



DUNGEON MASTER'S GUIDE

VERSION 4.0



Curse of Strahd Edition: March 4, 2016, to August 25, 2016

Credits

D&D Organized Play: Christopher Lindsay

D&D Adventurers League Wizards Team: Christopher Lindsay, Mike Mearls

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Claire Hoffman, Greg Marks,
Alan Patrick, Travis Woodall

Editing and Layout: Scott Fitzgerald Gray

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THE D&D ADVENTURERS LEAGUE

The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As characters adventure, players track those characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

This section contains information on setting background, and on running and organizing games in the D&D Adventurers League.

THE SETTING

D&D Adventurers League adventures are normally set in the Forgotten Realms, on the continent of Faerûn. Hardcover adventures for previous seasons are set in the **Sword Coast** region—a savage wilderness dotted with powerful and iconic cities such as Baldur's Gate, Neverwinter, and Waterdeep. Adventures created for previous seasons of D&D Adventurers League play are set in the **Moonssea** region—a brutal land beset by bandits, monstrous hordes, and tyrants. This storyline season is set outside the Forgotten Realms in the lands of **Ravenloft**, as detailed in the hardcover adventure *Curse of Strahd*.

CURSE OF STRAHD

The *Curse of Strahd* storyline season takes place from March 2016 to August 2016. It is supported by the launch event adventure *Death House*; by the *Curse of Strahd* hardcover adventure; and by D&D Adventurers League adventures tied to the Curse of Strahd storyline.

The dark realm of the vampire Strahd is an extradimensional demiplane, created by the Dark Powers and encompassing the land of Barovia. At the center of that realm stands the dark castle that is the center of Strahd's power—Ravenloft.

MISTS OF RAVENLOFT

A deadly fog surrounds the land of Barovia and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

- A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the *Player's Handbook*). This exhaustion can't be removed while the creature is in the fog. No matter how far a creature

travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Barovia.

- The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the *Player's Handbook*).

SUNLIGHT IN BAROVIA

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight. Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

ALTERATIONS TO MAGIC

The land of Barovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell—not even *wish*—allows one to escape from Strahd's domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving Barovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Strahd's domain is pulled back into Barovia upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Strahd's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Barovia, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Barovia.

While in Barovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally—with one proviso: Strahd can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

COSMETIC SPELL MODIFICATIONS

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere of Ravenloft. A few examples are presented below.

Alarm. Instead of hearing a mental ping when the alarm is triggered, the caster hears a scream.

Bigby's Hand. The conjured hand is skeletal.

Find Familiar. The familiar is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find Steed. The summoned steed is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find the Path. A child's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't communicate.

Fog Cloud. Misty, harmless claws form in the fog.

Gust of Wind. A ghostly moan accompanies the summoned wind.

Mage Hand. The summoned hand is skeletal.

Maze. The surfaces of the demiplane's maze are made of mortared skulls and bones.

Phantom Steed. The steed resembles a skeletal horse.

Rary's Telepathic Bond. Characters linked together by the spell can't shake the feeling that something vile is telepathically eavesdropping on them.

Revivify. A creature restored to life by a *revivify* spell screams upon regaining consciousness, as though waking from some horrible nightmare.

Spirit Guardians. The spirits appear as ghostly, skeletal warriors.

Wall of Stone. A wall created by the spell has ghostly faces sculpted into it, as though tortured spirits were somehow trapped within the stone.

RESURRECTION MADNESS

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife. When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

FIGHTING ALONE

Strahd has taken great care to control the growth of powerful organizations in his realm. As of the current day, the Harpers, the Lord's Alliance, the Zhentarim, the Order of the Gauntlet, and the Emerald Enclave are nothing more than rumors among the villagers of Barovia.

