



HALLS OF HEROES

AN ORGANIZED PLAY CAMPAIGN FOR D&D 5E

DUNGEON MASTER GUIDE v1.2

Effective Date: 2020-November-17

Website: [hallsofheroes.com](https://www.hallsofheroes.com)

Facebook: <https://www.facebook.com/groups/HallsofHeroes/>

Twitter: [@Halls_of_Heroes](https://twitter.com/Halls_of_Heroes).

Reddit at [/r/HallsOfHeroes](https://www.reddit.com/r/HallsOfHeroes)

Discord: <https://discord.gg/Kf8sEen>

THE BASICS

Halls of Heroes is an organized play system for Dungeons & Dragons, 5th Edition, continuing the spirit of the first seven seasons of Adventurers League. As with all organized play, the players and DM follow a shared set of principles so that characters may move from adventure to adventure and from DM to DM freely.

Settings

Halls of Heroes currently has two settings: Forgotten Realms (FR) and Eberron (EB). See the Halls of Heroes Players Guide for the relevant setting for character creation and advancement rules for each setting.

Available Adventures

See Appendix C; Content Catalog for the full list of adventures for each setting.

BEING A DUNGEON MASTER

Every Halls of Heroes game needs a DM. Every player can become one.

MATERIAL COMPONENTS

Here's what you have to have to DM:

- The D&D Basic Rules
- A Halls of Heroes Legal Adventure
- Dice (Rollers gotta roll!)
- Note-taking equipment

Here's what else you can use:

- The Dungeon Master's Guide (DMG) (ignoring any Optional or Variant rules)
- Supplemental Creature Books (for editing encounters in thematically-appropriate ways to challenge and surprise players):
 - Monster Manual (MM)
 - Volo's Guide to Monsters (VOLO)
 - Mordenkainen's Tome of Foes (MTF)
- Battlemap and miniatures or markers for face-to-face grid-based combat
- A Virtual Tabletop (like Roll20 or Fantasy Grounds) to play with friends online
- Dungeon Master Screen (to hide your notes from players' prying eyes)

PREPARING THE ADVENTURE

Before you sit down at the table, you want to have read through the adventure to get an idea of what's going on behind the scenes. Not all adventures explain everything up front, and so it's a good idea to have read the entire adventure to get the big picture. You can also use this time to run what-if scenarios for how to make an adventure more or less challenging on the fly.

SITTING DOWN AT THE TABLE

Whether the tabletop is real or virtual, eventually the players gather around.

Ask players for relevant information about each of their characters that will help you balance and run the adventure. What's relevant may vary from adventure to adventure, but often includes things like character name, classes, levels, armor class, and passive perception scores.

You might review the character sheets to make sure nothing is out of order. All players will do their best to abide by the rules, but sometimes mistakes are made. It's better to correct them before the session starts.

Make sure characters have logs and that new players know how to keep them.

Remind players that if they need to spend downtime before the adventure or make purchases from the PHB list, then that's the time.

MAKING ADJUSTMENTS

Every party of characters is different. In order to make an adventure challenging but not overpowering, you may need to make adjustments to encounters and challenges as you run the adventure. However, it's not your duty to always allow the party to win when they make foolish mistakes or unlucky dice rolls.

Many one-shot adventures will offer *suggestions* for how to adjust encounter difficulty based on party strength. You can use the following table as a guide. APL=Average Party Level

Party Size	Compare APL to Target APL	Party Strength
3-4	Less	Very Weak
	Equal	Weak
	Greater	Average
5	Less	Weak
	Equal	Average
	Greater	Strong
6-7	Less	Average
	Equal	Strong
	Greater	Very Strong

Table: Approximate Party Strength

HAVING FUN

The most important aspect of the game is that all the players (including the DM) are having fun with creating a story together. Your job as a DM is to guide that process along. Consider the following guidance:

DM Empowerment: You have the ability to adjust the adventure to make it challenging and interesting for the group. Improvisation is encouraged. House rules and breaking the spirit of Halls of Heroes guidances are not.

Player Empowerment: Not all players enjoy the same sorts of experience. Try to gauge what they like in a game of D&D (roleplay, combat, high or low challenge, etc.). Then you can accommodate those tastes within the parameters of the adventure.

Story Pacing: Having a fun story is more important than rolling the dice. If you can detect that a certain section is moving too fast or too slow, improvise events to control the pace.

SPELLCASTING SERVICES

During an adventure, any settlement the size of a town or larger can provide spellcasting services. If spellcasting services are needed after the adventure has concluded, it is presumed they're available, and that bodies have been recovered if necessary (unless the adventure or encounter specifically states otherwise).

Spell	Cost
Cure Wounds (Level 1)	10 GP
Identify	20 GP
Lesser Restoration	40 GP

Prayer of Healing (Level 2)	40 GP
Dispel Magic	90 GP
Remove Curse	90 GP
Speak with Dead	90 GP
Divination	210 GP
Greater Restoration	450 GP
Raise Dead	1,250 GP
Resurrection*	3,000 GP + 150 DT
True Resurrection*	50,000 GP + 350 DT

Table: Spellcasting Services

*The downtime cost for these spells can be reduced by 50 for each faction rank above '1' that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does not reduce the gp or downtime cost for either of these spells.

Characters with the *Acolyte* background may use their background feature according to their deity at the locations in the following table.

