



# D&D® ADVENTURERS LEAGUE

## FORGOTTEN REALMS® ADVENTURE INDEX

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## WHAT IS THIS?

This document provides you with names and short descriptions of all the official adventures currently playable in the D&D Adventurers League Forgotten Realms campaign. If an adventure is not listed here, and not available in the DMsGuild for purchase, it is no longer playable as a part of the campaign.

This index provides a listing by season in chronological order, followed by *Dreams of the Red Wizards* adventures, and lastly other adventures which don't fit a specific storyline.

## NOTES ON ADVENTURES

Here's a breakdown of what you can and can't expect to find within this document.

**Official D&D Adventures.** These are adventures released by Wizards of the Coast, for sale in hobby game stores and online. They typically have a three- or four-letter designation that is shorthand for the title of the product. These adventures each have a separate adaptation document available in the D&D Adventurers League Adaptation Guide or separate adaptation documents. (The updated Adaptation Guide will be released in early 2022; until then, use the most recent adaptation guide as reference).

**Official D&D Adventurers League Adventures.** These are adventures released by the Adventurers League staff and Wizards of the Coast. Most of the adventures listed here are official Adventurers League adventures. They have been created and developed by the administrators with direction by Wizards. This also includes some DMsGuild adventures that are not explicitly a part of a specific season.

**Unlisted Playable Adventures.** There are many other adventures available for play in the community-created program. These typically bear a designation of AO (administrator only), CCC (convention-created content; older), DC (Dungeoncraft, newer), or PO (premier organizer, newer). All of these are unlisted here, as the scope of the community's creations would render the size of this document unwieldy. If they're available in the DMsGuild, they are currently playable!

**Special Adventures.** From time to time, old adventures not available in the DMsGuild and limited-time adventures may become available. Some of the past epic adventures (codes begin with DDEP) are listed here, but not available for purchase in the DMsGuild. Certain conventions may be authorized to use those old adventures; that is why you'll still see them in this document. In addition, some limited-time adventures (those that were only available on the DMsGuild for a short time) may not be listed here if they are unavailable for play at all.

## SPECIFIC SEASONAL MODIFICATIONS

The official D&D Adventurers League adventures supporting *Curse of Strahd* and *Tomb of Annihilation* carried over modifications for play that existed in the official products. For *Curse of Strahd*, this was a restriction on leaving Barovia. For *Tomb of Annihilation*, this was the effects of the Death Curse. These modifications no longer affect play of the D&D Adventurers League adventures for those seasons but do apply to play of the official products.

In addition, *Baldur's Gate: Descent into Avernus* introduced a currency called *soul coins*. These may continue to be used throughout play of the official product, the D&D Adventurers League adventures related to that season (when specified), and redeemed at the Trading Post at certain events. They may not be used for any other purpose.

## QUESTIONS AND MORE INFO

The following resources are available to you to keep up with all the latest Adventurers League news and discussion!

- [Official D&D Adventurers League website](#). Your source for general information, as well as all of the campaign documents for play. The FAQ is also found here, which gives more in-depth answers for specific questions.
- [Official D&D Adventurers League Discord](#). Join in the lively discussion with channels devoted to all sorts of topics! All the latest news gets pushed here too.
- [Official D&D Adventurers League Blog](#). The Yawning Portal is the home for our blog! Learn all about new adventure releases, dive into the whys and hows, and see what the staff is talking about.

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# TYRANNY OF DRAGONS

The first two book adventures released for fifth edition Dungeons and Dragons were *Hoard of the Dragon Queen* and *Rise of Tiamat*. These books and the adventures listed below form the basis for the *Tyranny of Dragons* storyline.

## TOD-1 HOARD OF THE DRAGON QUEEN

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### Character Levels: 1st through 7th

*In an audacious bid for power, the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerûn. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as disparate as the Harpers and Zhentarim are banding together in the fight against the cult. Never before has the need for heroes been so desperate.*

## TOD-2 THE RISE OF TIAMAT

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### Character Levels: 8th through 15th

*The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again.*

## DDEP1 CORRUPTION IN KRYPTGARDEN

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### Character Levels: 1st through 4th

*Kryptgarden Forest has long been a place feared by travelers. Now, the Cult of the Dragon has used that fear to its advantage, securing a stronghold deep in the forest. The Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and the Zhentarim are recruiting groups of adventurers to infiltrate the forest to find out the cult's purpose. Join hundreds of others in this interactive play experience.*

**Takes place after DDEX2-16.**

## DDEX1-1 DEFIANCE IN PHLAN

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### Character Levels: 1st through 2nd

*The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms--the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim--must unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions aimed at stopping the cult.*

## DDEX1-2 SECRETS OF SOKOL KEEP

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### Character Levels: 1st through 4th

*Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep!*

## DDEX1-3 SHADOWS OVER THE MOONSEA

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### Character Levels: 1st through 4th

*Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat!*

## DDEX1-4 DUES FOR THE DEAD

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### Character Levels: 1st through 4th

*For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance.*

## DDEX1-5 THE COURTING OF FIRE

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### Character Levels: 1st through 4th

*An exiled cultist and his kobold minions are spotted searching for long-forgotten ruins in the Dragonspire Mountains. Rumors say he looks for a precious gift to give a fearsome dragon that dwells there. What he hopes to attain with his gift is unknown, but can't be good for the citizens of Phlan.*

## DDEX1-6 THE SCROLL THIEF

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### Character Levels: 1st through 4th

*Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decided to reach out to you and your kind to bring those responsible to justice.*

## DDEX1-7 DRUMS IN THE MARSH

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### Character Levels: 1st through 4th

*For the past several nights, drums have been heard on the wind, coming from the Twilight Marsh. Each morning, more turn up missing from the nearby farms, leaving only muddy, clawed foot prints heading towards the marsh. Can you help find the lost and bring justice to the abductors?*

## DDEX1-8 TALES TREES TELL

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### Character Levels: 1st through 4th

*Despite the shaky alliance that exists with the elves of the Quivering Forest, they do not suffer trespass in their realm lightly, especially from common folk from nearby Phlan. A woodworker's recent blunder into the forest might set off a diplomatic incident. Can you help find him and mollify the aggravated elves?*

## DDEX1-9 OUTLAWS OF THE IRON ROUTE

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### Character Levels: 1st through 4th

*The Iron Route, an important trade road east of Phlan, is beset by competing bandits. An exiled Black Fist officer leads his band of mercenaries turned cloaked ruffians, while a mysterious dragonborn sorcerer commands screaming savages from the north. In this war over the trade route, the beleaguered merchants are the victims, and Phlan suffers from a lack of supplies. It's up to adventurers to strike out and reopen this vital route.*

## DDEX1-10 TYRANNY IN PHLAN

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### Character Levels: 5th through 10th

*The Maimed Virulence has come. The future of the Cinnabar Throne and the lives of the denizens of Phlan are in jeopardy. The Cult of the Dragon rejoices, and the Black Fist is powerless to stop them. How will the factions of the city respond to this threat? Can Phlan be saved this time?*

## DDEX1-11 DARK PYRAMID OF SORCERERS ISLE

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### Character Levels: 5th through 10th

*Long unoccupied, the pyramid on Sorcerer's Isle now flows with strange magical energy, warping creatures and the landscape around it. The Cult of the Dragon and Red Wizards of Thay have taken notice, and it's up to you to keep whatever power dwells there out of their hands.*

## DDEX1-12 RAIDERS OF THE TWILIGHT MARSH

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### Character Levels: 5th through 10th

*A black dragon's treasure horde has been located in the Twilight Marsh, and within it are secrets that hold interest to the factions. With the dragon marauding over the countryside, the horde is left unguarded. Now is the time to plunder its lair!*

## DDEX1-13 POOL OF RADIANCE RESURGENT

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### Character Levels: 5th through 10th

*Vorgansharax rules Phlan, using the Cult of the Dragon to extend his noxious gaze. But the green dragon seeks far more than control of the beleaguered town – ultimate power is nearly within reach. Will he reactivate the Pool of Radiance and ascend to greater prominence amongst his kind?*

## DDEX1-14 ESCAPE FROM PHLAN

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### Character Levels: 5th through 10th

*Three important citizens of Phlan, who stand against the tyrannical dragon that rules, seek to escape and find refuge across the Moonsea. Can you extricate those that are vital to the factions before it's too late?*

## ELEMENTAL EVIL

The town of Mulmaster – often referred to as “the City of Danger” – has its own trouble brewing: the Elemental Cults are seeking to overturn the city entirely and open raw portals in an attempt to bring their vile Princes directly to Faerûn!

### POTA PRINCES OF THE APOCALYPSE

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#### Character Levels: 1st through 15th

*Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms.*

### DDEP2 MULMASTER UNDONE

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#### Character Levels: 1st through 4th, 5th through 10th

*The Cults of Elemental Evil have been unveiled within the City of Danger and in retaliation, they seek to use the fundamental forces of nature to destroy it from within. Join your factions as well as the Blades, Cloaks, Hawks and Soldiers alike in defending Mulmaster against those that would burn, crush, drown, and buffet it into oblivion.*

### DDEX2-1 CITY OF DANGER

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#### Character Levels: 1st through 2nd

*On the southern shores of the Moonsea, the residents of Mulmaster have eked out a living where others would likely have given up long ago—in a bleak city where corruption is rampant and the Church of Bane holds sway. In these five short, introductory adventures, you will travel the breadth of the City of Danger, meet its people, see its sights, and witness firsthand how the city truly has earned its ominous moniker.*

### DDEX2-2 EMBERS OF ELMWOOD

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#### Character Levels: 1st through 4th

*A derelict raft drifts into Mulmaster's harbor carrying a young woman. Delirious with hunger, the only words she seems able to speak so far have been “ash and fire.” The only other clue to her identity is an ornate tattoo. Is the woman insane, or is something nefarious at play?*

### DDEX2-3 THE DROWNED TOWER

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#### Character Levels: 5th through 10th

*You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth?*

## DDEX2-4 MAYHEM IN THE EARTHSPUR MINES

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#### Character Levels: 5th through 10th

*Riddled with veins of precious ore and gem, the Earthspur Mountains to the west have long been a valuable resource for anyone able to mine them. One such mine has gone silent and the only thing more concerning than its long overdue shipment is the fate of the members of the Soldiery sent to discover what has happened to the mine's workers. Though the mine lay in a region of the Mountains once claimed by a clan of reclusive dwarves, the Ludwakazar clan wouldn't be so bold as to violate their long-standing peace with Mulmaster. Or would they?*

### DDEX2-5 FLAMES OF KYTHORN

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#### Character Levels: 1st through 4th

*During a summer drought, Mulmaster is threatened by a series of arson attacks. As the populace riots, accusations fly blaming Thayans, residents of the ghettos, rowdy sailors, the refugees from Phlan and dozens of others. Can you solve the mystery before the city burns?*

### DDEX2-6 BREATH OF THE YELLOW ROSE

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#### Character Levels: 1st through 4th

*The monks of the Monastery of the Yellow Rose have long cloistered themselves in their home atop the Earthspur Mountains, practicing their strange lifestyle which is rumored to give them longevity. Now, their dietary restrictions and practices of breath control have become the fashion amongst the well-to-do of Mulmaster. But when a few of these lay practitioners start dropping dead from suffocation and starvation, others start to question the validity of the monks' claims. Is this simply a deadly ignorance, or is there a fell wind blowing through the rich and powerful of Mulmaster?*

### DDEX2-7 BOUNTY IN THE BOG

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#### Character Levels: 1st through 4th

*The Soldiery has grown weary of dealing with a particularly nettlesome band of miscreants who have holed up in the Flooded Forest to the south. And so, you have been called upon to quell their activities so that trade along the North Road can resume unmolested. However, in so doing, the truth behind their activities reveal that much more than simple banditry is at hand. Will you be able to stop it?*

## DDEX2-8 FOULNESS BENEATH

### MULMASTER

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#### Character Levels: 1st through 4th

The Soldiery has grown weary of dealing with a particularly nettlesome band of miscreants who have holed up in the Flooded Forest to the south. And so, you have been called upon to quell their activities so that trade along the North Road can resume unmolested. However, in so doing, the truth behind their activities reveal that much more than simple banditry is at hand. Will you be able to stop it?