VAMPIRISM AND LYCANTHROPY

Vampires and lycanthropes are not included in the allowed rules for character creation or advancement (see the *D&D Adventurers League Player's Guide*). These conditions grant characters powers and abilities that are not suitable for organized play, and typically impose a restricted or prohibited alignment. As such, characters afflicted with vampirism or lycanthropy must have the affliction cured before the start of their next episode or adventure.

Afflicted characters have the following options:

- **Lycanthropes** can be cured with a *remove curse* spell. This spell is available as a spellcasting service for 90gp (though Jeny Greenteeth might have additional requirements; see "Spellcasting Services" later in this guide).
- **Vampires** can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers do not offer a free *raise dead*, though Jeny Greenteeth might be willing to make a deal (see "Spellcasting Services" later in this guide).

An afflicted character who does not end his or her curse is retired from play until able to do so by one of the means above, or through the application of DM rewards to the character.

D&D ADVENTURERS LEAGUE PLAY

Dungeon Masters and players can engage with the D&D Adventurers League in many ways. These currently include D&D launch events and D&D premiere play, in addition to playing through the published D&D adventure for any given storyline. This list of options will continue to expand to meet the needs of D&D fans and event organizers.

D&D LAUNCH EVENTS

Taking the place of the D&D Encounters program, launch events provide core hobby retailers with free content they can use to support any given product release. This free content will support from twelve to sixteen hours of D&D play, and can be run as many times as the retailer would like, up to the release of the new launch event. It is important to note that there will be launch event content for every new release, not just D&D adventure releases.

D&D PREMIERE PLAY

D&D premiere play adventures support Wizards of the Coast storyline product releases. They can be purchased by anyone from the Dungeon Masters Guild™ online at www.DMsGuild.com, and run as official D&D Adventurers League play. Once purchased by a Dungeon Master, premiere play content can be run as often as that DM likes in support of a given D&D storyline season. D&D premiere play can take place anywhere, though we encourage players and DMs to choose a public venue such as a local core hobby retail store whenever possible.

BEING A DUNGEON MASTER

Running D&D Adventurers League games as the DM is easy and fun. The adventures can be prepared in a short period of time, and you don't have to worry about creating all sorts of background material.

WHAT YOU NEED TO RUN A GAME

In order to run a game as a DM in D&D Adventurers League games, you'll need the following:

- **The D&D Basic Rules.** This PDF document is available for free on the Wizards of the Coast web site. It contains all the basic rules of the game, and you can create a character with it. More options for characters are available in the *Player's Handbook* and the *Sword Coast Adventurer's Guide*.
- **An adventure.** If you're running games in a game store or at a convention, check with the organizer to see what adventures are available. The organizer should be able to provide you with access to a digital copy of the adventure. Adventures are designed for a table of five players, but can be adjusted for three to seven players. Tables smaller or larger than those limits are not allowed.
- **Monster statistics.** The adventure will specify where you can find statistics for the monsters you're using. Most monsters can be found in the *Monster Manual* or the *D&D Basic Rules*, or will be made available in a special adventure supplement. Special monsters created specifically for the adventure will be found within it.
- **Dice, pens or pencils, and paper.** Don't leave them at home!
- **A DCI number.** This is an official Wizards of the Coast organized play number. It's obtainable at public events; ask the organizer for one the first time you play.

Links to downloadable documents are provided in the *D&D Adventurers League Player's Guide*.

OPTIONAL ITEMS

These things aren't necessary to run D&D Adventurers League games, but might be nice to have:

- ***Dungeon Master's Guide*™.** This book contains indispensable advice on running games. It's great during preparation, but you don't have to bring it along to the game. The *Dungeon Master's Guide* also contains descriptions of magic items that might be awarded during the course of play, so it is suggested that you bring that information with you to the table if it is not provided in the adventure.
- **Note cards.** Great for writing down initiative, handing notes to players, and as cheap table tents.
- **Miniatures and map surfaces.** If you and your players enjoy playing a more tactical game of D&D, you can use these to help depict combats and detailed areas.
- **A DM screen.** Helpful to hide the adventure and conceal your notes from the other players.