Context/Region	Temples
Campaign 1/TBD	TBD
Season 1/Phlan	Kelemvor
Season 2/Mulmaster	Bane, Loviatar, Tymora, Velsharoon
Season 3/Hillsfar	Chauntea, Lliira, Tempus
Season 4/Barovia	None
Season 5-T1/Parnast	Mielikki
Season 5-T2/Stagwick	Chauntea
Season 5-T3/Beregost	Lathander, Waukeen
Season 6-T1/Mirabar	Dumathoin, Sharindlar, Tymora
Season 6-T2/Neverwinter	Oghma, Selûne, Tyr
Season 6-T3/Dagger Falls	Lathander, Tyr
Season 7-Port Nyanzaru	Gond, Savras, Waukeen
Season 8-T1/Waterdeep	All
Season 8-T2+/Skullport	Eilistraee
Season 9-Baldur's Gate	Gond, Tymora, Umberlee
Season 10-Icewind Dale	
Eberron	All

Table: Acolyte Temples

WRAPPING UP

When the adventure session is concluded, the players distribute treasure and receive their rewards. The DM keeps their DM logs.

EXPERIENCE POINTS

Combat XP: XP is awarded to the party based on the XP denoted in each defeated creature's stat block.

Non-Combat XP: XP is awarded to characters based on time spent achieving objectives without combat. Time spent unproductively is not rewarded with XP. DMs are encouraged to exercise restraint when rewarding XP.

For each hour the party spends avoids combat to achieve party objectives, award each character the following amount of XP based on the individual character's tier:

<i>Tier</i>	<i>Non-Combat XP</i>
1	50 XP/hour/character
2	250 XP/hour/character
3	1000 XP/hour/character
4	2500 XP/hour/character

Table: Non-Combat XP for Objectives

MUNDANE TREASURE

Mundane treasure is only available to characters if it's listed under a Treasure subheading in the adventure. Any exceptions are listed in Appendix D.

Non-magical equipment can be sold at the same rate as described in the "Selling Treasure" section in the PHB, i.e. used adventuring gear at 50%, trade goods, art objects, gems, and jewelry at 100%.

Total value of all coins and other mundane equipment is split evenly among the party.

MAGICAL TREASURE

Any consumable treasures (potions, scrolls, and ammunition) is split according to the agreement of the party. A common method is that everyone rolls a die and the highest roll picks first. If the party can't agree, the DM determines the winner randomly.

Ammunition of the +1, +2, and +3 varieties are found in bundles of 1d6. Other ammunition is found one at a time.

Permanent magic items (which includes magic items with a limit number of charges) use the following rules:

- Unanimous agreement: if the entire table agrees on who gets an item, that person gets it.
- If more than one player wants an item, then the player with the lowest number of permanent magic items gets it.
- If there is a tie in permanent magic item count, then the DM determines the winner randomly.

Permanent magic item count is reduced under certain circumstances:

- If an item becomes non-magical or used up under normal use (e.g. Keoghtom's Ointment, Rod of Absorption), but not due to a roll of the dice (e.g. Horn of Blasting, Helm of Brilliance, Staff of Striking) nor neglect (drowcraft equipment, Staff of the Python). If it applies a permanent effect (like Bag of Beans or Tome/Manual ability score increases, then the item counts for each character with the effect.
- If an item is sacrificed as non-improvised part of the adventure (e.g. the legendary weapons in Princes of the Apocalypse, certain hags who demand bribes)

RANDOM ROLLS FOR TREASURE

If an adventure instructs you to roll randomly for treasure and is not superseded by adventure-specific guidance (Appendix D), then you can do so. Note any subtypes, the page number, the table, and dice roll on your DM Log (for DM Quest Reward purposes). The receiving character (and any future item trade partners) must also note it on their log sheet.

DM PICKS

If an adventure instructs you or a player to select an item, then you may do so (unless superseded by Appendix D). If no rarity is specified, it must be tier-appropriate.

The Creator-or-Intended-User, History, and Quirk tables under Special Features may be used to add flavor to **random rolls and DM picks**, but cannot be used to make armor druid-usable if it would not otherwise be.

DOWNTIME, RENOWN, ETC.

Downtime: Characters receive downtime at 2.5 Downtime per hour. Use the expected duration for one-shot adventures.

Renown: Characters receive renown at 0.25 renown per hour played. Use the expected duration for one-shot adventures.

Secret Missions: In the Forgotten Realms setting, sometimes faction-related 'secret missions' are completed by members of the faction. They will be listed in the adventure if so. Sometimes they are mislabelled as 'Special Missions.'

The Eberron setting does not have Secret Missions.

Story Awards: In some adventures, Story Awards are given to characters. They will be listed in the adventure if so and may affect future adventures for that character.

DM LOG

Keep a log sheet of when and what adventures you DM. Here you can track DM Rewards and DM Quests. You can also use your DM Log to track when and which DM Rewards and DM Quest Rewards you've claimed and used. The format of your DM Log is up to you.

SEASON 8+ AL ONE-SHOT ADVENTURE REWARDS

Some adventures written for Adventurers League do not include XP, gold, or permanent magic items as rewards. For those adventures, use the following guidance to award XP and treasure:

SEASON 8+ AL: EXPERIENCE POINTS

Each adventure has a target APL for which the adventure was written. XP is awarded for combat and non-combat objectives normally, but minimum and maximum XP amounts per hour of expected duration for the adventure for each character are defined in the table below.

1	57	75	11	1,969	2,625
2	113	150	12	2,157	2,875
3	225	300	13	2,532	3,375
4	319	425	14	2,813	3,750
5	657	875	15	3,375	4,500
6	750	1,000	16	3,750	5,000
7	938	1,250	17	4,688	6,250
8	1,125	1,500	18	5,063	6,750
9	1,407	1,875	19	5,625	7,500
10	1,688	2,250	20	7,500	10,000

Table: Adventure XP by APL per hour

SEASON 8: GOLD

DMs are empowered to distribute mundane treasure through the adventure in the quantities on the below table. The value is for the entire party, not each.