## DDEX2-9 EYE OF THE TEMPEST

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#### Character Levels: 5th through 10th

A storm of unparalleled fury has been ravaging the peaks of the Earthspur Mountains for a tenday, and the Monastery of the Yellow Rose sits in its eye for now. Some monks have fled the monastery to the safety of Mulmaster and beseech you to convince their more obstinate brothers to retreat to the city before the eye of the storm shifts, and the monastery is in terrible danger. Can you brave the elements and convince the monks to escape?

## DDEX2-10 CLOAKS AND SHADOWS

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#### Character Levels: 1st through 4th

The Cloaks of Mulmaster have taken an interest in your progress, and may be looking to sponsor adventurers for future work. You've been offered an interview with one of their ranking members at the Theater of the Stars, but you never know what to expect in the City of Danger.

## DDEX2-11 OUBLIETTE OF FORT IRON

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#### Character Levels: 1st through 4th

When Fort Iron was taken from the duergar who inhabited it, much of their subterranean quarters were never fully explored. An ancient oubliette has been discovered and its contents have disturbed the miners. Can the mine and the miners be saved from the dangers of the Oubliette of Fort Iron?

## DDEX2-12 DARK RITES AT FORT

### DALTON

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#### Character Levels: 1st through 4th

Fort Dalton along the River Lis was long ago destroyed. Now rumors tell of foul cults practicing their dark rites within the fort's ruins. Are the rumors of elemental cults true or are the rumors a cover for some other sinister plot?

## DDEX2-13 THE HOWLING VOID

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#### Character Levels: 5th through 10th

A storm of unparalleled fury has been ravaging the peaks of the Earthspur Mountains for a tenday, and the Monastery of the Yellow Rose sits in its eye for now. Some monks have fled the monastery to the safety of Mulmaster and beseech you to convince their more obstinate brothers to retreat to the city before the eye of the storm shifts, and the monastery is in terrible danger. Can you brave the elements and convince the monks to escape?

## DDEX2-14 THE SWORD OF SELFARIL

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#### Character Levels: 5th through 10th

The fabled sword of Selfaril is told to bestow wisdom and power upon whomever wields it, so naturally its discovery has caused quite a stir in Mulmaster. All of this is complicated when a masked benefactor claims to not only know the truth about the blade, but also how it can be used to benefit the oppressed people of Mulmaster. Can it truly change Mulmaster for the better?

## DDEX2-15 BLACK HEART OF

### VENGEANCE

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#### Character Levels: 5th through 10th

Aleyd Burrel, the Risen Hero of Phlan has sounded the call to battle! Intent on retaking her home of Phlan, Aleyd has amassed a surprising amount of support from the citizenry of Phlan, including that of the High Blade himself. But as lofty as her goals might be, the honor-bound warrior seems willing to sacrifice much in her quest—including everything she once stood for.

## DDEX2-16 BOLTSMELTER'S BOOK

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#### Character Levels: 1st through 4th

A dwarven expedition has stopped in Mulmaster for much-needed supplies. Furgis Boltsmelter, their founder and leader, is looking for some "no questions asked" protection for the duration of his stay in the city. Whatever he is trying to protect may not stay hidden for long. Can you keep his secret treasure out of the wrong hands?

## RAGE OF DEMONS

Passions are heightened in Hillsfar. Refugees from both Phlan and Mulmaster are looking for a new place to call home, and the city of Hillsfar isn't exactly known for its love of non-human people. On top of this, there is an undercurrent of demonic activity all around the region. Drow have been sighted in the vicinity, and even the myconids are acting strangely. What secrets bubble in the Underdark?

### OOTA OUT OF THE ABYSS

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#### Character Levels: 1st through 15th

*The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you!*

### DDEP3 BLOOD ABOVE, BLOOD BELOW

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#### Character Levels: 1st through 4th, 5th through 10th, 11th through 16th

*In two different arenas, the call for blood has been sounded. The five factions now seek out bold adventurers willing to brave death in order to draw attention away from Szith Morcane, and in so doing allow a small group to infiltrate the drow outpost and return it to the hands of the drow. What role will you play in this deadly game?*

**Takes place after DDEX3-4.**

### DDEX3-1 HARRIED IN HILLSFAR

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#### Character Levels: 1st through 2nd

*In the village of Elventree, near the oppressive city of Hillsfar, a recent string of strange occurrences has the locals on edge. The factions have gathered here on the borders of the forest of Cormanthor to determine what's happening. Is this the machinations of Hillsfar, or something more?*

### DDEX3-2 SHACKLES OF BLOOD

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#### Character Levels: 1st through 4th

*The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the factions. Join your factions and find out the truth behind the missing farmers.*

### DDEX3-3 THE OCCUPATION OF SZITH MORCANE

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#### Character Levels: 5th through 10th

*Agents of the fire giants of Maerimydra, a city in the Underdark, have overtaken the drow outpost of Szith Morcane. The factions seek out adventurers to free the outpost's leaders for questioning on the giants' activities. Can you extricate them before it's too late?*

### DDEX3-4 IT'S ALL IN THE BLOOD

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#### Character Levels: 11th through 16th

*Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerûn, nestled in the bowels of the Underdark, ancient terrors are stirring. The imperiled drow of Szith Morcane have extended an intriguing offer, but can the drow be trusted, and for how long?*

### DDEX3-5 BANE OF THE TRADEWAYS

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#### Character Levels: 1st through 4th

*Times are hard in the Hillsfar countryside, especially for those of non-human ancestry. Unscrupulous merchants in league with the hated Red Plumes bleed local farmers and artisans dry. Perhaps some of those loot-laden caravans coming and going from Hillsfar could use a bit of liberation?*

### DDEX3-6 NO FOOLISH MATTER

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#### Character Levels: 1st through 4th

*Some of the hamlets outlying Hillsfar have been struck by an odd malady. Rumor has it a traveling carnival visited those hamlets before the disease struck. Does coincidence not equal causation or is something sinister afoot?*

### DDEX3-7 HERALD OF THE MOON

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#### Character Levels: 5th through 10th

*Elanil Elassidil, an elf bard of no small legacy, has put out a call for trustworthy agents. It is time, it seems, for a quietly hidden piece of elven history to become known to the world. Meira Faerenduil, lost knight of Myth Drannor, has been discovered, and must be brought back to civilization.*

### DDEX3-8 THE MALADY OF ELVENTREE

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#### Character Levels: 5th through 10th

*An escaped duergar slave stumbles into the village of Elventree. With her she brings a malady that grips the small settlement in a bout of madness that seems unshakable. Can you find the source of the madness and save yourself and the village's inhabitants?*

## DDEX3-9 THE WAYDOWN

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### Character Levels: 5th through 10th

The recent discovery of an entrance to the Underdark has set local leaders on edge. In a display of initiative, the First Lord of Hillsfar has ordered the construction of defensive structures surrounding what locals have begun to call "The Waydown." You have been charged with escorting an emissary back to his home in the Underdark without alerting the Red Plumes.

## DDEX3-10 QUELLING THE HOARD

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### Character Levels: 1st through 4th

The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the factions. Join your factions and find out the truth behind the missing farmers.

## DDEX3-11 THE QUEST FOR SPOREDOME

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### Character Levels: 5th through 10th

In the search for allies in the Underdark, you are called upon to travel through the recently opened Waydown sinkhole to find the lost myconid colony of Sporedome. It is said that they once cultivated a strain of mushrooms that could protect one from falling into madness. Can this be the cure for the rapidly spreading onslaught of insanity?

## DDEX3-12 HILLSFAR RECLAIMED

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### Character Levels: 1st through 4th

The time has come to fight back against Hillsfar. Elanil Elassidil tasks you with uncovering valuable information to be used in a strike against the leader of Hillsfar, First Lord Torin Nomerthal himself. The only problem is that what you need is protected within the walls of the city.

## DDEX3-13 WRITHING IN THE DARK

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### Character Levels: 5th through 10th

An unexpected envoy arrives in Sporedome and offers to give aid against the fire giants of Maerimydra, if you are willing to help his people with a small problem.

## DDEX3-14 DEATH ON THE WALL

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### Character Levels: 1st through 4th

First Lord Torin Nomerthal and several of his advisors will be leaving Hillsfar to inspect the Wall with only a small contingent of Red Plumes. The chance to strike is now!

## DDEX3-15 SZITH MORCANE UNBOUND

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### Character Levels: 5th through 10th

With allies gained from denizens of the Underdark, the former drow enclave of Szith Morcane is on the precipice of being retaken. During the battle for Szith Morcane, secrets of the drow community are revealed. What will you do with this knowledge, and how will it affect the outcome of the conflict?

## DDEX3-16 ASSAULT ON MAERIMYDRA

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### Character Levels: 11th through 16th

The time has come for the brave and the bold to put an end to the machinations of Maerimydra's demonic occupiers and their fiendish fire giant ruler. This will be no mean feat; the city is a cesspit of corruption and madness. You will have help, however, as an unlikely group of allies have gathered to your side in the Underdark beneath Faerûn. Danger, glory, and redemption await those brave enough to seize it.

## CURSE OF STRAHD

The atrocities committed by Vorgansharax, the Maimed Virulence, during his assault on the town of Phlan has caught the attention of other-worldly powers: the Mists of Ravenloft. After a supernaturally dense fog rolls into the area and the region is plunged into an unseasonably cold winter, the adventurers find themselves transported to Barovia, a land with no joy, sun, or hope. Can they escape?