RULES FOR DUNGEON MASTERS

The variant rules for "Playing on a Grid" in the *D&D Basic Rules* and *Player's Handbook* can be used if you and your players wish. Dungeon Masters should feel free to use the *Dungeon Masters Guide* to help run games if they so choose. However, D&D Adventurers League play does not use any other optional or variant rules as presented in the *Dungeon Master's Guide*.

EVERGREEN ADVENTURE

The *D&D Starter Set* contains an adventure called *Lost Mine of Phandelver*, which is set in the Sword Coast region. This adventure takes characters from 1st to 5th level, and is a great place to start a new group of D&D players. You can play it at home or in your local game store.

Lost Mine of Phandelver is always available for play in the D&D Adventurers League. Track play of this adventure just like you would any other adventure for league play.

BEFORE EACH PLAY SESSION

Before you start the adventure, spend some time familiarizing yourself with the locations, events, and characters. You'll also want to review the relevant statistics for any monsters or nonplayer characters (NPCs).

After you introduce yourself to the players, ask them to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Character faction
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range cannot participate in the adventure with those characters. Players with ineligible characters can make a new 1st-level character or use a pregenerated character, if the adventure supports 1st-level characters. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an adventure logsheet for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to this guide for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

PREPARING THE ADVENTURE

Before you show up to run a D&D Adventurers League adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in combat.
- Get familiar with any monster statistics in the adventure or its appendices.
- Gather together any resources you'd like to use to aid you in running the adventure, such as note cards, a DM screen, miniatures, battle maps, and so forth.
- If you know the composition of the group of characters beforehand, you can make adjustments as noted throughout the adventure.

ADJUSTING THE ADVENTURE

In any D&D Adventurers League adventure, you might see sidebars to help you make adjustments to the adventure, accommodating smaller or larger groups, or characters of higher or lower levels than the optimal party size. Most of the time, this information is used for combat encounters.

You can adjust the adventure beyond the guidelines given in the adventure, or make other changes as you see fit. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it harder. As such, five categories of party strength have been created for you to use as a guideline. Always feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

You can figure out a party's strength as follows:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of 0.5 or greater up; round fractions of less than 0.5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table and compare to the intended level for the adventure.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than	Very weak
3–4 characters, APL equivalent	Weak
3–4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6–7 characters, APL less than	Average
6–7 characters, APL equivalent	Strong
6–7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar might or might not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the character's adventure logsheet. The following options are available to players during downtime (see the *D&D Basic Rules* or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

AFTER EACH PLAY SESSION

As characters progress through the adventure, they'll earn treasure in the form of valuables like gold, jewelry, and art objects, as well as magic items. In addition, there might be special rewards that are story focused or intangible. Since a group's composition might change from one play session to the next, you'll want to have players update their logsheets before leaving the table.

Each player is responsible for maintaining his or her own adventure logsheet. At the end of the session, you should give out rewards earned and each player should record that information on his or her logsheet. Some rewards are earned only at the end of an episode or adventure.

REWARD DISTRIBUTION

When a session of a D&D Adventurers League game has concluded, rewards are handed out. This section talks about how to determine who gets what (though an adventure might have additional details on distributing certain rewards).

You might choose to extend the time you play an adventure because you are having fun (for example, taking four hours to play a two-hour adventure). However, doing so does not increase the rewards in an adventure, which are preset.

AWARDING EXPERIENCE POINTS

Award XP as noted at the conclusion of the session, episode, or adventure. Generally, you'll award XP for combat by dividing up the total XP value of the monsters defeated by the number of characters in the party. For noncombat XP, you'll award the value noted to each character who earned it unless otherwise specified in the adventure.