Tier	Total GP reward value/hour
1	225 GP
2	900 GP
3	3,600 GP
4	13,500 GP

Table: Party Gold Awards per Hour of Expected Duration

For example, a tier 1 2-hour adventure could receive a total of $225 \times 2 = 450$ gp of mundane treasure. That could be 250 gp in one place and 50 gp in four other places. **This mundane treasure may be presented as gems, jewelry, art objects, and trade goods.** Use the DMG tables (Chapter 7) for inspiration.

SEASON 8+ AL: MAGIC ITEMS

If an adventure states that it unlocks a magic item for the characters, then award one of those magic items to the party. Permanent magic items are distributed according to the usual rules.

If a one-shot adventure (2+ hours expected duration) lacks a permanent magic item award, award the party a tier-appropriate version (1=uncommon, 2=rare, 3+4=very rare) of one of the following:

- *Armor*, +X
- *Rod of the Pact Keeper*, +X
- *Shield*, +X
- *Wand of the War Mage*, +X
- *Weapon*, +X

APL	MinXP	Max XP
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APL	MinXP	Max XP
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DM REWARDS

As a reward for DMing, you earn DM Reward XP at the rate in the below table according to the average party level. For adventures with an expected duration, use that instead of actual time spent.

These numbers are used instead of any values given in the text of an adventure.

APL	XP/Hour	APL	XP/Hour
1	50	11	650
2	75	12	725
3	100	13	800
4	150	14	925
5	225	15	1125
6	250	16	1250
7	325	17	1550
8	375	18	1675
9	475	19	1875
10	575	20	2500

Table: DM Rewards

In addition, the DM Reward includes gold at half the amount of XP. It includes Downtime Days at the same rate that it was awarded it to the party. No renown nor secret missions are included.

DM Rewards can be earned in one setting and claimed in another.

DM QUEST REWARDS

DM Quests are additional incentives for DMs to play various forms of HH-legal content. These quests will be added to as additional content is published and approved for HH-legal play. There are no time limits and quests with a frequency of “once” are not renewed since HH does not have 'seasons.'

DM QUEST GUIDELINES

- **HH-legal adventures** consist of everything in Appendix C: Content Catalog
- **Once per season of content** quests do not include any deadlines for completion
- **Tier-Appropriate:** Tier 1: Uncommon, Tier 2: Rare, Tier 3 & 4: Very Rare.
- Rewards that list a rarity may use a lower rarity along this gradient: Common, Uncommon, Rare, Very Rare, Legendary, Artifact.
- Only one **Item Reward** may be added per adventure for Players' Rewards.
- Magic items from DM Quest Rewards are not tradeable and do count against permanent magic item count (unless consumable or otherwise exempted).
- **Item Rewards** found in the DMG can be awarded to characters in either setting. Other **Item Rewards** can only be awarded to characters in the same setting as the adventure when they were earned.

INTRODUCTORY QUESTS

INITIATE

Download the Halls of Heroes DM Guide for hallsofheroes.com & run 2 hours of HH-legal content

DM Quest Reward: One of your unplayed characters receives one of the following: Weapon, +1; Wand of the War Mage, +1; 400GP.

Frequency: Once

DIVINATION

Join the “D&D Halls of Heroes” discussion group on Facebook, subscribe to the [/r/HallsOfHeroes](https://www.reddit.com/r/HallsOfHeroes) subreddit, or follow [@Halls_of_Heroes](https://twitter.com/Halls_of_Heroes) on Twitter.

DM Quest Reward: 500xp for one of your characters

Frequency: Once for each

FIRST TIMER

Run your first adventure for Halls of Heroes.

DM Quest Reward: Potion of Healing or 10 Downtime Days

Frequency: Once

GIVING QUESTS

BOUNTY HUNTER

Run an adventure with a player who has never played a HH game previously

Player Reward: The new player and the player who brought them receive a Potion of Healing at the beginning of the session. Award Inspiration to whoever brought the new player.

DM Quest Reward: 500 XP for the first and 250 XP for each additional new player for one of your characters. Double the total if half or more of your players are new.

Frequency: Once for each table that includes a new player

SAINT OF ILMATER/SILVER FLAME

DM a table where half or more of the players are age 15 years or under.

DM Quest Reward: Double the standard DM Rewards

Frequency: Unlimited

PRECEPTOR OF OGHMA/AUREON

Host a DM workshop, Q&A panel, or other DM mentoring event outside of a D&D session

DM Quest Reward: 100 XP per hour per participant and gain a number of Downtime Days equal to the number of participants in the event x10 for one character

Frequency: Unlimited

ACOLYTE OF OGHMA/AUREON

Act as an assistant/co-DM for at least a 2-hour session (cannot exclusively have played non-player characters during the session) or receive 2 hours of out-of-game DM training from an experienced DM

DM Quest Reward: Gain standard DM Rewards for the session or 50xp per hour if out of game.