### COS CURSE OF STRAHD

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#### Character Levels: 1st through 10th

*Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner—and you are invited.*

### DDEP4 RECLAMATION OF PHLAN

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#### Character Levels: 1st through 4th, 5th through 10th, 11th through 16th

*For too long, the Maimed Virulence has held Phlan in its grasp. The factions have begun to muster and sounded the call to battle throughout the Moonsea. Allies new and old will be called upon to aid in their attempts to reclaim the ancient town. Are you one of the few bold enough to answer the call to battle?*

**Takes place after DDEX1-14 and during DDAL04-01.**

### DDAL4-01 SUITS OF THE MISTS

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#### Character Levels: 1st through 2nd

*Strange things are afoot in the Moonsea. The factions have called all those willing and able to investigate strange occurrences in the region surrounding Phlan. Dark whispers and unseen terrors lurk in the misty shadows between this world and someplace much more sinister. Unveil the horrors before it is too late!*

### DDAL4-02 THE BEAST

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#### Character Levels: 1st through 4th

*Something strange is afoot within the Quivering Forest. So much so that even the elves of Greenhall have left their homes to seek out help from their newfound neighbors. But, their tales of a strange beast are not earning them any favors; especially among the Vistani, whom the elves suspect are to blame for their ills. Return once more to the Quivering Forest and learn the terrifying truth!*

### DDAL4-03 THE EXECUTIONER

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#### Character Levels: 1st through 4th

*The locals are spreading rumors of the emergence of an age-old relic in a remote farming village. Surely you won't be the only one to seek it, but can you afford to not be successful in this mission? And why haven't they claimed it for themselves?*

### DDAL4-04 THE MARIONETTE

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#### Character Levels: 1st through 4th

*A Vistani fortuneteller has called you out by name during the Burgomaster's private reading. She raved of an army of the dead, a delicate powderbox, and a beautiful yet dangerous woman. Now the Burgomaster wants to know why you're more important than he is...*

### DDAL4-05 THE SEER

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#### Character Levels: 1st through 4th

*The time has come to venture beyond the village of Oranou and explore the realm of Barovia. However, in your travels, you happen across an unusual tribe of people--distrusted denizens of the Demiplane of Dread. Do the Vistani truly possess the ability to see the future, or is it simple parlor tricks and deceit?*

### DDAL4-06 THE GHOST

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#### Character Levels: 1st through 4th

*Old hatreds die hard, but sometimes it is necessary to set aside petty, personal disagreements for the greater good. The hag, Jeny Greenteeth, is wise and may prove instrumental in the troubles that lay ahead. Your task will not be easy, however; the dark forces of Barovia have agents everywhere, and eyes from beyond the grave no doubt watch your every move.*

### DDAL4-07 THE INNOCENT

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#### Character Levels: 5th through 10th

*The mists have led you deep into Glumpen Swamp to a den of great evil. Within, the unliving son of an unliving god awaits the peace of death that eternally eludes him. Will you grant him his rest, or realize the part he is to play in things to come?*

### DDAL4-08 THE BROKEN ONE

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#### Character Levels: 5th through 10th

*The village of Oranou is buried in winter's snows and facing starvation. An unseen beast has ravaged the livestock culled to pay Lord Strahd's tax and the village is thrown into panic and chaos. Can you find the monster and save the village from starvation, or worse?*

### DDAL4-09 THE TEMPTER

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#### Character Levels: 5th through 10th

*The people of Oranou are desperate. The village is on the brink of starvation and has little chance of surviving the harsh winter. Even if they had enough food and supplies, Lord Strahd's taxes are due, and the ruler of Barovia does not accept excuses as payment. The Burgomaster and others in the village have recently learned of a wealthy estate that might have enough resources to solve both of Oranou's problems. It is a temptation he cannot afford to resist, or can he?*



## DDAL4-10 *THE ARTIFACT*

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### **Character Levels: 5th through 10th**

*An expedition to the Amber Temple reveals another major minion of the enemy and uncovers a secret weapon that may help defeat them.*

## DDAL4-11 *THE DONJON*

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### **Character Levels: 5th through 10th**

*The village of Oranou is panicked when a group of Bloodhand orcs appear at the edge of the woods. They bring news and an unusual request that reveals a new foe.*

## DDAL4-12 *THE RAVEN*

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### **Character Levels: 5th through 10th**

*The Bloodhand orcs have a prisoner that may hold the answers to the strange goings on and the key to stopping the enemy. What can you do to convince them to hand the prisoner over?*

## DDAL4-13 *THE HORSEMAN*

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### **Character Levels: 5th through 10th**

*An unknown force is inciting the people and creatures of the idyllic Greenhall to commit horrific acts of murder and carnage. Can the adventurers quell the towering rage of the rampaging Horseman?*

## DDAL4-14 *THE DARKLORD*

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### **Character Levels: 5th through 10th**

*The enemy is revealed, but time is short, and if you are not successful in your mission to Mount Baratok, love will never die.*

## STORM KING'S THUNDER

The Ordning – the political configuration that determines who rules the various giant tribes – has been shattered! Chaos reigns as each tribe scrambles to claim power, and the unwitting people of the Sword Coast are caught in the mix. The adventurers must face off against obese hill giants and cunning cloud giants, and defeat the fire giant armies for the protection of the entire region.

### SKT STORM KING'S THUNDER

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#### Character Levels: 1st through 11th

*Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can, while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the small folk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants?*

*The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot by the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemies, the dragons. The only way the people of Faerûn can restore order is to use the giants' own power against them.*

### DDEP05-01 THE IRON BARON

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#### Character Levels: 1st through 4th, 5th through 10th

*Deep in the Greypeak Mountains the fire giant warlord Baron Ugarak has enslaved hundreds of small folk to toil in his iron mines furiously extracting elementally infused ore for an as yet unknown purpose. Surrounded by a monstrous army and decidedly shady allies, the Baron poses a dire threat to the goodly folk of the north.*

### DDEP05-02 THE ARK OF THE MOUNTAINS

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#### Character Levels: 1st through 4th, 5th through 10th, 11th through 16th

*The flying galleon Thunderbound descends on Beregost, unleashing the wrath of the cloud giants! To save the town from annihilation, heroes from far and wide must awaken the lost machine entombed under Durlag's Tower. Dare you board the Ark of the Mountains and do battle in the burning skies?*

### DDAL05-01 TREASURE OF THE BROKEN HOARD

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#### Character Levels: 1st through 2nd

*A famous relic hunter seeks adventurers to help her find caches of treasure hidden by the now-defeated followers of the Cult of the Dragon. Her maps and notes may lead the way to great wealth—or a terrible death. And do other parties have designs on the treasure as well?*

### DDAL05-02 THE BLACK ROAD

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#### Character Levels: 1st through 4th

*Caravans are having a difficult time getting through to Parnast via the Black Road. Organized attacks by orcs and other monstrous humanoids working in concert with one another have folks baffled. Little do they know that an unusually intelligent hill giant, going by the name of Bad Fruul is to blame. SEER has sent her emissary Hsing, to task your group to accompany a caravan with a very special cargo destined for the Shrine of Axes in Parnast, and to figure out who is responsible.*

### DDAL05-03 UNINVITED GUESTS

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#### Character Levels: 1st through 4th

*The Shrine of the Axes has been restored and Ragnar Redtooth, who previously conspired with dragon cultists, is trying to restore his reputation in Parnast by sponsoring a feast. There is just one thing he needs, meat for his feast. Game is supposed to be plentiful in the Weathercote Wood, but the townsfolk are all busy with their own work, and the minions of Bad Fruul are still out there causing trouble. What can go wrong on a simple hunt?*

### DDAL05-04 IN DIRE NEED

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#### Character Levels: 5th through 10th

*An expedition of dwarf warriors from Citadel Adbar finds itself isolated and besieged by Ice Spire ogres and their allies. They require immediate relief or they risk being destroyed to a dwarf. SEER has directed you to their location in the hopes that you can rescue the dwarves and save their precious cargo, a tablet bearing secrets of ancient rune magic.*

### DDAL05-05 A DISH BEST SERVED COLD

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#### Character Levels: 5th through 10th

*Stagwick's long-standing peace with giant-kind is threatened as a patrol of Blood Riders spark a feud with a local tribe of giants. With word of strange activity coming from the Ice Spires, Good King Hartwick can't be too careful. Can you quench the giants' thirst for revenge?*

### DDAL05-06 BENEATH THE FETID CHELIMBER

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#### Character Levels: 1st through 4th

*The ruined wizard tower in the Marsh of Chelimber may hold a clue to defeating the superintelligent hill giant, Bad Fruul, and prevent him troubling the town of Parnast. To find the tower, adventurers must overcome the watery magic of the fetid marsh and discover or clear a route to the ruins of a previously lost tower.*

## DDAL05-07 CHELIMBERS'S DESCENT

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### Character Levels: 1st through 4th

Deep in the Marsh of Chelimber lie the ruins of a great wizard's tower. SEER has received intelligence, which she imparts via her emissary Hsing, that deep beneath the marsh in the remains of an old tower is knowledge of older magics. This could be just what Parnast needs to resist the onslaught of Bad Fruul and his armies!

## DDAL05-08 DURLAG'S TOWER

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### Character Levels: 11th through 16th

East of Beregost, nestled in the outskirts of the Wood of Sharp Teeth, Durlag's Tower has intrigued and yet stymied adventurers for decades. Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller. However, a powerful item in the ancient fight against the giants is said to be housed there, and the cloud giant Baron Rajiram has committed significant resources toward recovering it. After a pleasant tea in her garden, SEER calls upon you to beat him there and put a stop to his efforts!

Part 1 of 2.

## DDAL05-09 DURLAG'S TOMB

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### Character Levels: 11th through 16th

East of Beregost, nestled in the outskirts of the Wood of Sharp Teeth, Durlag's Tower has intrigued and yet stymied adventurers for decades. Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller. However, a powerful item in the ancient fight against the giants is said to be housed there, and the cloud giant Baron Rajiram has committed significant resources toward recovering it. After a pleasant tea in her garden, SEER calls upon you to beat him there and put a stop to his efforts!

Part 2 of 2.

## DDAL05-10 GIANT DIPLOMACY

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### Character Levels: 1st through 4th

SEER has learned of an attempt to intimidate Gralm, an ettin, and his followers into joining Bad Fruul's army. HSING comes forth to communicate that she wants you to see if you can find some way to either insure Gralm remains neutral, or to encourage the creature to challenge Bad Fruul to single combat in the hopes that he might wrest control of the hill giant's forces and turn them back from Parnast.

## DDAL05-11 FORGOTTEN TRADITIONS

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### Character Levels: 5th through 10th

The origin of runes has long been lost to the majority of sages and wizards, save those with giant blood. However, with the shattering of the Ordning, the magic of runes has once again emerged into the Realms. Adventurers must delve into a ruined complex beneath the Spine of the World, suspected by SEER to be the birthplace of that arcane tradition.