AWARDING GOLD AND MUNDANE TREASURE

Coin, art objects, trade goods, and other found wealth are converted to a gold piece (gp) value at the conclusion of a session, episode, or adventure, which is then divided by the number of characters in the party. Each character should earn an equal share unless otherwise specified.

Nonmagical equipment (such as arms, armor, and other gear) can be sold for half its cost to add to the total gp value. Arms and armor taken from defeated foes is **worthless and cannot be sold** unless specified in the adventure (the party can use the items during the session in which they are found, though). As a general rule, if an item is part of a creature's statistics, it's not sellable.

AWARDING CONSUMABLE MAGIC ITEMS

Potions, scrolls, and other consumable magic items are divided among the characters at the conclusion of a session, episode, or adventure. Most adventures will contain a small number of consumable items. A player notes the item obtained by recording it on his or her logsheet. Players should attempt to ensure an equitable distribution of consumable items. If more than one player would like to own a specific consumable item and cannot resolve it, the item's owner is determined randomly by the DM.

AWARDING PERMANENT MAGIC ITEMS

Permanent magic items are rare, and do not appear too often. They can be distributed at the conclusion of a session, episode, or adventure. A player notes the item obtained by recording it on his or her logsheet. Permanent magic items have rules for distribution to promote equity, which are noted in the sidebar.

AWARDING RENOWN

Many adventures offer a renown award in the form of renown points for members of certain factions. Usually, this renown award will range from 0 to 2 points. Award renown points at the conclusion of an episode or adventure.

Characters can earn renown only from their own factions. A character can join a faction at any time in an adventure before renown awards are distributed. Some

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith can request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

In the *Curse of Strahd* storyline season, characters in Barovia discover that no religions have established places of worship of sufficient size to provide spellcasting services.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference. Follow these steps to determine how to distribute permanent magic items:

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character who possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

adventures might offer additional benefits to characters of certain factions or ranks.

You do not award renown after each session, unless that session is the end of an episode or adventure.

AWARDING DOWNTIME

At the conclusion of each episode or adventure, award downtime days to each character. Adventures typically award 10 downtime days at the end of the episode or adventure unless otherwise specified. Characters can spend downtime days (and as a result, pay lifestyle expenses) before or after the start of an episode or adventure.

You do not award downtime after each session, unless that session is the end of an episode or adventure.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain those services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp

HELP FROM WHO!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Spell	Cost
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

SPELLCASTING SERVICES FROM JENY GREENTEETH

The hag Jeny Greenteeth (whom some characters might remember from adventure DDEX1-8: *Tales Trees Tell*) has taken up residence in Strahd's realm of Barovia. She finds the Domain of Dread to her liking, and she especially enjoys being the only spellcaster in Strahd's realm willing to sell her services—and thus being able to force characters to do favors for her. In order to purchase a spell from Jeny, a character pays a cost in gold plus a number of downtime days. Downtime days spent in this manner do not reflect actual time passing (and do not require an additional gold piece or lifestyle payment). Instead, they reflect on a certain amount of wear and tear inflicted on a character's body and soul.

Jeny is willing to forgive the downtime requirement for her spells if you agree to one of her conditions. Once you have agreed to a condition, it cannot be taken back, undone, or done again. She accepts these gifts only once (so reroll if you roll a previously completed task). Jeny casts only one discounted spell for a character per adventure, regardless of whether that character paid the alternative downtime cost or not. She does not offer this discount to characters who have the “Traded with a Hag” story reward (from adventure DDEX1-12: *Raiders of the Twilight Marsh*) or the “Swore an Oath to King Witchthorn” story reward (from adventure DDEX1-1: *Corruption in Kryptgarden*).