Frequency: Up to 5 times

ZEALOT OF OGHMA/AUREON

Recruit a player to DM at least 2 hours of HH sessions (counts for DMs new to 5th Edition or D&D)

DM Quest Reward: 7,500 XP for one of your characters; receive an additional 2,500 XP if the player also completed the Acolyte of Oghma DM Quest under your tutelage. If the player goes on to DM more than 8 hours of games, receive an additional 5,000 XP

Frequency: Once for each new DM

MARTYR FOR THE CAUSE

Successfully volunteer to organize or assist with an HH event. A qualifying convention event is a convention, a public game day, or other public event at least 8 hours long, hosting at least 12 table hours of play. A qualifying store event is a series of scheduled game sessions with at least 16 table hours of play over 8 weeks.

DM Quest Reward: 500 XP per 4 hours volunteered during the event, and one scroll of Raise Dead per event for one of your characters. If you are the primary organizer and the event is more than 20 hours of play over 2 days or more gain 20,000xp

Frequency: Unlimited, once per event

ADVENTURE CALLS

Run a game when you weren't expecting to. This could be when you had planned to play but there are too many players or if you're organizing but are short DMs

DM Quest Reward: Get XP, GP, and Renown, as if you had played for one character.

Frequency: Unlimited

ON/OFF THE GRID

Run a whole session using theater of the mind if you normally run with maps & minis,. Conversely if you normally use theater of the mind, run a whole session using the variant rules for "Playing on a Grid" in the D&D Basic Rules or Player's Handbook for the major encounters.

DM Quest Reward: Double the standard DM rewards

Frequency: Once

GIVING DM

Run a game as part of a charity event.

Player Reward: All characters start with 1 Inspiration and a Potion of Healing.

DM Quest Reward: Double the standard DM Rewards. If the event is an Extra-Life event, also gain a Potion of Vitality for one of your tier appropriate characters.

Frequency: Unlimited

CRITICAL EYE

Leave a rating and a thorough review on the publishing website of an HH-legal adventure for which you have been the DM.

DM Quest Reward: For each rating and review of a distinct adventure gain 1 renown for a character.

For every 5 ratings and reviews, gain 1 Secret Mission for 1 character.

Frequency: Once per HH-legal adventure.

ADVENTURE QUESTS

DEDICATED DM

Run 24 combined hours of HH-legal adventures, epics excluded.

DM Quest Reward: Choose a Magic Item from any previous modules or hardcover chapters you've run (any season) for one of your characters. Item must be tier appropriate and so excludes Legendary or Unique items. Hours rollover from Adventurers League progress toward this quest

Frequency: Unlimited

DÉJÀ VU

Run a single adventure (any HH, CCC, DDEX, or DDAL adventure) more than 3 times (not counting adventures that are solely comprised of 1-hour adventures.)

Player Reward: When you run the adventure after the 3rd time, your players get +10% XP. This reward can exceed the normal XP cap for the adventure.

DM Quest Reward: 2,000xp per 2 hours run for one of your characters. Gain a story award from the adventure for one character.

Frequency: Once per adventure

ETHEREAL DM

Run an online game

DM Quest Reward: Double the standard DM Rewards, triple the Rewards if streamed or available on demand AND you tag Halls of Heroes in a social media post about each adventure/session.

Frequency: Unlimited

LEVEL UP!

Run a game within a week of your birthday!

Player Reward: If you DM a game within a week of your birthday add a Potion of Healing (levels 1-4)/Greater-Healing (levels 5-10) Superior Healing (11-20) for each player in the adventure.

DM Quest Reward: Gain XP equal to the number of AL-seasons or HH-campaigns you've DMd for X the # of years you've been DMing D&D (any edition) X 100. Gain 1 renown for up to 5 of your characters.

Frequency: Once each year

SCHOLAR DM

Run a chapter out of a hardcover book at store/game day/ convention/private residence/online/other

DM Quest Reward: 2000 XP for one of your characters. Get up to an uncommon scroll of a spell, potion of greater healing, or 20 downtime days for one of your characters each time you complete this quest.

Frequency: Unlimited

SAGE DM

Run the complete hardcover book(s) for a season (excluding Guild Adept adventures)

Player Reward: Each chapter in the next hardcover adventure you run can feature a merchant: The party encounters a helpful merchant which can offer the party mundane gear up to 25 GP. The merchant also stocks healing potions, weapons, or

armor of up to 200 GP, including silvered weapons, and has 5 Potions of Greater Healing for 250 GP each.

DM Quest Reward: 20,000 XP, gain a magic item from the hardcover adventure or a +1/2/3 Magic Weapon/Shield or +1/2 Magic Armor for one character. Item must be tier appropriate for the character.

Frequency: Once per season/campaign of content.

BEGINNER DM

Run all 5 DDAL or DDEX intro mini-adventures for a season

DM Quest Reward: Get one common or uncommon oil or potion from the DMG

Frequency: Unlimited

FRIEND OF BEGINNERS

DM a complete set of DDEX-01, DDAL-XX-01 or DDAL-XX-02 mini-adventure modules 4 times.

DM Quest Reward: 5000 XP for one of your characters, and you may rebuild a character of up to 10th level.

Frequency: Once per set of mini-adventures.

AGENT DM

Run one of the following sets of paired adventures:

- A. Forge of Fury & DDAL06-01 A Thousand Tiny Death
- B. Run White Plume Mountain & DDAL06-02 The Redemption of Kevlan
- C. Run Against the Giants & DDAL06-03 Crypt of the Death Giants

Player Reward: 1 secret mission for player character that completes the paired dungeon and module set.

DM Quest Reward: Completion of 1 secret mission for one of your characters as well as 1000 XP for option A or B, 10,000 XP for option C.

Frequency: Once per pair.

DOMAIN DM

Run the following content from a season or campaign:

- A. 100 hours of content featuring the Death Curse (ToA HC and DDAL).

