	<i>Slippers of spider climbing</i>
4	<i>Bracers of archery</i>
5	<i>Boots of striding and springing</i>
6	<i>Figurine of wonderful power (silver raven)</i>
7	<i>Gem of brightness</i>
8	<i>Instrument of the bards (doss lute)</i>
9	<i>Pearl of power</i>
10	<i>Cloak of protection</i>
11	<i>Feywild shard (TCE)</i>
12	<i>Nature's mantle (TCE)</i>

TABLE B: COMMON ITEMS

D12	Item
1	<i>Veteran's cane (XGE)</i>
2	<i>Wand of pyrotechnics (XGE)</i>
3	<i>Cloak of billowing (XGE)</i>
4	<i>Pipe of smoke monsters (XGE)</i>
5	<i>Illuminator's tattoo (TCE)</i>
6	<i>Masquerade tattoo (TCE)</i>
7	<i>Cloak of many fashions (XGE)</i>
8	<i>Hat of vermin (XGE)</i>
9	<i>Staff of bird calls (XGE)</i>
10	<i>Pole of collapsing (XGE)</i>
11	<i>Talking doll (XGE)</i>
12	<i>Wand of smiles (XGE)</i>

TABLE C: RARE ITEMS

D12	Item
1	<i>Staff of swarming insects</i>
2	<i>Staff of the woodlands</i>
3	<i>Mantel of spell resistance</i>
4	<i>Horn of Valhalla (silver)</i>
5	<i>Figurine of wonderful power (ivory goat)</i>
6	<i>Elven chain</i>
7	<i>Bell branch (TCE)</i>
8	<i>Boots of speed</i>
9	<i>Bracers of defense</i>
10	<i>Ioun stone (protection)</i>
11	<i>Quall's feather token (tree)</i>
12	<i>Ring of free action</i>

OPTION 2. USING ADVENTURE SEEDS

If you are not interested in creating your own domain, do not despair! We have an alternative method for creating Dungeoncraft adventures by using the following adventure seeds and the Archfey described in the *Domains of Delight*. These adventure seeds are set in Fablerise, a small domain that has only recently appeared in Thither. See *The Wild Beyond the Witchlight* for more information about Prismeer, its archfey ruler, and Thither.

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Using Creatures. You can use creatures suggested in the Domain Denizens table which are from the *Monster Manual* and *The Wild Beyond the Witchlight*. Other monsters from *Mordenkainen’s Tome of Foes*, or *Volo’s Guide to Monsters* can be included, but should be used sparingly. Stat blocks must appear as printed. Note that if you are using an NPC stat block such as the cult fanatic and need to add racial abilities for a gnome you can annotated it after the stat block with "Harry is a gnome cult fanatic with the following characteristics: Size small, Speed 25 feet, darkvision 60 feet, Languages Gnomish and Common." This information could also be presented within the encounter text.

Adventure Setting. The adventure can start in the Forgotten Realms, in Thither, or Fablerise. Other settings are not allowed, even briefly. Fablerise and its archfey the Yarnspinner are detailed in the [Domains of Delight](#), information on Thither is in *The Wild Beyond the Witchlight*.

Canonical Elements. It’s important to note that your adventure can’t feature the death of NPCs or the destruction of locations featured in *The Wild Beyond the Witchlight*.

You can use the information about the fey provided in the *Domains of Delight* (including the restrictions listed in the previous section) within the context of the Adventure Seed used.

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. Please create a unique title for your adventure when it’s completed and ready to run. You are to add the name of the seed in the credit section.

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 those two items.

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

Gold Rewards. These are based on tier. This is total gold for the group, not individual. Treasure such as gems, coins, art objects, and anything else portable that isn’t adventuring gear counts towards the gold rewards listed.

GOLD REWARDS BY ADVENTURE TIER

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TIER 1 DC ADVENTURE SEEDS

Adv. Seed Title	Never Too Late For Now	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The characters run into an awakened rabbit that is late for an important event. Unfortunately, nefarious forces threaten his attendance.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Oil of slipperiness, cloak of many fashions</i> Four-Hour Adventure: <i>+1 padded armor</i> (a fine velvet vest)		
Adv. Seed Title	Sticky Little Fingers	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The characters awaken to find that something important has been taken from them. The only clue as to whom the perpetrator might be is a brilliant yellow feather.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of fly, dark shard amulet</i> Four-Hour Adventure: <i>Wind fan</i>		
Adv. Seed Title	Lending a Hand	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The characters find a badly injured sprite who claims to have been accosted by a creature made of mud.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Potion of fire resistance, talking doll</i> Four-Hour Adventure: <i>Greatclub of warning</i>		
Adv. Seed Title	So...Thirsty...	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The stream that an elf village has relied upon for a thousand years has run dry, and they can't seem to figure out why.		
Adv. Seed Rewards	Two-Hour Adventure: (5) <i>+1 sling bullets, wand of pyrotechnics</i> Four-Hour Adventure: <i>Decanter of endless water</i>		
Adv. Seed Title	Where are We?	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The characters take shelter in an unassuming ruin, only to find themselves in the Feywild when they awaken.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Potion of growth, prosthetic limb</i> (made of wood) Four-Hour Adventure: <i>Restorative ointment</i> (4 doses remaining)		
Adv. Seed Title	What a Quagmire	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	Under the dark of each new moon, a mysterious shack emerges from the middle of a muddy bog. Rumors tell of wondrous treasures inside—though no one truly knows anyone who's actually entered it.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of entangle, orb of time</i> Four-Hour Adventure: <i>+1 all-purpose tool</i>		
Adv. Seed Title	Party Time!	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	All of the children in a small thorp have mysteriously gone missing, and the parents are worried sick. One of the kids mentioned everyone going to a special birthday party, but there are no clues other than that.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of faerie fire, rope of mending</i> Four-Hour Adventure: <i>Hat of disguise</i> (shaped like a conical party hat)		
Adv. Seed Title	A Tough Sell	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	A seemingly friendly fey offers the characters a pouch filled with magic acorns, promising great wealth to those who plant them. He couldn't tell a bigger lie.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Potion of animal friendship, lock of trickery</i> Four-Hour Adventure: <i>Bag of tricks</i>		
Adv. Seed Title	Where the Winds Take Us	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	The characters are offered a trip in a splendid hot air balloon, but catastrophe strikes, and their 3-hour tour turns into a night of terror.		
Adv. Seed Rewards	Two-Hour Adventure: (1) <i>unbreakable arrow, feather token</i> (feather fall) Four-Hour Adventure: <i>Wind fan</i>		