Spell	Cost (gp + Downtime)
<i>Cure wounds</i> (1st level)	10 gp + 5 DT
<i>Purify food and drink</i>	10 gp + 5 DT
<i>Identify</i>	20 gp + 10 DT
<i>Lesser restoration</i>	40 gp + 10 DT
<i>Prayer of healing</i>	40 gp + 10 DT
<i>Remove curse</i>	90 gp + 15 DT
<i>Speak with dead</i>	90 gp + 20 DT
<i>Greater restoration</i>	450 gp + 50 DT
<i>Raise dead</i>	1,250 gp + 50DT*

* Alternatively, a character can pay 250 gp + 150 DT and take a side effect, as if the character had been raised by the Dark Powers.

To determine Jeny Greenteeth's alternative downtime costs, the DM rolls a d20 and consults the following table, or can choose a task. All tasks should be noted on your logsheet. Previously completed tasks cannot be repeated.

d20	Task
1	Give Jeny a lingering embrace
2	Allow Jeny to dig out one ounce of ear wax from your ear with only her finger. She is clearly saving it for something. . .
3	Bring Jeny thirteen strands of your hair; every strand must be exactly the length of your thumb.
4	Tell Jeny your deepest, darkest fear. You instinctively understand that she will know if you are lying, and that dismissing this as a laughable matter will enrage her!
5	Allow Jeny to trim your toenails with her teeth.
6	Give Jeny exactly one ounce of your skin. You can choose where on your body she peels it from.
7	Grant Jeny a stein full of your still-warm saliva. If it cools, you'll have to collect it again.
8	Maintain direct and unblinking eye contact with Jeny for no less than one minute. Neither of you is allowed to speak. At the end of this time, you must succeed on a DC 10 Constitution saving throw or have Jeny scream so loudly that you begin your next adventure deafened. This condition lasts until you finish a long rest.
9	Convince your three closest allies to donate one drop of blood each to Jeny's “friendship muffin” recipe. If they refuse, you must pay the full cost of the spell.
10	Build a bonfire and burn the large wicker human effigy near Jeny's yurt. She assures you there's nothing wrong. Don't mind the screaming. . .
11	Bite the burgomaster's finger, then make a successful DC 15 Strength (Athletics) check to run away. If you fail, spend 10 downtime days in jail or pay a 20 gp fine.
12	Bring the village execution to Jeny's hut for “tea time.” You must succeed on a DC 15 Charisma (Persuasion) check to convince him it was all her fault and not yours. If you fail, spend 10 downtime days in jail or pay a 20 gp fine.
13	Praise the tax collector for his frugal and sensible tactics. You must succeed on a DC 15 Charisma (Deception) check to avoid his ire or suspicion. If you fail, spend 10 downtime days in jail or pay a 20 gp fine.
14	Recover three “puppy” hairs from Gregori's shop, the Hare & Hair.
15	Bring Jeny a small white puppy, a large brown cat, and an aged rooster for use as spell components. All three animals must be alive when you hand them over.
16	Allow Jeny to dye your hair with a color of her choosing; this new color is permanent.

d20 Task

- 17 Eat eleven of Jeny's cantaloupe-and-venison no-bake cookies, and be sure to clean up all the crumbs! You begin your next adventure with the poisoned condition.
- 18 You must promise to communicate exclusively through dance (no verbalizing allowed) during your next adventure. This does not prevent you from using verbal components to cast your spells, nor does it prevent you from using your bardic abilities. If you break this promise, you fall unconscious immediately, and any condition that Jeny's spellcasting removed from you is reapplied with no saving throw permitted. At the start of each of your turns, you can attempt a DC 15 Charisma saving throw, regaining consciousness on a success.
- 19 Allow Jeny to remove your thumbnails with her favorite hammer. You begin your next game with one level of exhaustion.
- 20 Describe your family tree to Jeny. You must go back at least three generations. For those relatives still alive, she demands detailed descriptions of their likenesses and where they live.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

DEATH IN RAVENLOFT

Characters trapped in Barovia as part of the *Curse of Strahd* storyline season have additional options for being brought back from the dead. When a character under 5th level dies, his or her player has two options. First, an ally can raise the dead character or purchase the spell from Jeny Greenteeth in the usual way (including seeking her discount). Second, the player can choose to have the Dark Powers of Ravenloft resurrect the character for free. If the player chooses resurrection, the character returns to play at the start of the next round with full hit points and spells. However, this dark resurrection leaves the character tainted by shadow.