## DDAL05-12 BAD BUSINESS IN PARNAST

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### Character Levels: 1st through 4th

Bad Fruul and his minions have been threatening to overtake the town of Parnast for some time, and intelligence provided by SEER (via HSING) confirms that an attack is imminent. Despite this, the town is at risk from within as internal politics threaten to tear it apart. It is up to the adventurers to resolve the infighting in Parnast and prepare the town for the hill giant's onslaught.

## DDAL05-13 JARL RISING

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### Character Levels: 5th through 10th

The frost giants of the Ice Mountains have long held to the belief that a great Jarl will one day step forward to unite the families as Konung (king). With the Ordning shattered, Jarl Ryndolg believes that if he can locate Hartkiller's Horn, a legendary artifact among giant-kind, he could be the one. He may very well have found what he is looking for. A great clarion call has echoed across the Hartvale for two days, and the giants are all marching north. SEER calls upon adventurers to confirm rumors that Ryndolg may have done just that.

## DDAL05-14 REEDUCATION

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### Character Levels: 11th through 16th

HSING bears foul news: SEER has been captured. While exploring the ruins of Ulcaster in search of knowledge pertaining to runemagic (or perhaps even how to create them), they were separated and now the pseudodragon fears the worst. Without SEER's guidance, the efforts of the assembled factions in these recent events may all be for naught!

## DDAL05-15 RECLAMATION

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### Character Levels: 11th through 16th

SEER has been rescued along with Ulcaster, the infamous archmage that founded a wizard's school that is now in ruins in the foothills of The Cloud Peaks. However, while leaving to get the two to safety a cloud ship arrived, unloading a shipload of pirates on the ruins. SEER knows what they are after and needs the heroes to stop them and their leader.

## DDAL05-16 PARNAST UNDER SIEGE

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### Character Levels: 1st through 4th

Despite the adventurers' best efforts, more creatures joined under Bad Fruul's banner. No longer content to simply attack caravans or isolated homesteads, the hill giant warlord descends upon Parnast at the head of a great force of humanoids. SEER warns the adventurers (directly now) in time to rally the town and prepare defenses, but a heroic effort is required to break the siege.

## DDAL05-17 *HARTKILLER'S HORN*

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### **Character Levels: 5th through 10th**

*Claiming to possess Hartkiller's Horn, Ryndölg makes his move to take control of the Hartsvale. The non-giant residents have been pressed to declare their allegiance or be destroyed. Do they swear fealty to Jarl Ryndölg, or is there another option? Is there another contender to the throne? Sometimes the best choices can be the most dangerous.*

## DDAL05-18 *THE MYSTERIOUS ISLE*

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### **Character Levels: 17th through 20th**

*Baron Rajiram's forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophic disaster.*

**Part 1 of 2.**

## DDAL05-19 *THE EYE OF XXIPHU*

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### **Character Levels: 17th through 20th**

*Baron Rajiram's forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophic disaster.*

**Part 2 of 2.**

# TALES FROM THE YAWNING PORTAL

This storyline takes a look at a collection of classic dungeons that have been updated to fifth edition rules, and pairs several of them with short D&D Adventurers League adventures that are intended to further develop the stories contained in the book adventure.

## TYP TALES FROM THE YAWNING PORTAL

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### Character Levels: varies

When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume.

Within this tome are seven of the most compelling dungeons from the 40+ year history of *Dungeons & Dragons*. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed.

The dungeons in the *Tales from the Yawning Portal* were designed with specific level ranges in mind, but for Adventurers League play these level ranges are modified to incorporate the entire target tier.

- *Sunless Citadel* – levels 1 through 4
- *Forge of Fury* – levels 1 through 4
- *Hidden Shrine of Tamoachan* – levels 5 through 10
- *White Plume Mountain* – levels 5 through 10
- *Dead in Thay* – levels 5 through 10
- *Against the Giants* – levels 11 through 16
- *Tomb of Horrors* – levels 11 through 16

## DDEP06-01 RELICS OF KUNDRUKAR

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### Character Levels: 1st through 4th, 5th through 10th

Kundrukar held many fine implements of war in its heyday, many of them now lost to time. Clues point to some of long dead Master Smith Durgeddin's handiwork in the service of sinister forces that bide their time deep in the Underdark. Reclaim the riches of Kundrukar from the darkness if you dare.

**Best when played after DDAL06-01.**

## DDEP06-02 RETURN TO WHITE PLUME MOUNTAIN

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### Character Levels: 5th through 10th, 11th through 16th

New information has tarnished the reputation of the wizard Kelvan. Can he really be complicit in the kidnapping of a high priestess and the disappearance of others in the area around White Plume Mountain? Or is he simply the pawn of a much greater power?

**Best when played after DDAL06-02.**

## DDEP06-03 HECATOMB

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### Character Levels: 11th through 16th, 17th through 20th

Far below the reach of the sun, dark forces seek to bring a terrible darkness into Faerûn. A great and awful host of drow, giants, and worse await your arrival. When even the dead tremble, what hope can you find?

**Best when played after DDAL06-03.**

## DDAL06-01 A THOUSAND TINY DEATHS

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### Character Levels: 1st through 4th

The promises of glory and the chance of riches draw you to Blasingdell, a small village near the infamous Stone Tooth. Within the rocky mountain lay the dwarven stronghold Khundrukar and the fabled Forge of Fury, to which a chance encounter provides you with the location of a hitherto unknown entrance. Are you brave enough to explore this mystery? Will it lead to wealth or doom?

**Leads into Forge of Fury.**

## DDAL06-02 THE REDEMPTION OF KELVAN

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### Character Levels: 5th through 10th

A strange, foreign wizard calling himself Kelvan has appeared at the same time a mountain materializes out of thin air. He asks you to recover the Gloomblade from a Netherese ruin in order to help him in his research into this strange new mountain.

**Leads into White Plume Mountain.**

## DDAL06-03 CRYPT OF THE DEATH GIANTS

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### Character Levels: 17th through 20th

A magical storm builds over the Anauroch desert bringing portents of death and destruction to Faerûn. Giants imbued with the power of death itself threaten to permanently destroy the giant Ordning and small folk in their wake. Can you stop these unnatural giants and those that seek to control them?

**Continues Against the Giants.**

## TOMB OF ANNIHILATION

A vile death curse has grasped the world in darkness, slowing draining the life from those that returned from death and preventing any additional restorations. The source has been tracked to Chult, and the demilich Acererak has a plethora of traps and minions waiting for heroes that dare challenge him!

### TOA TOMB OF ANNIHILATION

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#### Character Levels: 1st through 11th

*The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied.*

*When they finally succumb, they can't be raised—and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world.*

*The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rainforests.*

### DDHC-TOA-2 THE COMPLETE TURTLE PACKAGE

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#### Character Levels: 1st through 4th

*The Snout of Omgar is a geographical region described briefly in Tomb of Annihilation. Not much is revealed about the location or its inhabitants in that adventure, however. The Turtle Package is written for Dungeon Masters who want to know more about the Snout of Omgar.*

### DDHC-TOA-3 BEASTS OF JUNGLE ROT

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#### Character Levels: n/a

*Adds 37 new creatures to your Tomb of Annihilation games; includes new options for dinosaur racing and hunting in Chult.*

### DDHC-TOA-4 CELLAR OF DEATH

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#### Character Levels: 1st through 4th

*Something evil is devouring the souls of the living in Chult, but before the characters take on the horrors in Tomb of Annihilation, they must first uncover the death curse's origin by braving a lich's tower in the Cloakwood.*

### DDHC-TOA-5 ENCOUNTERS IN PORT NYANZARU

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#### Character Levels: 1st through 11th

*Welcome to Port Nyanzaru, a port city on the edge of Chult's jungle that promises untold adventure, fortune, and danger!*

*This supplement includes 13 new encounters, 3 new dinosaurs, a Port Nyanzaru Chase Complications table, supplemental rules for suspicion, and a map of a Port Nyanzaru bathhouse.*

## DDHC-TOA-6 HEART OF THE WILD

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#### Character Levels: 5th through 10th

*A group of adventurers is tasked to uncover the truth behind a mystery that lies deep within a forgotten sanctum, one protected by those who still practice the old teachings of Chultan magic.*

*Failure may crush all hope for one of their allies, while success may also bring upon the wrath of an ancient order of zealots. Can the party solve the mysteries of the forest temple before they are overtaken by the fearsome Mage Hunters?*

## DDHC-TOA-7 RUINS OF MEZRO

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#### Character Levels: 1st through 16th

*Ancient Mezro lies silent and ruined, her treasures plundered by foreign explorers. Flaming Fist mercenaries have staked their claim to the site, but they aren't the only ones seeking to unravel its hidden mysteries. Other, darker powers have set their sights on its secrets...*

## DDHC-TOA-8 RETURN OF THE LIZARD KING

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#### Character Levels: 1st through 4th

*In Chult's Valley of Dread, warring tribes of lizardfolk have kept each other in check for centuries. As the tribes slowly fall under the sway of a new leader, omens point to the return of an ancient threat: the demon-spawned Lizard King. Adventurers from a far-away realm find themselves in the middle of the fray. Their heroics could save the land from terrible evil, or it might play a part in bringing about doom!*

## DDHC-TOA-9 RUINS OF MATOLO

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#### Character Levels: 5th through 10th

*The dead are walking the jungles of Chult. Adventurers are needed to fend off the savages. In the process something long forgotten is rediscovered. Will their pleas for help be heard from The Creator of Chult?*

## DDHC-TOA-10 RUINS OF HISARI

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#### Character Levels: 11th through 16th

*SOMETHING happened in Hisari. But no one knows what. Hidden in the jungles below the fuming volcano of the Sky Lizard Mountains lie the ruins of Chult's once mighty yuan-ti city, forgotten, abandoned and swallowed by the earth, surrounded by a magical ward that terrorizes all yuan-ti that dare return. Explore the underground temple and be the first to unbury its secrets... if you survive to tell the tale.*

## DDHC-TOA-11 HUNTER

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#### Character Levels: 1st through 4th

*The dead are walking the jungles of Chult. Adventurers are needed to fend off the savages. In the process something long forgotten is rediscovered. Will their pleas for help be heard from The Creator of Chult?*

## DDHC-ToA-12 ENCOUNTERS IN THE JUNGLES OF CHULT

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### Character Levels: n/a

Ten new encounters in the jungle that can be added to any Tomb of Annihilation campaign! Combat, danger, intrigue, and heroics are all yours in this exciting supplement!

## DDHC-ToA-13 THE RISEN MISTS

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### Character Levels: 11th through 16th

In search of a lost ally, an adventuring party journeys into the heart of a region once ruled by powerful reptilian and serpentine overlords. A blanket of strange mists has settled over the area, claiming all those who have dared venture into them.

