



## HALLS OF HEROES

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AN ORGANIZED PLAY CAMPAIGN FOR D&D 5E

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DUNGEON MASTER GUIDE v3.1

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

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

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

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### THE BASICS

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Halls of Heroes is an organized play system for Dungeons & Dragons, 5<sup>th</sup> 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.

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### SETTINGS

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Halls of Heroes currently has two settings: Forgotten Realms (FR) and Eberron (EB). Given the ease of inter-setting travel, expect player characters from either setting, regardless of the setting of your adventure.

See Appendix C for the full list of HH-eligible adventures.

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## BEING A DUNGEON MASTER

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

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### MATERIAL COMPONENTS

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Here's what you have to have to DM:

- ◆ The D&D Basic Rules
- ◆ A Halls of Heroes-Legal Adventure
- ◆ Dice
- ◆ Note-taking equipment

Here's what else you can use:

- ◆ The Dungeon Master's Guide (DMG) (ignoring any Optional or Variant rules)
- ◆ The Dungeon Master's Tools in Xanathar's Guide to Everything (XGE)
- ◆ Supplemental Creature Books (see DM Empowerment below):
  - Monster Manual (MM)
  - Volo's Guide to Monsters (VGM)
  - Mordenkainen's Tome of Foes (MTF)
  - Boo's Astral Menagerie (BAM)
- ◆ Battlemat and miniatures/markers
- ◆ A Virtual Tabletop to play with friends online
- ◆ Dungeon Master Screen

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### PREPARING THE ADVENTURE

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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.

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### SITTING DOWN AT THE TABLE

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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.

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### MAKING ADJUSTMENTS

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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

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### HAVING FUN

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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 guidance 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.

## 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.

**Social and Exploration XP:** XP is awarded to characters based on time spent achieving social and exploration objectives such as negotiating with NPCs and disarming traps. Time spent unproductively is not rewarded with XP.

For each hour the party spends attaining social and exploration objectives, award each character the following amount of XP based on the individual character's tier:

Tier	Non-Combat XP
1	100 XP/hour/character
2	500 XP/hour/character
3	2000 XP/hour/character
4	5000 XP/hour/character

Table: Non-Combat XP for Objectives

## Optional XP Reward Limits

Advancement during long campaigns can be a bit uneven. In order to even the tempo of advancement, DMs have the **option** to apply a minimum and/or maximum XP amount to the XP rewarded during each session. XP would still be awarded for combat, social, and exploration objectives, but amounts that fall below the minimum or above the maximum can be adjusted accordingly.

What are reasons you might or might not use this?

- ◆ Apply only the minimum to speed up advancement during the combat-light Tier 1 section of a hardcover.
- ◆ Apply both when doing one-shots during pick-up play to guarantee that players receive close to the usual amount of rewards, given DM-variation.
- ◆ Apply a maximum or ignore the minimum when

the party is levelling so fast it threatens to trivialize future encounters.

- ◆ Apply only the max for groups that prefer a leisurely pace.
- ◆ Apply both to prevent level-gap caused by some players missing high-combat-xp sessions of a long campaign but attending for the low-combat-xp sessions.

The table below defines the hourly min and max per character. For a four-hour session, the value would be multiplied by 4. Average Party Level (APL) is calculated by averaging the levels of all party members (rounding up).

APL	MinXP	Max XP	APL	MinXP	Max XP
1	60	80	11	2,000	2,625
2	120	150	12	2,150	2,875
3	225	300	13	2,500	3,375
4	425	500	14	2,800	3,750
5	650	875	15	3,375	4,500
6	750	1,000	16	3,750	5,000
7	950	1,250	17	4,500	6,250
8	1,125	1,500	18	5,250	6,750
9	1,400	1,875	19	5,750	7,500
10	1,700	2,250	20	7,500	10,000

Table: Adventure XP by APL per hour per character

## 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

Magic items are available to award whether they are under a Treasure subheading or not. The most common other place to find them would be in a creature's stat block.

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

Players are responsible for dividing magic items at the end of the adventure. If they cannot agree, then you

should assign it randomly among those willing to receive it.

that character.

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## Ship Salvage

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Captured ships (including spelljamming vessels) can be used by parties in one of four ways (only one per ship): (1) sell the spelljammer helm for 5k gp treasure, (2) claim the spelljammer helm as a rare magic item, (3) sell the ship for 50% of the model's list price (0 if no list price) to purchase, upgrade, and repair the party's sailing or spelljamming vessel, or (4) kept as a party property for use during the campaign.

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## Random Rolls for Treasure

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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.

If the DM is instructed to roll on Magic Item Table B (DMG), the DM may instead pick their choice of common magic items from available sources.

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## DM Picks

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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. If rarity or DMG Tables F-I are specified, you may also include tier-equivalent items from FTD, TCE, XGE, RLW, and EEB.

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.

For both **random rolls and DM picks**, DM-selected spells on scrolls or found in wizard spellbooks may contain spells from any valid player source (but not spells meant to appear only in an adventure).