Roll once on the following table to determine the resurrected character's 'dark gift.' Each time a character dies and takes advantage of this boon, he or she rolls for an additional gift.

d4 Dark Gift

- 1 The character's eyes melt away, leaving empty sockets. He or she has disadvantage on Charisma (Persuasion) checks, but gains blindsight out to a range of 60 feet. The character is blind beyond this distance.
- 2 The character develops gills. He or she can breathe underwater, but has disadvantage on Constitution saving throws when not fully submerged.
- 3 The character's skin is cold and clammy to the touch. The character gains resistance to cold damage and vulnerability to fire damage.
- 4 At night, the character can spend 1 hit die to move through solid objects as though they were difficult terrain. A character who ends his or her turn inside an object takes 5 (1d10) force damage. The character counts as an undead creature for the purpose of spells and effects such as *turn undead*.

Dark gifts last until the character receives a *remove curse*. If a character accepts resurrection by the Dark Powers, that character earns the Touched by the Mists story award, which is not removed when the character receives a *remove curse*.

Touched by the Mists. The Dark Powers of Ravenloft raised you from the dead for purposes unknown. The experience has placed a heavy burden on your soul, leaving you tainted by evil. Now cats hiss as you approach and milk sours at your touch. You detect as an evil undead to the *detect evil* and *good* spell.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, a patron from the faction

CHEATING

D&D Adventurers League play is meant to be fun and inclusive; it's not really a competitive atmosphere. As the DM, you should correct cheating players by quickly and discreetly (if possible) resolving the issue and make a ruling on what happens.

A Dungeon Master can review paperwork (character sheets, adventure logsheets, and certificates) at any time. If you notice something amiss—either with paperwork or during the game (fudging dice rolls, not checking off used items, and so on)—discuss it with the player and attempt to resolve irregularities. You can disallow a rules item that seems outside the official rules. You can ask a player to reroll a dice roll that isn't obvious to the table. Handle the corrections in a professional manner—never embarrass the player or assume wrongdoing. We're all here to have fun and enjoy the challenge of adventure!

ensures that he or she receives a *raise dead* spell. The character can continue to play the adventure and receive full rewards, though he or she has only 1 hit point (unless another member of the party heals the character further). The character takes a –4 penalty to attack rolls, saving throws, and ability checks. Every time the character finishes a long rest, the penalty is reduced by 1 until it disappears. Once a character reaches 5th level, this option is no longer available.

TIPS FOR THE DUNGEON MASTER

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the

ADVENTURE ACCESS

If you're an organizer associated with a store, after scheduling events, the store will receive the site link and password to a resource center that contains the current season's adventures. Adventures from previous and current D&D Adventurers League seasons can be purchased from the [Dungeon Masters Guild](#) website for play anywhere.

If you're an independent organizer running your games at a non-store public location, you can [contact Wizards](#) to request support for your public event or convention.

characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide* has more information on the art of running a D&D game.

DUNGEON MASTER REWARDS

All D&D Adventurers League adventures award the DM by the target level of the adventure. These rewards are around 25 percent of the maximum XP for players, with a minimum for the lower-level adventures.

Target Adventure Level	DM XP (2 hour adventure)	DM XP (4 hour adventure)
1	100	100
2	150	150
3	150	300
4	225	425
5	450	875
6	500	1000
7	625	1250
8	750	1500
9	950	1875
10	1125	2250
11	1325	2625
12	1450	2875
13	1675	3375
14	1875	3750
15	2250	4500
16	2500	5000
17	3125	6250
18	3375	6750
19	3750	7500
20	5000	10000

DMs running hardcover adventures receive XP for every session, calculated in two-hour blocks according to the average party level for the session. This is roughly equivalent to the D&D Adventurers League rewards above. Downtime rewards for both D&D Adventurers

League adventures and the hardcover adventures is 5 days for every 2 hours of play.