DM Quest Reward: For completing option A select one character to receive the death domain as included in the DMG. More options to be added in future.

Frequency: Once per calendar year.

ADVENTURER DM

Run every Tier 1 AL module of a single season.

Player Reward: Item Rewards: From now on, each time you run a tier 1 from that season, add a Potion of Healing anywhere in the adventure.

DM Quest Reward: Gain amount of XP listed in the Season Completion Rewards table below. Also add an uncommon potion or scroll to one of your characters.

Frequency: Once per season of content.

CHAMPION DM

Run every Tier 2 AL module of a single season.

Player Reward: Item Rewards: From now on, each time you run a tier 2 from that season, add a rare potion or scroll anywhere in the adventure.

DM Quest Reward: Gain amount of XP listed in the Season Completion Rewards table below. Also add up to a rare scroll or potion to one of your characters.

Frequency: Once per season of content.

HERO DM

Run every Tier 3 AL module of a single season.

Player Reward: Item Rewards: From now on, each time you run a tier 3 from that season, add a +2 weapon or +1 armor anywhere in the adventure.

DM Quest Reward: Gain amount of XP listed in the Season Completion Rewards table below. Gain a secret mission on a character. Also add a very rare spell scroll or potion to one of your characters.

Frequency: Once per season of content

LEGEND DM

Run every Tier 4 AL module of a single season.

Player Reward: Item Rewards: From now on, each time you run a tier 4 from that season, add a Very Rare magic item anywhere in the adventure.

DM Quest Reward: Get the amount of XP listed in the Season Completion Rewards table. Gain a secret mission on one character. Add 2 very rare spell scrolls or potions among your characters.

Frequency: Once per season of content

	Tier 1	Tier 2	Tier 3	Tier 4
FR-S1	1440	8400	--	--
FR-S2	1440	9800	--	--
FR-S3	810	8400	8000	--
FR-S4	630	7000	--	--
FR-S5	720	5600	8000	8000
FR-S6	90	700	--	2000
FR-S7	270	2100	12000	16000
FR-S8	720	4200	6000	12000
FR-S9	720	7350	18000	--
FR-S10	TBD	TBD	TBD	TBD
FR-DR W	--	TBD	TBD	TBD
E-ELW	900	9800	--	--
E-OOW	720	8400	12000	16000
E-AECM	1260	8400	--	--

Table: Season Completion Rewards

OMNIPRESENT DM

Run all AL mods for a single season (excluding S6)

Player Reward: From now on, each time you run a module from that season, all characters in the party receive a tier appropriate potion.

DM Quest Reward: You may create a character with the aarakocra or winged tiefling race with 6,500xp. Alternately, you may rebuild a character of any level.

Frequency: Once per season of content

COMPLETE DM

Run the book(s) and all the modules for a season (except Guild Adept)

DM Quest Reward: Legacy Item: when awarded, choose an uncommon Weapon or Armor to give to a 1st level character. As that character advances the item advances, turning into a tier-appropriate item of the same magic item category and form when the character reaches a new tier, or a Legendary rarity when the character levels to 17. Legacy items require attunement, have a rarity of Unique, are untradeable, and cannot be sentient items.

Frequency: Once per season of content

EMPLOYEE OF THE HOUSE

Run all 6 adventures in the HH-DJS-01 campaign.

DM Quest Reward: One character gets the option of the gazer familiar.

Frequency: Once per calendar year.

I SERVE A NEW MASTER

Run all 12 adventures of the HH-DJS-XX Campaign.

DM Quest Reward: Allow one character to select the Oathbreaker paladin subclass from the DMG.

Frequency: Once per calendar year.

EPICS AND CONVENTION QUESTS

SLOT 0 DM

Run a HH, DDEX, or DDAL adventure as a "Slot 0" table where all players at the table are preparing to DM the adventure at a convention or game day, for a premiere, regional preview, or a new adventure released that month.

DM Quest Reward: Gain full player rewards (XP, GP, DT, Renown) just as if you were a player for 1 character.

Frequency: Unlimited

PREMIERE DM

Run any HH-legal adventure at a convention that has an adventure Premiere (you do not have to run the premiere adventure).

DM Quest Reward: Double all standard DM Rewards for each adventure run at that convention. Gain the magic item from a premiere adventure for one of your characters (must assign it to a tier-appropriate character) or upgrade a Dedicated-DM-rewarded +X Armor or +X weapon to X+1 with maximum according to its item type for a tier-appropriate character.

Frequency: No limit on standard DM rewards, limit of 1 for the item per convention.

EPIC DM

Participate as a DM or organizer in any of the D&D Epic adventures. This includes running an Epic for Adventurers League at a charity-promoting convention.

DM Quest Reward: Gain 1 magic item from the adventure (must assign it to a tier-appropriate character) or upgrade a Dedicated-DM-rewarded +X armor or +X weapon to X+1 with maximum according to its item type to a tier-appropriate character. Counts as a special mission for 1 character. Get max player Rewards (XP, DT, GP, Renown).

Frequency: Once per Epic per convention

APPENDIX C: CONTENT CATALOG

These adventures are legally allowed for HH play. In general, anything that is approved by Adventurers League (AL) will be HH-legal. We also have HH-original adventures and other adventures that are HH-approved but not AL-legal.

- One-Shots are designed to be run in one setting. They normally have an expected duration.
- Hardcovers are much longer campaigns published in book form.
- Hardcover-like Adventures use the same rules as in hardcover play, but are shorter and not hardcovers.