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## Downtime, Renown, Etc.

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Characters receive 2.5 DT/hour and 0.25 renown/hour played.

**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

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## AL SEASON 8 ONE-SHOT ADVENTURE REWARDS

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Some one-shot adventures written for Adventurers League do not include gold or magical items as rewards. For those adventures, use the following guidance to award treasure:

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### AL Season 8: Gold

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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.

<i>Tier</i>	<i>Total GP reward value/hour</i>
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.

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### AL Season 8: Magic Items

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If an adventure states that it unlocks a magic item for the characters, then award one of those magic items to the party.

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

- *All-Purpose Tool*, +X
- *Amulet of the Devout*, +X
- *Arcane Grimoire*, +X
- *Armor*, +X
- *Bloodwell Vial*, +X
- *Moon Sickle*, +X
- *Rhythm Maker's Drum*, +X
- *Rod of the Pact Keeper*, +X
- *Shield*, +X
- *Wand of the War Mage*, +X
- *Weapon*, +X

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# DUNGEON MASTER TRACKING

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## DM LOG

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

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## DM REWARDS

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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	100	11	1300
2	150	12	1450
3	200	13	1600
4	300	14	1850
5	450	15	2250
6	500	16	2500
7	650	17	3100
8	750	18	3350
9	950	19	3750
10	1150	20	5000

Table: DM Rewards

In addition, the DM Reward includes gold at half the amount of XP. It includes Downtime Days and Renown at the same rate that it was awarded it to the party. Each hour also awards 1 DM Token (see below).

DM Rewards are setting-agnostic.

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## DM TOKENS

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DM Tokens provide additional incentives to become a dungeon master. You spend them on other rewards as delineated in the DM Token table below.

DM Tokens replace DM Quests. In order to complete any unfinished DM Quests before the advent of DM Tokens, you may declare each session to be either under the "DM Token" system or the "DM Quest" system. Each session only counts toward one or the other.

## DM TOKEN GUIDELINES

- ◆ **HH-legal adventures** consist of everything in Appendix C: Content Catalog
- ◆ **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 Token Prizes are not tradeable and do count against permanent magic item count (unless consumable or otherwise exempted).

Token Cost	DM Token Prize
0	Players Gift: 1 tier-appropriate healing potion per player at the table, if it's within one-week of your birthday! (Use once per birthday.)
0	Players Gift: 1 Potion of Healing to a new HH player and another to the player who brought them.
4	Players Gift: 1 tier-appropriate healing potion per player at the table.
4	Give 5 Renown to a single character
4	Give one character a Magic Potion or Magic Scroll you awarded to players from any previous adventures. Item must be tier-appropriate.
16	You may upgrade a <i>Weapon</i> , +1; <i>Armor</i> , +1; or <i>Shield</i> , +1 to +2, if the resulting item would be tier-appropriate.
20	Give one of your own characters a Magic Item you awarded players from any previous adventures. Item must be tier-appropriate.
30	Players Gift: Give a new HH player's first character 6,500 xp, 200gp, and a <i>Weapon</i> , +1.
30	Give one of your own characters a Mundane Item you awarded players from any previous adventures. This instance of the item is worth 0 GP. If it is a weapon that uses special ammunition, your character also receives enough for 50 attacks.
40	One of your characters can summon an unusual familiar of a specific type with Find Familiar. Choose from these options: <ul style="list-style-type: none"> <li>• Abyssal Chicken</li> <li>• Al-miraj</li> <li>• Campestri</li> <li>• Crawling Claw</li> <li>• Flying snake</li> <li>• Gazer</li> <li>• Juvenile Mimic</li> <li>• Oblex Spawn</li> <li>• Space Hamster</li> <li>• Tressym</li> </ul>
40	One of your characters can summon a specific type of unusual steed with Find

	Steed. Choose from these options: <ul style="list-style-type: none"> <li>• Axe Beak</li> <li>• Crag Cat</li> <li>• Giant Lizard</li> <li>• Giant Space Hamster</li> <li>• Hadrosaurus</li> <li>• Walrus</li> <li>• Worg</li> </ul>
40	One of your characters can summon a specific type of unusual steed with Find Greater Steed. Choose from these options: <ul style="list-style-type: none"> <li>• Allosaurus</li> <li>• Aurochs</li> <li>• Blink Dog</li> <li>• Giant Hyena</li> <li>• Giant Scorpion</li> <li>• Polar Bear</li> <li>• Shadow Mastiff</li> <li>• Star Lancer</li> </ul>
40	Give one of your own characters a tier-appropriate <i>Armor</i> , +X; <i>Shield</i> , +1; or <i>Weapon</i> , +X. Pay 10 extra tokens for exotic materials (for druid armor).
40	Legendary Item: Give one of your own tier 4 characters a Legendary Magic Item you awarded players from any previous adventures.
60	You may create a single character of a specific unusual class. If a character permanently dies, the benefit can be passed to a different character. <p>Choose from these options:</p> <ul style="list-style-type: none"> <li>• Cleric: Domain of Death (DMG)</li> <li>• Paladin: Oathbreaker (DMG)</li> </ul>
100	Legacy Item: when awarded, choose an uncommon <i>Weapon</i> or <i>Armor</i> 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. All Legacy items require attunement, are untradeable, and cannot be sentient.