Meanwhile, a twisted power unleashed at the mountain border of Samarach may weave a terrible fate for not only the people of the mists, but perhaps for all life in Chult.

## DDHC-ToA-14 XANATHAR'S LOST NOTES TO EVERYTHING ELSE

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### Character Levels: 1st through 4th

Only the adventure and Appendix A are legal for Adventurers League play. None of the character content is valid for AL play.

## DDEP07-01 PERIL AT THE PORT

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### Character Levels: 1st through 4th, 5th through 10th

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless; pick up a yklwah, climb aboard a dinosaur, or man the wall; but whatever you do, don't let those rapscallions into the city!

## DDEP07-02 DRUMS OF THE DEAD

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### Character Levels: 1st through 4th, 5th through 10th, 11th through 16th, 17th through 20th

A ritual to destroy Chult's undead has backfired and unleashed an undead plague! The components needed to concoct an antidote have been identified, but need to be scavenged from the jungle. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.

## DDAL07-01 A CITY ON THE EDGE

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### Character Levels: 1st through 4th

Often called the "Gateway to Chult", the exotic city of Port Nyanzaru is built upon a landscape both mystifying and marvelous.

However, the city's vibrant beauty is overshadowed by a mysterious scourge that plagues all within the land. Can the divergent forces within the city discover the truth before all are overcome by this growing threat?

## DDAL07-02 OVER THE EDGE

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### Character Levels: 5th through 10th

In response to a new but as-of-yet-unnamed threat, the factions have called upon adventurers to venture into the jungle in search of a location for a new base of operations. As such, you have been charged with scouting several locations to assess their viability. Surely something so trivial as a scouting mission couldn't go wrong?

## DDAL07-03 A DAY AT THE RACES

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### Character Levels: 1st through 4th

The Merchant Princes have a treat in store for everyone! A new team-based event has been added to the roster and the factions are throwing their hats into the ring. Climb aboard and saddle up!

## DDAL07-04 A WALK IN THE PARK

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### Character Levels: 1st through 4th

A mysterious clue has led you outside of the safety of the city's walls and into the jungle beyond. You have been asked to venture into the jungle and seek out the wisdom of some of the native humanoids in the area—perhaps they will be able to shed some light on the situation and provide some insight on who is behind it all.

## DDAL07-05 WHISPERS IN THE DARK

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### Character Levels: 1st through 4th

The temple lay just ahead, and within the answers to a great many questions about the recent goings on in Port Nyanzaru. The journey here has been long and arduous and hopefully soon at an end. Leave your trepidations at the door; there's exploring to be done!

## DDAL07-06 FESTER AND BURN

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### Character Levels: 5th through 10th

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this?

## DDAL07-07 ROTTING ROOTS

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### Character Levels: 5th through 10th

The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out?

## DDAL07-08 *PUTTING THE DEAD TO REST*

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### **Character Levels: 5th through 10th**

*The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task?*

## DDAL07-09 *UNUSUAL OPPOSITION*

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### **Character Levels: 11th through 16th**

*The trail leading from the Fane of the Whispered Fang has grown cold, but you can still taste the machinations of the yuan-ti in Chult's humid, stagnant air. Because of this, you must venture deeper still into the jungle and petition the aid of an unlikely ally—the fabled Ramshackle King. His assistance is crucial to the effort to save Chult!*

## DDAL07-10 *FIRE, ASH, AND RUIN*

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### **Character Levels: 11th through 16th**

*Within the jungles of Chult lay a vast expanse of ash. While a red dragon is known to reside deep within the Land of Ash and Smoke, it is far from the deadliest of its denizens. Deeper still lay a pit filled to the brim with pure evil. None who have sought out its secrets have survived to tell its tale. Will you be more successful than they?*

## DDAL07-11 *A LESSON IN LOVE*

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### **Character Levels: 11th through 16th**

*An old elf has wandered into the city from the jungle--prattling on about his long-lost daughter to anyone whose ear he can bend. Though most in Port Nyanzaru dismiss him as mad, he speaks the truth. Can you find and save his daughter?*

## DDAL07-12 *IN SEARCH OF SECRETS*

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### **Character Levels: 11th through 16th**

*The yuan-ti have a long, storied past in the history of Chult. So, if they are to be defeated, we must look back into history. Within the jungles, a number of cities fell into ruin during the Year of Blue Fire. Both the merchant princes and factions believe that if discovered, they likely contain knowledge that'll prove invaluable in the battles to come. Get looking!*

## DDAL07-13 *OLD BONES AND OLDER TOMES*

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### **Character Levels: 11th through 16th**

*The sages of Candlekeep have come calling. They've come to Port Nyanzaru on the trail of a colleague. He came to the jungle to pursue his studies in solitude some twenty years ago, but within the last year, his regular communications have fallen silent. They are in search of brave (and discrete) adventurers to escort them around the peninsula for a health and welfare check. Are you brave and discrete enough for the job?*

## DDAL07-14 *THE FATHOMLESS DEPTHS OF ILL INTENT*

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### **Character Levels: 11th through 16th**

*The time is now! The yuan-ti lay on the cusp of freeing an ancient being of insurmountable evil from its imprisonment. Should this happen, Faerûn may very well be plunged into an age of darkness. You have traveled the width and breadth of the peninsula and learned what you could about your foe. Now it's time to put that knowledge to use. Steel yourself, adventurer, there are important deeds to be done!*

## DDAL07-15 *STREAMS OF CRIMSON*

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### **Character Levels: 17th through 20th**

*The Soulmonger is shattered and its pieces scattered across the peninsula of Chult. Dire forces seek those shards for their own nefarious purposes, and the Red Wizards are rumored to have found a number of them already. Can you wrest those necromantic artifacts from the hands of the dread mages?*

## DDAL07-16 *POOLS OF CERULEAN*

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### **Character Levels: 17th through 20th**

*The Land of Ash and Smoke. Once a hellish landscape of volcanic activity, now a nightmare region that hosts one of the scattered Soulmonger fragments. The fragment's burgeoning power attracted the attention of the Red Wizards of Thay and, thankfully, adventurers who are willing to risk life and limb to keep the fragment from these vile arcanists. Can you reach the fragment before the Red Wizards make off with it? The hunt is on.*

## DDAL07-17 *CAULDRON OF SAPPHIRE*

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### **Character Levels: 17th through 20th**

*Just off the northern coast of Chult churns the waters of the Cauldron, a single volcano with a terrible history. Legends from the jungle lands say that it vomits forth lava, stone, and monsters if the peninsula is threatened - and yet the recent events did not set it off. So why is it threatening to explode now?*

## DDAL07-18 *TURN BACK THE ENDLESS NIGHT*

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### **Character Levels: 17th through 20th**

*Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. You must find your way through the maze of tunnels and stop them, or it will be the end of all things.*



# WATERDEEP

Waterdeep is the biggest city in the Forgotten Realms and is full-to-bursting with adventuring opportunities... and you're there, too. The famed Volothamp Geddarm, fresh from some far-flung travel, has extended a job offer to you – one that will either cement your status as a hero of the Realms as you unravel a villainous plot, or that will see you dead (or worse).

Later, you have the opportunity to delve into the famed halls of Undermountain. This place is the home of the Mad Mage Halaster Blackcloak and contains tricks, traps, adversaries and allies that you've never imagined!

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## WDH WATERDEEP: DRAGON HEIST

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### Character Levels: 1st through 5th

*Famed explorer Volothamp Geddarm needs you to complete a simple quest. Thus begins a mad romp through the wards of Waterdeep as you uncover a villainous plot involving some of the city's most influential figures. A grand urban caper awaits you. Pit your skill and bravado against villains the likes of which you've never faced before, and let the dragon hunt begin!*

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## DDHC-WDH-01 WATERDEEP: CITY ENCOUNTERS

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### Character Levels: 1st through 4th

*This supplement includes a plethora of highly replayable random street encounters that draw on the story of Waterdeep: Dragon Heist, with emphasis on the central themes of intrigue, espionage, and peril.*

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## DDHC-WDH-02 UNSEEN WATERDEEP

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### Character Levels: 1st through 4th

*Add a new villain option and cunning criminal organization to Waterdeep: Dragon Heist. Hlaavin, a half-doppelganger/half-illithid crime boss, runs the UNSEEN, an illegal cabal of assassins, thieves, spies, illusionists, and shapechangers that plots to rule the city from the shadows.*

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## DDHC-WDH-03 BLUE ALLEY

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### Character Levels: 1st through 4th

*Blue Alley lies hidden in the heart of Waterdeep. Built by a secretive wizard, it is a magic maze full of tricks, traps, strange monsters, and rich treasure. Countless adventurers have ventured inside to test their bravery and skill, yet few have returned. And now it is your turn...*

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## DDHC-WDH-04 DURNAN'S GUIDE TO TAVERNKEEPING

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### Character Levels: n/a

*The famous proprietor of the Yawning Portal tavern has declared happy hour on his years of business knowledge! Durnan's Guide to Tavernkeeping expands on the rules in the Dungeon Master's Guide and chapter 2 of Waterdeep: Dragon Heist to provide gamers with everything they need to create and manage a fantasy tavern in the world of Dungeons & Dragons!*

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## WDMM WATERDEEP: DUNGEON OF THE MAD MAGE

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### Character Levels: 5th through 20th

*In the city of Waterdeep rests a tavern called the Yawning Portal, named after the gaping pit in its common room. At the bottom of this crumbling shaft is a labyrinthine dungeon shunned by all but the most daring adventurers. Known as Undermountain, this dungeon is the domain of the mad wizard Halaster Blackcloak. Long has the Mad Mage dwelt in these forlorn depths, seeding his lair with monsters, traps, and mysteries—to what end is a constant source of speculation and concern.*

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## DDEP08-01 CHAOS IN THE CITY OF SPELNDORS

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### Character Levels: 1st through 4th

*The hunt for the dragon's cache has attracted ne'er-dowells and fortune seekers to Waterdeep from far and wide and the gangs of Waterdeep are not about to let such a bounty of talent go to waste. Chaos and shenanigans await the brave and the bold in the City of Splendors!*

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## DDEP08-02 STARDOCK UNDER SIEGE

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### Character Levels: 1st through 4th, 5th through 10th, 11th through 16th

*An illithid invasion fleet threatens Stardock, and only you and your allies can stop it!*

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## DDEP08-03 LAST CALL AT THE YAWNING PORTAL

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### Character Levels: 1st through 4th, 5th through 10th, 11th through 16th, 17th through 20th

*Durnan has closed the Yawning Portal Tavern and has mysteriously disappeared back down the well into the dungeons of Undermountain. His old adventuring companion Mirt has put down his tankard and taken up his sword to find him, but he can't do it alone. Adventurers gather from afar to answer his call and rescue one of the city's most iconic heroes. Will YOU join them?*