Forgotten Realms:

One-Shots:

- HH- original Halls of Heroes adventures (HH-DJS-XX-XX)
- DDEX-, DDAL-, and DDIA- Adventurers League adventures.
- CCC- Convention-created content for Adventurers League.

Hardcovers:

- Horde of the Dragon Queen (HotDQ) (1-7)
- Rise of Tiamat (RoT) (8-15)
- Princes of the Apocalypse (PotA) (1-15)
- Out of the Abyss (OotA) (1-15)
- The Curse of Strahd (CoS) (1-10)
- Storm King's Thunder (SKT) (1-11)
- Tales from the Yawning Portal (TYP)
 - Sunless Citadel (1-4)
 - Forge of Fury (1-4)
 - Lost Tomb of (5-10)
 - White Plume Mountain (5-10)
 - Dead in Thay (5-10)
 - Against the Giants (11-16)
 - Tomb of Horrors (11-16)
- Tomb of Annihilation (ToA) (1-10)
- Dragon Heist (DH) (1-4)
- Dungeon of the Mad Mage (DMM) (5-20)
- Ghosts of Saltmarsh (GOS) (1-12)
- Descent into Avernus (DIA) (1-13)
- Rime of the Frostmaiden (RotF) (1-10)

Hardcover-Like Adventures:

- Cloud Giant's Bargain (5-9)
- Dragon of Icespire Peak (1-6)
- Lost Laboratory of Kwalish (5-10)
- Lost Mines of Phandelver (1-4)
- Lost Tales of Myth Drannor (each chapter designates a level range)
- Any AL-Legal Guild Adept Adventures (each adventure designates a level range)

Eberron:

One-Shots:

- Embers of the Last War (DDAL-ELW-00 to DDAL-ELW-10)
- Oracle of War (DDAL-EB)
- Convergence Manifesto (AE01-01 to AE01-13)
- Curtain Call (4-hour runtime, Tier 1, APL 3)
- Trust No One (4-hour runtime, Tier 1, APL 3)
- Memento Mori Trilogy (4-hour runtime each, Tier 1, APL 1, 2, and 3 respectively)

Hardcovers:

These hardcover adventures are written for the FR setting but can be adapted for Eberron play using advice in those hardcovers. Here is a suggested translation of FR factions to Eberron faction styles:

- ❖ Harpers=Exploration or Meddling
- ❖ Lord's Alliance=Law
- ❖ Order of the Gauntlet=Order
- ❖ Emerald Enclave=Nature
- ❖ Zhentarim=Devious

Here are the hardcovers:

- Princes of the Apocalypse (PotA) (1-15)
- Tales from the Yawning Portal (TYP)
 - Sunless Citadel (1-4)
 - Forge of Fury (1-4)
 - Lost Tomb of (5-10)
 - White Plume Mountain (5-10)
 - Dead in Thay (5-10)
 - Against the Giants (11-16)
 - Tomb of Horrors (11-16)
- Tomb of Annihilation (ToA) (1-10)
- Ghosts of Saltmarsh (GOS) (1-12)
- Rising from the Last War (RLW) (1-4)

Hardcover-Like Adventures:

- Encounters in Sharn (1-5)
- Escape from Riedra (5-10)
- Expedition Everice (5-10)
- Lost Laboratory of Kwalish (5-10)
- Sharn I: The Missing Schema (1-4)
- Sharn II: Council of Roaches (3-7)
- Sharn III: City of Monsters (5-10)

APPENDIX D: ADVENTURE ADJUSTMENTS

Not all adventures were written with organized play in mind or require additional notes. Use the following guidance when running those adventures.

If any player feels their character's agency is diminished by the guidance herein, then they are free to claim/keep whatever illegal treasure it was, but their character is retired from play.

Spoiler alert!

FORGOTTEN REALMS ADVENTURES

Forgotten Realms One-Shots

Death House and DDAL04-01 to DDAL04-10: All characters receive the Demiplane of Dread Story Award. See the Curse of Strahd Hardcover guidance for details.

DDAL07-01 to DDAL07-08: All characters receive the Death Curse (unless they have already lifted it). See the TOA Hardcover guidance for details.

Lost Laboratory of Kwalish: The options described in the "Powered Armor Options" text box are not allowed.

Forgotten Realms Hardcovers

Rise of Tiamat:

Tiamat's Hoard: unlimited treasure isn't suitable for organized play. Instead, roll twice on the Tier 11-16 Hoard table.

Princes of the Apocalypse:

Refer to the old AL guidance for Orcsplitter: <http://dndadventurersleague.org/orcsplitter/>

Out of the Abyss:

The Wand of Orcus cannot be awarded as treasure.

Add the following text to the Dawnbringer entry (page 222):

"Evil creatures cannot attune to this weapon. If they try, Dawnbringer attempts to take control of its

wielder (DC 14 Charisma saving throw). If the weapon is successful, it insists on being taken to the surface or to be given willingly to the first creature it comes across that is not a member of a race indigenous to the Underdark. Dawnbringer will not allow its relinquishment to a creature that it or its wielder knows is evil, and instead compels its wielder to find a new recipient."

Replace the Gauntlegrym entry (page 220) with this reward:

"You have been granted the title of 'Hammer of the Iron Tabernacle' by King Bruenor Battlehammer. With your status as a hero of legend, you have advantage of Charisma checks with dwarves, duergar, and other NPCs familiar with Gauntlegrym history.

Inside Gauntlegrym, you possess a manor, you can live with a Wealthy lifestyle for half the cost, and you can benefit from the Noble background feature: Position of Privilege.