The Dungeon Master's character receives a number of gp equal to half the XP earned for each session, whether running a D&D Adventurers League adventure or a hardcover adventure.

This new Dungeon Master reward structure is not retroactive to adventures from storyline seasons before *Curse of Strahd* (season 4).

DM QUESTS

Dungeon Master quests are a series of out-of-game quests that individual DMs can venture upon. Some quests are season specific, while others will carry on and renew each season. Whenever someone starts as a Dungeon Master for the D&D Adventurers League—whether at the beginning of a season or while the season is in progress—he or she can download the DM quests packet, which consists of a DM quests card and a DM quests rules document. The card is a fun checklist allowing DMs to check off all the quests they're in the process of completing (for multipart quests) or have completed. The DM quest rules document offers a detailed description of all the quests, including name, activity, frequency, the DM and player rewards associated, and other details of the Dungeon Master quests rewards program.

To join the DM quests program, a Dungeon Master simply needs to download the DM quests packet from the [Dungeon Master's Guild](#) and print out the card.

Whenever a DM finishes a quest, he or she checks it off on the DM quest card and applies the rewards as detailed in the DM quest rules.

SERVICE REWARDS

Sometimes at large public events such as conventions, some DMs might receive other rewards for their efforts. These might include recognition, access to special events, or special D&D Adventurers League privileges. Events that offer such awards might make it known beforehand or surprise hard-working DMs. The administrators might give out rewards as they see fit at events they are attending.

ORGANIZING EVENTS

A rewarding way to help grow your D&D Adventurers League community is to engage in organizing your own events. Here's a step-by-step guide to getting games going in your area.

FIND A PLACE TO PLAY

Typically, in-person public events are run at a store, public community hub (such as a library, school, or community center), or as a part of a convention. An official D&D Adventurers League table has from three to seven players and one DM, no matter where it is played.

Stores are often the most stable locations for play, and they have the benefit of having access to additional materials through play kits. If you need to find a store near you, check out the [Store and Event Locator](#). You can search for stores currently running D&D events,

A PLACE FOR ORGANIZERS

Our administrators have set up a great web site focused on helping out D&D Adventurers League organizers. There, you can find all sorts of information, read about upcoming releases, and ask questions. Head to dndadventurersleague.org to check it out!

or check with the store to see if they'd be interested in starting up events. Most stores are happy to work with an enthusiastic organizer; simply explain what you'd like to do, and work with them on scheduling event times and dates. Stores can host adventures released through the D&D Adventurers League, whether they receive them through the Wizards Play Network or if the DM purchases and downloads the adventure from the Dungeon Masters Guild.

Other public locations are also a good option for play. Check with the facility, community, or events manager at the location to set up an event. If you're able to partner with a store to sponsor your event, the store can provide you with additional materials by scheduling the event for you. If you're not able to partner with a store, you can host adventures released for D&D Adventurers League play, by purchasing them from the Dungeon Masters Guild.

Conventions are unique events that happen more infrequently, but bring together much larger groups in the community. If you want to work with a convention, make sure you're communicating with someone who understands the games you'd like to run and can help facilitate your needs. Typically, this is someone who specializes in roleplaying games or specifically D&D. Conventions can host adventures released for D&D Adventurers League play by purchasing them through the Dungeon Masters Guild. Some shows are selected to run larger events, such as D&D Epics, as well.

Your **home group** can also play in the D&D Adventurers League, and your characters will be playable in other locations. Characters need to follow the guidelines in this document and have completed paperwork. Your DM can acquire Adventurers League adventures by purchasing published hardcover adventures or through the [Dungeon Masters Guild](#).