Adv. Seed Title	Path of Resistance	Adv. Seed Lvl Range	1-4
Adv. Seed Hook	Every path leads to a destination. But some paths lead to a destination you don't know you needed to go and you can't leave until you acquire what is waiting there for you.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Potion of resistance (Force), Heward's handy spice pouch</i> Four-Hour Adventure: Add <i>adamantine armor</i> (scale mail or chain mail)		

Adv. Seed Title	Looking a Gift Horse in the Mouth	Adv. Seed Lvl Range	1-4
Adv. Seed Hook	What luck! A fey is here to help the characters. No problem is too small or too great. (Causing problems of any size is great fun to some fey!)		
Adv. Seed Rewards	Two-Hour Adventure: <i>Pixie dust, charlatan's die</i> Four-Hour Adventure: Add <i>boots of striding and springing</i> (shaped like unicorns' hooves and fuzzy ankles)		

Adv. Seed Title	Who Goes There?	Adv. Seed Lvl Range	1 – 4
Adv. Seed Hook	Curious creatures have been emerging from breaks in the thickets of Fablerise.		
Adv. Seed Rewards	Two-Hour Adventure: <i>dust of disappearance, cloak of many fashions</i> Four-Hour Adventure: Add <i>figurine of wondrous power (silver raven)</i>		

TIER 2 ADVENTURE SEEDS

Adv. Seed Title	Face Off!	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A mysterious stranger tells a scary story at a tavern before revealing themselves as an odd fey creature with the ability to steal their victims' faces.		
Adv. Seed Rewards	Two-Hour Adventure: (5) <i>+2 crossbow bolts, armor of gleaming (scale)</i> Four-Hour Adventure: Add <i>amulet of health</i>		

Adv. Seed Title	Dryad Despair	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	The characters encounter a dryad in the middle of a blighted forest deep in the throes of despair. Her tree, a treant, was recently chopped down by a band of redcaps, and needs the last acorn it shed to return it to life.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of blight, dread helm</i> Four-Hour Adventure: <i>Armor of resistance (necrotic)</i> (medium armor only)		

Adv. Seed Title	Woe Unto Ewe	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A distraught hunter claims to be cursed after shooting a strange sheep with a golden pelt.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of spirit guardians, pole of collapsing</i> Four-Hour Adventure: <i>Elven chain</i>		

Adv. Seed Title	A Host Spurned	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	Someone took advantage of Yarnspinner's hospitality and has stolen one of the archfey's favorite books. The immense spider is desperate to see it returned.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of stonesskin, ruby of the war mage</i> Four-Hour Adventure: <i>Glamoured studded leather</i>		

Adv. Seed Title	Blood Bath	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A notoriously vicious band of redcaps has filled a pond with the blood of their victims. Naturally, a nearby village takes issue with this and asks the characters for help.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of greater restoration, shield of expression</i> Four-Hour Adventure: <i>loun stone of awareness</i>		

Adv. Seed Title	A Draconic Request	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A faerie dragon with a fondness for meat pies has kidnapped an elderly baker and refuses to free her unless she reveals her secret recipe. Unfortunately, the baker has forgotten the recipe to a wicked hag.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of guardian of nature, staff of adornment</i> Four-Hour Adventure: <i>+2 moon sickle</i>		

Adv. Seed Title	A Fine Suit	Adv. Seed Lvl Range	5 – 10
Adv. Seed Hook	A huge unseelie fairy has been kidnapping people from a destitute village. He's taken advantage of their plight to fatten them up with the plans of making a coat from their skin.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Elixir of health, wand of conducting</i> Four-Hour Adventure: <i>Staff of withering</i>		

Adv. Seed Title	Wildest Dreams	Adv. Seed Lvl Range	5-10
Adv. Seed Hook	The residents of a small Fey village have been seeing their dreams (and nightmares) come to life, and they've asked you to investigate why.		
Adv. Seed Rewards	Two-Hour Adventure: <i>spell scroll of revivify, cloak of billowing</i> Four-Hour Adventure: <i>Add staff of the woodlands</i>		

Adv. Seed Title	Feisty Fey Festivities	Adv. Seed Lvl Range	5-10
Adv. Seed Hook	Two great fey courts have a mutual celebration planned but if they don't get help soon, their strife may ruin the joy.		
Adv. Seed Rewards	Two-Hour Adventure: <i>Spell scroll of calm emotions, cloak of many fashions,</i> Four-Hour Adventure: <i>Add glamoured studded leather</i>		

Adv. Seed Title	Wild Hunt	Adv. Seed Lvl Range	5-10
Adv. Seed Hook	Another fey hunting party is planned and some Feywild creatures express fear of becoming prey or collateral damage. They seek help.		
Adv. Seed Rewards	Two-Hour Adventure: <i>(5) +2 arrows, dread helm</i> Four-Hour Adventure: <i>Add bracers of defense</i>		

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