Bruenor will grant each character a suit of *adamantine* or *mithral armor* of a type of their choosing. In addition, the armor grants the wearer advantage on saving throws against poison and constant awareness of how deep underground one is. This armor is not included in one's permanent magic item count and cannot be traded.

One character in the party can refuse the armor and accept a *Cloak of Arachnida* instead. This cloak does count as a permanent magic item and can be traded."

Curse of Strahd:

Refer to the AL Amendments for this adventure. <http://dndadventurersleague.org/curse-of-strahd-amendment/>

The following changes supercede those in the above link:

All characters receive the Demiplane of Dread Story Award: "You have traversed the mists and entered the Demiplane of Dread. You cannot leave to participate in adventures outside the Demiplane until this story award is removed. Downtime activities are not restricted. You feel something is

watching you.” If all else fails, the “Escape the Mists” downtime activity is available (cf. HH PG).

The musket and ammunition and gunpowder is mundane treasure that is distributed normally. It uses the rules for firearms in the HHPG.

Accordingly, the musket is a martial ranged weapon and proficiency can be gained normally. Crafting ammunition and gunpowder follows PHB crafting downtime rules.

Storm King’s Thunder

Milestones may be used during Chapter 1: A Great Upheaval. They occur at the following points:

- Before the Seven Snakes event (to level 2)
- Before the departure to the Dripping Caves (2-3)
- Before the Tower of Xephyros event (3-4)
- At the end of the Tower of Xephyros event (4-5)

The *Wyrmskull Throne*, *Gurt’s Greataxe*, Harshnag’s +3 *plate armor*, and Zephyros’ *Staff of the Magi* cannot be rewarded as treasure. The giants will need these magic items again after their comrades resurrect them.

Sansuri’s variant Clone spell cannot be learned by characters.

Tales of the Yawning Portal

White Plume Mountain: The three legendary weapons (Blackrazor, Wave, and Whelm) can be used from session-to-session within this adventure, but cannot be taken to other adventures. At the end of the adventure, they are rewarded for finding the weapons, according to how many they located:

One Weapon: 2,000 GP for each character. Each character can choose 3 rare consumable magic items (including packs of 1d6 +2 ammunition).

Two Weapons: In addition, each character may choose an item from the following list (duplicates allowed): arrow catching shield; bracers of defense; canaith mandolin; necklace of prayer beads (6 beads); staff of the woodlands; wand of the war mage, +2; weapon, +2.

Three Weapons: In addition, each character receives 3 renown. If applicable to the setting and faction-membership, this counts as a faction Secret Mission.

Dead in Thay and Soul-Bound: If a soul-bound undead character leaves the Doomvault, the character dies and cannot be brought back to life.

Tomb of Horrors Hoard: Under the treasure subheading on page 227 of TYP, replace “(except that none can be of legendary rarity)” with: “(except all items must be common, uncommon, rare, or very rare, and may include no more than one manual or tome)”.

If the efreeti in Tomb of Horrors is released, it might grant three wishes. Note that this is not the wish spell, and it is limited in what it can create or deliver—the effect the wish lasts until the end of this game session (unless it is used to undo some tragedy that befell a character during the adventure).

Tomb of Annihilation

Artus Cimber’s Ring of Winter and Bookmark and Dragonbait’s Holy Avenger cannot be awarded as treasure.

Death Curse: Any character playing any part of this adventure acquires the Death Curse. Until the Death Curse is lifted, death of humanoids and giants is permanent; reductions in maximum hit points (max hp) are permanent; anyone who has had a reduction in max hp cannot receive an increase to max hp. If the character has previously died and been resurrected, they lose 1 max hp at dawn every day (including downtime days).

If a character dies, its soul is linked to a Surrogate. You can find these pregenerated characters for free here:

<https://www.dmsguild.com/product/208178/DD-Adventure-Players-League-Player--DM-Pack>. At dawn each in-game day a surrogate is played, there is a 5% chance of the soul being devoured. If this happens, the character cannot be brought back to life after the Death Curse is lifted. The player is under no obligation to play the surrogate, but if the surrogate is not there when the Death Curse is lifted, then the original character is still considered cursed.

Dead surrogates are replaced by more surrogates, all of whom are linked to the original character.

Players can choose to lift the Death Curse for an individual character. If they do, then that character may be brought back to life. That character may not participate in the TOA hardcover, any tier 1-2 Season 7 one-shots, nor tier 1-2 Guild Adept adventures.

Any XP, unspent GP, DT, or treasure earned by the surrogate(s) will be transferred to the original character when it is brought back to life. If a surrogate's Death Curse is lifted by any means, but the linked character's soul is devoured, then the surrogate rewards are directed to a new level-1 character.

If a character chooses Meat Grinder mode(+10% XP, +10% GP, Death Save DC 15), it is ended when the Death Curse is lifted or when the character enters tier 3, whichever happens first. The XP bonus can allow a character to exceed (by 10%) the Max XP for a one-shot adventure. The bonus is forfeit if the character possesses a periapt of wound closure or any other item that bypasses the need for Death Saving Throws.

Spells purchased from or rewarded by Wakanga must come from the PHB.

Waterdeep: Dragon Heist

The contents of the safe aboard the Eyecatcher are considered to be under a 'treasure' heading. The pistol uses the rules for firearms in the HHPG. Accordingly, the pistol is a martial ranged weapon and proficiency can be gained normally. For crafting more ammunition and gunpowder to use in place of *smokepowder*, see the Curse of Strahd guidance for the musket. Crafting follows PHB crafting downtime rules. *Smokepowder* is a magical item that is found on NPCs if included in the creature's stat block.