Streaming and online play are also venues for D&D Adventurers League. Check out the [D&D Adventurers League Online Tools](#) for more information.

FIND DUNGEON MASTERS

You're probably going to need help to run your games, unless you're only planning on having one table at your event. If you plan to have multiple tables at your event and you're organizing, it can often be a good idea to let others take on the DM duties.

You can recruit DMs from your friends, interested players in local stores, or through online portals like social media and community groups. Make sure that you discuss the specifics of your event with your DMs. Let them know what adventures you'd like to offer, and if there will be any sort of rewards for their service. You can involve them on the adventure selection process if you'd like.

Dungeon Masters work hard preparing their games. Make it easier on them by providing them with links to the adventures at least a week in advance of your event. Let them know that they're responsible for bringing the adventure and showing up prepared to run the game.

ADVERTISE YOUR EVENT

Make sure to let others know that you're putting on an event! Ask to put up flyers at local stores if they have a community board. Head to nearby universities and high schools to see if you can advertise there too.

Social media and forums have made getting the word out much easier. Set up an event, and invite friends and fellow gamers to it. Remind people through regular updates on your event's progress. Make sure to let others know the following basics about your event:

- Date
- Time
- Adventures featured (and appropriate levels)
- Cost
- Maximum number of attendees

You should set up a document to capture event registration. Have players RSVP with you for the games and times they'd like to play. Keep the list handy, and make sure to bring it to the event. You can even collect any event fees beforehand, so players don't have worry about paying on-site.

PREPARE MATERIALS

Just prior to the event, make sure you have the following materials available:

- Blank character sheets
- Blank adventure logsheets
- Pregenerated characters (if you're running games for character levels 1–4 and know you might have new players; pregenerated characters can be 1st level only)
- This guide for reference
- The *D&D Basic Rules*
- A printed copy of each adventure for reference, or in case a DM forgets his or her copy
- Event registration lists, with spaces for open spots
- Any other materials you might want to denote the play area and attendees (tablecloths, table tents, name tags, and so on)

If you're running this event in a store or on a store's behalf in public, check with your store about getting DCI cards for new players. If your site has Wi-Fi access, have the website address available that outlines how to get a DCI number online: http://wpn.wizards.com/sites/wpn/files/attachements/wizardsaccountposter_11x17.pdf

RUN YOUR EVENT!

Be a good host and greet your players. You or someone you designate should help organize players into groups, especially those that didn't come with a full group (this is known as **marshaling**).

If you need to make announcements, do so at the start or end of a session if possible to avoid disruption. Make sure the DMs are pacing their games accordingly. Check

DM PREVIEWS

Also known as a "slot zero," DM previews are play opportunities for Dungeon Masters before a scheduled event. They can occur in-person or online. Organizers can allow DM preview sessions before the event as long as the table follows these rules.

- The session should occur at least 48 hours before the event.
- The game played at the session must be an adventure available for public play at the event.
- The table must consist of a majority of DMs for the event (two DMs for a three-to-four person table, three DMs for a five-to-six person table, and four DMs for a seven-person table). Other players attending the event can fill the remainder of the table.
- All rewards earned are conditional upon the DM's fulfillment of commitment to run games at the event. The organizer of the event can revoke rewards earned if the DM fails to meet his or her commitment.
- You can play in only one DM preview for each session you run at the event. For example, you cannot play three DM preview games and run only one session at the event.
- The Dungeon Master for the DM preview gets full DM credit for running the game.
- Additional restrictions might apply for large conventions and special events, such as D&D Epics.

on the tables and ask if everyone is having a good time. Be open to feedback and responsive to good criticism.

Make sure you hand out any rewards (like certificates) if you have them. It's a good idea to set up an event headquarters area for this purpose and to act as an information point for your attendees.

When the event is over, make sure you thank your players for attending, and give a special thank you to your DMs. If there's anyone who went above and beyond to help out, single that person out. A little recognition goes a long way.