## DDAL08-00 *ONCE IN WATERDEEP*

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### **Character Levels: 1st through 4th**

*Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin!*

## DDAL08-01 *THE MAP WITH NO NAMES*

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### **Character Levels: 1st through 4th**

*Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on.*

## DDAL08-02 *BENEATH THE CITY OF THE DEAD*

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### **Character Levels: 1st through 4th**

*The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you!*

## DDAL08-03 *DOCK WARD DOUBLE CROSS*

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### **Character Levels: 1st through 4th**

*You've been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing join forces to seek a terrible vengeance*

## DDAL08-04 *A WRINKLE IN THE WEAVE*

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### **Character Levels: 1st through 4th**

*The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out using an ancient artifact from the reign of Emperor Shoon III.*

## DDAL08-05 *HERO OF THE TROLL WARS*

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### **Character Levels: 1st through 4th**

*Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls...*

## DDAL08-06 *PURGING THE BLOOD*

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### **Character Levels: 1st through 4th**

*Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution.*

## DDAL08-07 *INTO THE DARK*

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### **Character Levels: 5th through 10th**

*Are there actually vampires in Undermountain? The Baron of Blood demands that you find out!*

## DDAL08-08 *CRYPT OF THE DARK KISS*

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### **Character Levels: 5th through 10th**

*Are there actually vampires in Undermountain? The Baron of Blood demands that you find out!*

## DDAL08-09 *FANGS AND FROGS*

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### **Character Levels: 5th through 10th**

*Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand!*

## DDAL08-10 *THE SKULL SQUARE MURDERS*

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### **Character Levels: 5th through 10th**

*When Volothamp Geddarm hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you?*

## DDAL08-11 *POISONED WORDS*

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### **Character Levels: 5th through 10th**

*Your search for Volo's key in Skullport has you playing a dangerous game between The Xanathar Guild, Bregan D'aerthe, and the Zhentarim. In the Port of Shadow, how do you know who you can trust when lives are on the line?*

## DDAL08-12 *XANATHAR'S WRATH*

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### **Character Levels: 5th through 10th**

*This couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport himself. Now you just need to rob Xanathar without getting disintegrated.*

## DDAL08-13 *THE VAMPIRE OF SKULLPORT*

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### **Character Levels: 11th through 16th**

*Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tasked you with setting things right.*

## DDAL08-14 *RESCUE FROM VANRAKDOOM*

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### **Character Levels: 11th through 16th**

*Vampires in service to Shar, the Mistress of Night, are somewhere in Vanrakdoom. You must locate them without drawing attention to the other residents of this dangerous place*

## DDAL08-15 *FORGE OF FANGS*

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### **Character Levels: 11th through 16th**

*The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. Artor Morlin would like to see it torn to the ground and the threat ended forever.*

## DDAL08-16 *A CHANGE OF ADDRESS*

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### **Character Levels: 11th through 16th**

*The hand behind all of the Baron of Blood's troubles is revealed, and he vows to make himself the worst kind of neighbor.*

## DDAL08-1 *THE TOWER OF AHGHAIRON*

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### **Character Levels: 11th through 16th**

*The Tower of Ahghairon has been sealed for years, but when the door opens at last, it's an invitation to even more mystery within.*

## DDAL08-18 *MOVING DAY*

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### **Character Levels: 17th through 20th**

*You must transport the Baron of Blood (sealed within his coffin) to his new home. Unfortunately, his new neighbors are not happy to see him move in, and the Mad Mage himself wants to throw him a housewarming party.*

## BALDUR'S GATE:

### DESCENT INTO AVERNUS

Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?

### BGDA BALDUR'S GATE: DESCENT INTO AVERNUS

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#### Character Levels: 1st through 13th

*Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?*

### DDEP09-01 INFERNAL PURSUITS

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#### Character Levels: 1st through 4th, 5th through 10th

*A horse race in Baldur's Gate becomes a hellish battle on infernal war machines in Avernus when the characters get caught between two evil merchants... and must hang on for dear life.*

### DDEP09-02 HELLFIRE REQUIEM

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#### Character Levels: 1st through 4th, 5th through 10th

*Visitors from far and wide gather at Torm's Hand to honor a fallen hero. Yet, the somber day turns to chaos when a hell-spawned maw erupts over the area, bringing an army of devils with it. Only true courage and sharp minds can banish the dark forces that seek to claim the souls of all within the holy temple. Are you ready to lead the charge?*

### DDAL09-01 ESCAPE FROM ELTUREL

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#### Character Levels: 1st through 2<sup>nd</sup>

*Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city—along with its denizens—have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city's walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?*

### DDAL09-02 STOPPED AT THE GATE

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#### Character Levels: 1st through 4th

*It's been a long, arduous trip, but you're finally here—Baldur's Gate. You're not out of peril yet, however, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge.*

### DDAL09-03 HUNGRY SHADOWS

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#### Character Levels: 1st through 4th

*Bodies continue pile up, and the Flaming Fist still has nothing but a name. Thankfully, the perpetrator of the murders has slipped up and the Flaming Fist has captured one of their underlings, in turn, has revealed the presence of a cult hideout in the sewers beneath the city. The Flaming Fist has asked that you investigate. Are you up for the task?*

### DDAL09-04 DAY OF THE DEVIL

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#### Character Levels: 1st through 4th

*The streets of Baldur's Gate run red with blood. Old blood. The blood of Hellriders. Someone or something is punishing the children for the sins of the father and it's time to put it to an end. Who and where is Gharizol?*

### DDAL09-05 FACES OF FORTUNE

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#### Character Levels: 5th through 10th

*Deep in hostile territory with the innocent girl Dara to protect, you will have to trust to the weapons of the enemy if you are to survive. Even with deceit as your shield and sabotage as your sword, luck is required to complete Dara's holy mission. Thankfully Fai Chen knows to start your quest with the help of an old acquaintance... Mahadi, master of Mahadi's Traveling Emporium.*

### DDAL09-06 INFERNAL INSURGENCY

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#### Character Levels: 5th through 10th

*Fai Chen reveals that a draft of the Hellriders' original attack plan might still exist, and it won't be easy to get it. If you can recover these, it would be extremely helpful in your quest to locate their remains and free their spirits. It might very well be a suicide mission, though when you're in Avernus, what isn't? Fortunately, the wily merchant has just the plan for a group of heroes unconcerned with the odds.*

### DDAL09-07 DIABOLICAL DIVE

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#### Character Levels: 5th through 10th

*You have located the plans and drawn the infernal forces away from them. All that remains now is to dive below the river Styx and infiltrate Plagueshield Point without getting wet, setting off any alarms, or being followed. Piece of devil's food cake.*

## DDAL09-08 *IN THE GARDEN OF EVIL*

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### **Character Levels: 5th through 10th**

*Long before it was a war-ravaged battlefield, Avernus was a den of temptation; a place to which ambitious, greedy, and covetous mortals were lured by the promise of power, wealth, and love. While the plane no longer serves this purpose, small pockets of terrible beauty remain. You have been sent in search of one such oasis to locate a fallen celestial. Will you be able to find it? More importantly, will the creature still be capable of service as an agent of good?*

## DDAL09-09 *RUINED PROSPECTS*

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### **Character Levels: 5th through 10th**

*Elturel isn't the only city to have been claimed by Avernus; scores of towns and villages, long forgotten, litter the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and battle evil once more. Has that time come at long last?*

## DDAL09-10 *TIPPING THE SCALES*

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### **Character Levels: 5th through 10th**

*Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of his consort for nearly a millennium, and it's time for him to throw in the towel. Dara has asked that you venture into the Diremire Pit and convince him of this, as there are greater wars to be won!*

## DDAL09-11 *LOSING FAI*

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### **Character Levels: 5th through 10th**

*Fai Chen has gone missing from Mahadi's Traveling Emporium, and the merchant sends you a note asking you to rescue him. You'll have to do it without angering the master of the emporium, whose protection is crucial to your sacred mission. But in the Nine Hells, how much can you really trust someone you call friend?*

## DDAL09-12 *THE BREATH OF LIFE*

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### **Character Levels: 11th through 16th**

*An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party?*

## DDAL09-13 *THE SWARMED HEART*

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### **Character Levels: 11th through 16th**

*Covered in bees! The peace of Mahadi's Emporium is shattered as a swarm of hellwasps has descended upon it. Since this is odd behavior for hellwasps, Dara senses a higher power at work and asks you to discover the truth about the creatures' attacks. Are you up to the task, or will you just end up getting stung?*

## DDAL09-14 *THE VAST EMPTINESS OF GRACE*

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### **Character Levels: 11th through 16th**

*The divine spark has been returned to Verwyrr and Raskamedies and the time has come to return to the Material plane in search of an ancient artifact once belonging to Ilmater himself. Beneath the holy city of Elturel lay a reliquary—the Dolorous Adytum. What dark secrets lay within?*

## DDAL09-15 *MADDENING SCREAMS*

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### **Character Levels: 11th through 16th**

*The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately, the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines with no one to count on but yourselves. Her holy mission, and your very souls, are at stake.*

## DDAL09-16 *HONORS UNFORSEEN*

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### **Character Levels: 11th through 16th**

*Accompanying the Chosen of Ilmater and baring the newly discovered Ward of Faithfulness, you proceed further into the tomb of the Bloody Hooves. Time is running short. Zariel's forces hunt for you even now.*

## DDAL09-17 *IN THE HAND*

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### **Character Levels: 11th through 16th**

*Your quest to return the Bloody Hooves is nearly at an end. Only the company's commander remains and then you'll be ready to ride to the rescue of fallen Elturel!*

## DDAL09-18 *CONSEQUENCES OF CHOICE*

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### **Character Levels: 11th through 16th**

*The soul of the commander of the Bloody Hooves has been spirited away by Zariel's lieutenant, General Everbleed. The Bloody Hooves are in disarray and will not be the fighting force Dara had hoped without the iron will of their commander to direct them. To find them amid the battlefields of Avernus, you are going to need help. Hopefully you have made some friends in the Nine Hells.*

## DDAL09-19 *FANG AND CLAW*

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### **Character Levels: 17th through 20th**

*Zariel's deputy, General Everbleed, has fled with Commander De La Reue's soul only to be captured by Yeenoghu's brood! Dara implores you to recover the commander, though his soul has been taken to a most unusual place.*

## DDAL09-20 *WHERE DEVILS FEAR TO TREAD*

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### **Character Levels: 17th through 20th**

*The commander's soul has been cast through the portal into the Death Dells. You must follow into the lair of Yeenoghu and rescue the commander before the Beast of Butchery devours him!*

## ICEWIND DALE:

### RIME OF THE FROSTMAIDEN

Our intrepid heroes, after being given respite from the brutal Icewind Dale winter by a clan of goliaths, discover one of their own is responsible for the influx of unusual animal activity in the area. Meanwhile, the characters are hunted by an elusive menace.