The Open Lord of Waterdeep's 10% reward is reduced to 5,000 gp per adventurer after all due taxes, bribes, penalties, fees, and other expenses.

Azureedge, the *Blackstaff*, and the *Stone of Golorr* cannot be awarded as treasure. The *Stone of Golorr* may be considered to be in possession of the party after they discover it, but only during the adventure.

The Open Lord will take the *Badge of the Watch* back from the characters before the end of the adventure. This event reduces the character's magic item count accordingly.

Waterdeep: Dungeon of the Mad Mage

The rarity of the Shield of the Uven Rune is Unique rather than Very Rare.

Ghosts of Saltmarsh

In the Forgotten Realms, GOS is associated with the Dreams of the Red Wizards campaign for DM Quest purposes.

The Buying and Selling Magic Items downtime activity is not allowed. All other downtime activities may be performed while playing in this adventure.

Selling hides to Kester in Saltmarsh can only be performed once per character per chapter. Skinned hides disappear at the conclusion of each chapter.

Baldur's Gate: Descent Into Avernus

The Hand of Vecna and Infernal Tack cannot be awarded as treasure.

Infernal War Machines cannot be removed from the Nine Hells.

The sentient magical items found in this adventure are prone to taking control of their wielders.

The Sword of Zariel, once found, will only attune to one character ever. It is not tradeable.

Tier 2 Aasimar and Tieflings in Avernus can choose at any time to be permanently transformed by the experience:

- Aasimar lose their Light Bearer and 3rd level subrace traits. They sprout feathered wings which give them a fly speed of 30' when not wearing heavy armor.
- Tieflings lose their Infernal Legacy Trait and gain the Winged Tiefling variant trait from SCAG.
- Neither option affects or is affected by one's PHB+1.

Icwind Dale: Rime of the Frostmaiden

Mythallars and laser pistols cannot be awarded as treasure.

EBERRON ADVENTURES

Eberron One-Shots:

DDAL-ELW-00: Because this adventure involves pregenerated characters, after a successful completion, each player receives a 'certificate' for a

spellshard (common magic item) to use on one individual Eberron-setting character.

Lost Laboratory of Kwalish: The options described in the “Powered Armor Options” text box are not allowed.

Eberron Hardcover

Princes of the Apocalypse

Ignore the FR guidance for this adventure. Factions who confront the party about the return of Orcsplitter will offer **the party** any 5 common magic items from the Wayfinder’s Guide to Eberron. Orcsplitter’s surrender will reduce the possessing character’s magic item count accordingly. Of course, keeping Orcsplitter instead is always an option.

Tomb of Annihilation

Use the FR guidance above for this adventure, but spells rewarded by Wakanga may also come from XGE.

In Eberron, TOA is associated with the AE01 (Convergence Manifesto) campaign for DM Quest purposes.

You may want to reference this guidance for setting ToA in Stormreach on dmsguild.com:
<https://www.dmsguild.com/product/248214/Eberron-Guide-to-Tomb-of-Annihilation>

Ghosts of Saltmarsh

In Eberron, GOS is associated with the DDAL-ELW (Embers of the Last War) campaign for DM Quest purposes.

Otherwise, use the Forgotten Realms guidance.

APPENDIX X: FREQUENTLY USED TABLES

Season 8+ Rewards Conversion Tables

Table: Adventure XP by APL per hour

APL	MinXP	Max XP	APL	MinXP	Max XP
1	57	75	11	1,969	2,625
2	113	150	12	2,157	2,875
3	225	300	13	2,532	3,375
4	319	425	14	2,813	3,750
5	657	875	15	3,375	4,500
6	750	1,000	16	3,750	5,000
7	938	1,250	17	4,688	6,250
8	1,125	1,500	18	5,063	6,750
9	1,407	1,875	19	5,625	7,500
10	1,688	2,250	20	7,500	10,000

Table: Party Gold Awards per Hour of Expected Duration

Tier	Total GP reward value/hour
1	225 GP
2	900 GP
3	3,600 GP
4	13,500 GP

Other Commonly Used Tables

Table: Non-Combat XP for Objectives

Tier	Non-Combat XP
1	50 XP/hour/character
2	250 XP/hour/character
3	1000 XP/hour/character
4	2500 XP/hour/character

Table: DM Rewards

APL	XP/Hour	APL	XP/Hour
1	50	11	650
2	75	12	725
3	100	13	800
4	150	14	925
5	225	15	1125
6	250	16	1250
7	325	17	1550
8	375	18	1675
9	475	19	1875
10	575	20	2500

Table: Spellcasting Services

Spell	Cost
Cure Wounds (Level 1)	10 GP
Identify	20 GP
Lesser Restoration	40 GP
Prayer of Healing (Level 2)	40 GP
Dispel Magic	90 GP
Remove Curse	90 GP
Speak with Dead	90 GP
Divination	210 GP
Greater Restoration	450 GP
Raise Dead	1,250 GP
Resurrection*	3,000 GP + 150 DT
True Resurrection*	50,000 GP + 350 DT

*The downtime cost for these spells can be reduced by 50 for each faction rank above '1' that the character possesses. The Acolyte Background feature does not reduce the gp or downtime cost for either of these spells.

Table: Approximate Party Strength

Party Size	Compare APL to Target APL	Party Strength
3-4	Less	Very Weak
	Equal	Weak
	Greater	Average
5	Less	Weak
	Equal	Average
	Greater	Strong
6-7	Less	Average
	Equal	Strong
	Greater	Very Strong