#### IDRF ICEWIND DALE: RIME OF THE FROSTMAIDEN

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**Character Levels: 1st through 12th**

*In Icewind Dale, adventure is a dish best served cold. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved—as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icewind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night?*

#### DDEP10-00 THE GREAT KNUCKLEHEAD RALLY

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**Character Levels: 1st through 4th**

*To fight the despair brought on by the Everlasting Rime, an eccentric dwarf sponsors a fishing tournament she calls the "Great Knucklehead Rally." The event draws the curious, the hopeful, and the cynical alike. And it also draws unexpected guests that test the mettle of the attendees.*

#### DDEP10-01 TERROR IN TEN TOWNS

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**Character Levels: 1st through 4th**

*As a beastly army approaches Ten-Towns from the south, heroes take the lead in fortifications and defense. But can the heroes' optimistic hard work overcome the worst enemy—the towns' distrust of one another?*

#### DDEP10-02 SONG OF SPEARS

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**Character Levels: 5th through 10th, 11th through 13th**

*Kaskur Spearsong and those loyal to him, in an attempt to show Old Goat what actual leadership looks like, entered Xorvintroth to rescue the missing clan members and bit off more than they could chew. However, they found something other than their kin in the ruins of the ancient Abeiran city—and unwittingly brought it back with them. Will their foolish endeavors spell the end of the Thuunlakalaga clan?*

## DDAL10-00 ICE ROAD TRACKERS

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**Character Levels: 1st**

*A trek toward Icewind Dale turns deadly when an avalanche blocks the heroes' passage through the Spine of the World. Rescued by a menagerie of strange creatures, the heroes are asked to return the favor in exchange for answers about what's happening in the cold and frozen North.*

### DDAL10-01 THE FROZEN NORTH

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**Character Levels: 1st through 2nd**

*An avalanche strands you and your allies in the treacherous Spine of the World, and a relentless blizzard is quickly blowing away all hope of survival. Gather the surviving members of your caravan and strike out for shelter. Strike out for life!*

### DDAL10-02 GNASHING TEETH

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**Character Levels: 1st through 4th**

*The goliaths of Wyrmdoom Crag are a proud, but thankfully, generous people. Having provided you with shelter from the deadly wilds of Icewind Dale, they've asked you to look into the strange things that've been happening in and around their home.*

### DDAL10-03 DIVINING EVIL

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**Character Levels: 1st through 4th**

*A gruesome murder sends you into the frozen wastes in search of answers. Will you find what you seek, or will your journey simply create more questions?*

### DDAL10-04 COLD BENEVOLENCE

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**Character Levels: 1st through 4th**

*Feral-Tongue must be stopped! But without aid, your efforts will likely be in vain. Amid rising tensions, Old Goat suggest an unlikely ally: chwingas! Her plan, however, isn't popular among other members of the clan. Can you sway their opinion? Better yet, can you find the elusive elemental spirits?*

### DDAL10-05 A BLIGHT IN THE DARKNESS

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**Character Levels: 5th through 10th**

*The wicked owlbear Frostclaw was nearly defeated. Now it's time to finish the deed and destroy her and her master once and for all. But first, you must find them. Track them down and save Ten-Towns!*

## DDAL10-06 *THE FALLEN STAR*

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### **Character Levels: 5th through 10th**

*As the last vestiges of Feral-Tongue's legacy echo across Icewind Dale, an ominous sign makes itself known. A falling star far to the west heralds a new unknown. A goliath hunting party returns to Wyrmdoom Crag, speaking of a strange creature. Perhaps it may be the key to discovering the source of the mysterious light.*

## DDAL10-07 *INTO DARKNESS*

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### **Character Levels: 5th through 10th**

*Times have been especially hard on the goliaths of Wyrmdoom Crag, and losing the few hunters they have left to neogi slavers will certainly spell their doom. You must delve into the ruins of an ancient city buried beneath the Spine of the World. What secrets lay in the deep dark? Do they promise salvation or doom?*

## DDAL10-08 *VOLATILE THOUGHTS*

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### **Character Levels: 5th through 10th**

*Just when you thought Realm-space-faring slavers were the worst thing that could cross your path, it quickly became apparent you were wrong--terrible things lurk in the depths of the long-dead Abeiran city of Xorvintroth. And when faced with countless, unfathomable horrors infesting an ancient city of a long-dead civilization from another world there's only one solution . . . explosives.*

## DDAL10-09 *RECIPE FOR RETRIBUTION*

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### **Character Levels: 5th through 10th**

*The plan is in motion, and you must scour the breadth and depth of Icewind Dale for the components an extraplanar stranger needs to create explosive devices powerful enough to bury the ancient Abeiran city of Xorvintroth and seal away the horrors residing within. Are you up to the challenge?*

## DDAL10-10 *BURYING THE PAST*

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### **Character Levels: 10th through 13th**

*The bombs are constructed, the plans laid. The only thing remaining is the easy part: stealing into an ancient, alien city full of nightmarish creatures from beyond the limits of sanity, setting the bombs, and escaping the city without getting caught before they detonate. Simple!*



# THE WILD BEYOND THE WITCHLIGHT

Like a half-forgotten dream, the Witchlight Carnival drifts into our world once every eight years, drawing folk of all ages to delight in its fey wonders. Entry without a ticket is strictly forbidden, and the consequences for trespass echo through time.

## WBW *THE WILD BEYOND THE WITCHLIGHT*

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### **Character Levels: 1st through 8th**

*Once every eight years, the fantastic Witchlight Carnival touches down on your world, bringing joy to one settlement after the next. Its owners, Mister Witch and Mister Light, know how to put on a good show. But there's more to this magical extravaganza than meets the eye!*

*The carnival is a gateway to a fantastic Feywild domain unlike anything found on the Material Plane. Time has not been kind to this realm, however, and dark days lie ahead unless someone can thwart the dastardly schemes of the Hourglass Coven.*

## WBW-EP *THE WITCHLIGHT CARNIVAL*

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### **Character Levels: 1st**

*Want to experience the Witchlight Carnival as an immersive, multi-table 3-hour event? Then look no further; this provides guidance on how to do it! This is an epic adaptation of Chapter 1 of The Wild Beyond the Witchlight.*

## WBW-PR *LOST THINGS*

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### **Character Levels: n/a**

*A two-hour prelude adventure for The Wild Beyond the Witchlight campaign. During this two-hour adventure, your players create kid characters and explore the carnival unaware of the malevolence that lurks within.*

# DREAMS OF THE RED WIZARDS

Adventures in the *Dreams of the Red Wizards* campaign are separate from the seasonal storylines. They have their own storylines and are developed to be optimized for play at conventions, game stores, and other public events.

## DRW-EP-01 ASSAULT ON MYTH NANTAR

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**Character Levels: 5th through 10th, 11th through 16th**

*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?*

**Set between DRW-02 *Blood in the Water* and DRW-03 *Saving Silverbeard***

## DRW-EP-02 WINGS OF DEATH

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**Character Levels: 11th through 16th, 17th through 20th**

*Thay's treachery and plan are revealed. Heroes are needed to prevent the return of one of the Realms' greatest evils.*

**Set between DRW-07 *Moment of Peace* and DRW-03 *The Harrowing of Hell***

## DRW-EP-03 WHEN THE LIGHTS WENT OUT IN CANDLEKEEP

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**Character Levels: 5th through 10th, 11th through 16th**

## DRW-01 BREAKING UMBERLEE'S RESOLVE

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**Character Levels: 5th through 10th**

*The search for a missing young woman kicks off a treacherous journey on the Sea of Fallen Stars.*

## DRW-02 BLOOD IN THE WATER

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**Character Levels: 5th through 10th**

*An exploration to the underwater city of Myth Nantar leads to a conspiracy, a mystery, and a heist.*

## DRW-03 SAVING SILVERBEARD

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**Character Levels: 11th through 16th**

*Powerful elements collide in the wake of the attack on Myth Nantar.*

## DRW-04 FOREIGN AFFAIRS

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**Character Levels: 11th through 16th**

*An invitation to the storm giant court of King Hekaton becomes a continent spanning mystery that could change the face of Faerûn.*

## DRW-05 UNCERTAIN SCRUTINY

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**Character Levels: 11th through 16th**

*In order to rescue King Hekaton, you must go inside the capital of dreaded Thay. Getting in will not be as difficult as getting out.*

## DRW-06 THIMBLERIGGING

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**Character Levels: 11th through 16th**

*The chase is on to recover the stolen throne, but the game won't be as easy as you expected. You're drawn back to sites of victory and horror as you search the Realms.*

## DRW-07 MOMENT OF PEACE

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**Character Levels: 11th through 16th**

*Armed with a ritual to track the Wyrmskull Throne, the path leads from the Thunder Peaks to the Plains of Purple Dust. An old enemy is waiting.*

## DRW-08 THE HARROWING OF HELL

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**Character Levels: 17th through 20th**

*Good King Hekaton's soul is trapped in the Nine Hells. Can you walk the paths of the Hells to win it back from the Lord of Lies?*

## DRW-09 VILE BOUNTY

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**Character Levels: 5th through 10th**

*Ships have gone missing in the Sea of Swords and Queen Serissa wants to know why.*

## DRW-10 UNSAFE HARBORAGE

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**Character Levels: 5th through 10th**

*Thayan agents plague Waterdeep's Dock Ward and you're tasked with discovering who's pulling their strings, but you aren't the only ones interested in the Red Wizards.*

## DRW-11 SHADOWS IN THE STACKS

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**Character Levels: 5th through 10th**

*Hoping to put names to the location descriptions you uncovered in Waterdeep, you head to Candlekeep. You are not alone. Some want what you have, others don't want you to discover any more.*

## DRW-12 TO WALK THE COLD DARK

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**Character Levels: 5th through 10th**

*In search of the lair of the Tenebrous Creed, you search for the prison of an ancient evil imprisoned in the Thunderpeaks.*

**DRW-13 *NIGHT THIEVES***

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**Character Levels: 5th through 10th**

**DRW-14 *THE CITY THAT SHOULD NOT BE***

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**Character Levels: 11th through 16th**

**DRW-15 *FROZEN WHISPERS***

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**Character Levels: 11th through 16<sup>th</sup>**

**DRW-16 *UPRISING***

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**Character Levels: 11th through 16th**

## OTHER ADVENTURES

The following adventures are not explicitly linked to other content.

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### DDHC-CGB CLOUD GIANT'S BARGAIN

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**Character Levels: 5th through 7th**

*The renowned adventuring company Acquisitions Inc. hires you to infiltrate a castle--but not just any castle. This is a flying fortress built by the cloud giant Count Stratovan, who is currently preparing to destroy the Sword Coast. Your mission is to meet with his son, who claims to want to prevent the war and establish peace between the giants and the small folk. If you can learn whether the son can be trusted, discover the secrets of the castle, and ... well, survive, you too can earn acclaim with Acquisitions Inc.!*

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### GSM GHOSTS OF SALTMARSH

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**Character Levels: 1st through 4th, 5th through 10th, 11th through 16th**

*Ghosts of Saltmarsh combines some of the most popular classic adventures from the first edition of Dungeons & Dragons including the classic 'U' series and some of the best nautical adventures from Dungeon magazine.*

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### LMP LOST MINE OF PHANDELVER

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**Character Levels: 1st through 4th**

*The Lost Mine of Phandelver from the Dungeons & Dragons Starter is the perfect introduction to the world's greatest roleplaying game. Journey to the Forgotten Realms to the town of Phandelver and rediscover the ancient mine lost thousands of years ago.*

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### DIP DRAGON OF ICESPIRE PEAK

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**Character Levels: 1st through 7th**

*The adventurers are travelling the countryside, completing various missions and preparing to challenge a vicious dragon that has been terrorizing the land.*

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### DDHC-LR LOCATHAH RISING

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**Pregenerated Characters Only**

*As elemental forces threaten the safety of the nearby locathah communities, heroes rise from among their numbers to strike back and defend their homes and families.*

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### DDIA-MORD RRAKMA

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**Pregenerated Characters Only**

*You stand before the Sha'sal Khou elders as the most diverse gith hunting party ever assembled. Are you powerful enough to keep the mind flayers from enslaving your people once again? You'll have to race across the planes to find out.*

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### DDHC-MORD-01 RIDDLE OF THE RAVEN QUEEN

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**Character Levels: 5th through 10th**

*Embark on a rescue mission into the heart of the Shadowfell in this adventure for the world's greatest role-playing game!*

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### DDHC-MORD-02 THE LICH-QUEEN'S BEGOTTEN

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**Character Levels: 11th through 16th**

*The Lich-Queen of the Githyanki is one of the most malevolent beings in existence, and she is scheming to become more powerful than ever before. Our heroes must journey to the Astral Plane where they will encounter astonishing new locations and terrible new enemies. Can they thwart the diabolical plans of the Lich-Queen and save the multiverse?*

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### DDHC-MORD-03 TO WAKE THE LEVIATHAN

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**Character Levels: 11th through 16th**

*Across the infinite layers of the Lower Planes, a band of heroes desperately hunts for the whereabouts of an ancient weapon — one that could very well turn the tide of the eternal Blood War. With the help of the archmage Mordenkainen, these adventurers must stop the great Leviathan from falling into fiendish hands. Can they unlock the mysteries of the war machine before it's too late?*

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### DDHC-MORD-04 PUDDING FAIRE

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**Character Levels: 1st through 4th**

*You awaken on the morning of the Pudding Faire: just as you did yesterday... and the day before that... and the day before that! To escape the loop, you must break a curse that strikes to the heart of halfling and gnome lore.*

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### DDHC-MORD-05 ESCAPE FROM WHELOON

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**Character Levels: 1st through 4th**

*The walled city of Wheloon holds the criminal population of Cormyr. The residents of that place are bound to it forever and cut off from the outside world. Inside, plans are made and malcontents pool their resources — and outside, forces influence the innocent to ensure that a dire plot can be realized without interference from the knights and mages that guard the realm. Now you're here with no memory of what brought you to Wheloon, and all you can think of is finding out why!*

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### DDHC-XGE-01 RATS OF WATERDEEP

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**Character Levels: 1st through 4th**

*Solve a brutal crime on the mean streets of Waterdeep in this madcap companion adventure for Xanathar's Guide to Everything!*

## DDIA-VOLO *IN VOLO'S WAKE*

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### **Character Levels: 1st through 4th**

*The town of Phandalin, nestled in the foothills to the east of the Sword Mountains, continues to grow since being rebuilt after the devastation wrought by rampaging orc hordes. It recently survived violent gang activity, drow machinations, and even the attention of a green dragon.*

*But can it withstand a new threat, bizarre but no less perilous: the fame brought by a visit from none other than loremaster Volothamp Geddarm?*

## DDIA-XGE *UNDERWORLD SPECULATION*

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### **Character Levels: 1st through 4th**

*Operating as secret agents for the Lords of Waterdeep, a promising lead takes you deep into the world of the Xanathar, but what will it take for you to return?*

## DDEP00-01 *THE RED WAR*

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### **Character Levels: 1st through 4th, 5th through 10th, 11th through 16th, 17th through 20th**

*The Cults of Elemental Evil wrought incredible destruction on the city of Mulmaster. In its hour of need, the City of Danger received aid from an unlikely source - the Mageocracy of Thay, ruled by the lich Szass Tam. With Mulmaster moving ever closer to Thay's orbit and strife brewing within the Factions for action, the hour is ripe for conflict.*

**Takes place after DDEP02 *Mulmaster Undone***

## DDAL00-01 *WINDOW TO THE PAST*

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### **Character Levels: 5th through 10th, 11th through 16th, 17th through 20th**

*When a Thayan research expedition returns from the Glacier of the White Wyrms with only two survivors that are reduced to whispering about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers.*

## DDAL00-02 *LOST TALES OF MYTH DRANNOR*

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### **Character Levels: 1st through 4th, 5th through 10th, 11th through 16th, 17th through 20th**

*In this book you will find updates to Hillsfar and Myth Drannor that represent the choices of D&D Adventurers League players all over the world. We've taken the actions of your players, updated the world of Forgotten Realms, and given you six more D&D Adventurers League adventures that you can run for your players where they can explore the Cormanthor Forest and the Ruins of Myth Drannor.*

## DDAL00-03 *THOSE THAT CAME BEFORE*

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### **Character Levels: 11th through 16th, 17th through 20th**

*All of the scribes in Candlekeep are reporting eerie dreams, dreams in which the flying citadels of Ancient Netheril remain aloft among the clouds, with the modern skylines of Neverwinter and Waterdeep far below. These hazy visions all end the same way: with tremendous calamity as those fortresses smash down upon the defenseless metropolises. What aid can be enlisted when such doom is on the horizon?*

## DDAL00-04 *WINTER'S FLAME*

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### **Character Levels: 1st through 4th**

*This year's Midwinter holiday efforts have been met with unusual obstacles: small stockpiles rummaged through, foods spoiling, ale casks leaking, festive clothes torn up, and crucial pembedon fruits missing. With schedules and deadlines rigid, any bigger bumps in the road might result in disaster. Who would want to keep the people of Chult from celebrating this long-revered holiday?*

## DDAL00-05 *WINTER'S SPLENDOR*

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### **Character Levels: 1st through 4th**

*You're invited to the Midwinter Gala in the City of Splendors! Among the jovial festivities, a sinister mystery waits to be unwrapped.*

## DDAL00-06 *LOST LABORATORY OF KWALISH*

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### **Character Levels: 5th through 10th**

*The legendary inventor disappeared in the peaks eons ago... as it turns out, finding a crashed planar ship and studying its technology to fuel his own experiments—only now, Kwalish's lost research is desperately needed!*

## DDAL00-07 *THE EMBERS OF HATE*

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### **Character Levels: 1st through 4th, 5th through 10th**

*Hatred burns with a fire unlikely any other; and the hotter the flame, the more difficult it is to stamp it out. Beneath the rubble of Mulmaster, and a group of angry men and women seek to stoke smoldering embers of hate anew into a raging conflagration. Can you stop them before it is too late, or will evil rise once more from the ashes—free to burn all it touches?*

## DDAL00-08 *LAYERS UPON LAYERS*

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### **Character Levels: 1st through 4th, 5th through 10th**

*During the liberation of Szith Morcane, the factions found an unlikely friend in an agent of evil. Now, that alliance has been put to the test—and the factions are in search of souls brave (or foolish) enough to venture to the mysterious depths of the Feywild in order to uphold their end of the alliance! Grab your planar forks—there's adventuring to be done!*

## DDAL00-09 *MINSC & BOO'S GUIDE TO STUFF AND THINGS*

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### **Character Levels: 5th through 10th**

*Minsc and his faithful ally Boo have seen much of the Forgotten Realms, and have been inspired by Volo to produce a guidebook detailing some of the more incredible things that they've experienced!*

## DDAL00-10 *TRUST AND UNDERSTANDING*

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### **Character Levels: 17th through 20th**

*The shield dwarves of western Faerûn sometimes speak of a labyrinthine structure on the shores of a misty lake. Rumored to imprison an ancient creature that predated Faerûn's beginnings, the place has long been sealed. But now coins are showing up in bazaars and trader's booths that match the description of those minted by this citadel, and they are rightly concerned.*

## DDAL00-11 *PIPYAP'S GUIDE TO ALL OF THE NINE HELLS*

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### **Character Levels: 1st through 4th, 5th through 10th, 11th through 16th, 17th through 20th**

*Do you want to see the Blood War from a lemure's point of view? Or face down a conjoined twin pit fiend? How about drink other-worldly wines in the most decadent of locales? This is the tome for you!*

## DDAL00-12 *INFERNAL ENCOUNTERS*

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### **Character Levels: 1st through 4th, 5th through 10th, 11th through 16th, 17th through 20th**

*Welcome to the Nine Hells! Stay for a while with this companion supplement for Baldur's Gate: Descent into Avernus.*

- *Bad Seed* (levels 1 through 4) takes you to an Infernal Brewery in the city of Dis in search of a son gone bad.
- *A Helpful Distraction* (levels 5 through 10) begins with the followers of Bahamut's Court wanting to sneak into the Tower of Scales to learn what the Dragon Queen's followers are up to in Avernus. You are the distraction.
- *The Soft Touch* (levels 11 through 16) occurs in the city of Grenpoli on Maladomini where a powerful ward prevents all violence. How will you retrieve a stolen item from a powerful fiend if you can't fight them?
- *The Devil's Song* (levels 17 through 20) entwines you in Nessian politics when an erinyes rises above her station to become a unique fiend with her own infernal night club.

## DDAL00-13 *KNUCKLEHEADS & OTHER SUCH CURIOSITIES*

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### **Character Levels: 1st through 4th, 5th through 10th, 11th through 16th, 17th through 20th**

*The frozen wastes are as inhospitable place as you can find. Subzero temperatures. Driving winds. Chest deep snows. Hungry predators. And between all that? A lonely death. But still, those few who prepare for it manage to survive where all others fall. Ready yourself. The blizzard comes.*

## DDALCA-01 *RETURN TO THE GHOST TOWER OF INVERNESS*

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### **Pregenerated Characters Only**

*This is a familiar scene. Shackled. Bound. The same faces surround you as the last time you were in this dark, dank cell. Your friends, your party members. You've been told that your actions have led to death and destruction near and far, but you were only doing what was demanded of you from those who hold you captive again now. A looming figure goes over your crimes and holds out a glowing gemstone, offering a trade for your lives. "You must undo what you have done and put this back," he whispers. "You must return to the Ghost Tower."*