Table: DM Token Prizes



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## APPENDIX C: CONTENT CATALOG

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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 sitting, but that doesn't always work.
- Hardcover 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.
- An adventure may have guidance for how to change the setting. Given the multi-setting nature of HH play, feel free to alter the setting. However, a single character may not play in the same adventure twice just because it is in two different settings.

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### FORGOTTEN REALMS:

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#### One-Shots:

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- ◆ HH- original Halls of Heroes adventures.
- ◆ DDEX-, DDAL-, DDHC-, and DDIA- Adventurers League adventures.
- ◆ AO-, CCC-, DC-, or PO- community-created content from DMsGuild.
- ◆ Spelljammer Academy (SJA) (1-4)

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#### Hardcovers:

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- ◆ 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)
- ◆ The Wild Beyond the Witchlight (1-8)
- ◆ Candlekeep Mysteries (Restrict the party to the tier that includes the level of the chapter.)
- ◆ Journeys Through The Radiant Citadel (Restrict the party to the tier that includes the level of the chapter.)

- ◆ Van Richten's Guide to Ravenloft: House of Lament (1-2)
- ◆ Spelljammer: Light of Xaryxis (5-10)

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#### Hardcover-Like Adventures:

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- ◆ Cloud Giant's Bargain (5-10)
- ◆ Dragon of Icespire Peak (1-6)
- ◆ Locathah Rising (5-10)
- ◆ 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)
- ◆ Any AL-Legal Dungeoncraft Adventures (each adventure designates a level range)
- ◆ Snout of Omgar (Turtle Package) (1-4)

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### EBERRON:

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#### One-Shots:

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- ◆ Embers of the Last War (DDAL-ELW-00 to DDAL-ELW-10)
- ◆ Oracle of War (DDAL-EB) including Salvage Missions
- ◆ Convergence Manifesto (AE01-01 to AE01-13)
- ◆ Curtain Call (expected 4-hour, 1-4)
- ◆ Trust No One (expected 4-hour, 1-4)
- ◆ Memento Mori Trilogy (expected 4-hour each, 1-4)

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#### Hardcover-Like Adventures:

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



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## APPENDIX D: ADVENTURE ADJUSTMENTS

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Not all adventures were written with organized play in mind and/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.

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### MULTIVERSE

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Because there are far fewer Eberron adventures than FR adventures, feel free to alter the setting of any adventure to another, as appropriate. Players still can't play an adventure twice, even if it was in two different settings.

Many older FR adventures were written with 5 basic factions in mind. Here is how you can translate faction assignments, missions, and benefits to the current faction styles:

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

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**SPOILER ALERT!**

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### ONE-SHOTS

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**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.

**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 character who starts in Eberron.

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### HARDCOVER-LIKE ADVENTURES

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

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### HARDCOVERS

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#### Rise of Tiamat:

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

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#### Princes of the Apocalypse:

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

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#### Out of the Abyss:

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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.

Any 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.”

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### Curse of Strahd:

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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, ammunition, and gunpowder is mundane treasure that is distributed normally. See HHPG Appendix R.

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### Storm King’s Thunder

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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.

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### Tales of the Yawning Portal

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**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.

**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).

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### Tomb of Annihilation

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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-Adventurers-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 these TOA-related adventures: TOA hardcover, tier 1-2 Season 7 one-shots, 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.

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### **Waterdeep: Dragon Heist**

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The contents of the safe aboard the Eyecatcher are considered to be under a 'treasure' heading.

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.

*Azuredge*, 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.

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### **Ghosts of Saltmarsh**

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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.

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### **Baldur's Gate: Descent Into Avernus**

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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.

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.

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### **Icwind Dale: Rime of the Frostmaiden**

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*Mythallars* cannot be awarded as treasure.

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### **Light of Xaryxis**

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The Smith Coster on the Rock of Bral has firearms and explosives available for purchase at the list price from the DMG. Gear without a list price is not available.

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### **Dragonlance: Shadow of the Dragon Queen**

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Milestones may be used for chapters 2 and 3 (tier 1).

## APPENDIX X: FREQUENTLY USED TABLES

Table: Optional Min and Max Session XP by APL per hour per character

APL	MinXP	Max XP	APL	MinXP	Max XP
1	60	80	11	2,000	2,625
2	120	150	12	2,150	2,875
3	225	300	13	2,500	3,375
4	425	500	14	2,800	3,750
5	650	875	15	3,375	4,500
6	750	1,000	16	3,750	5,000
7	950	1,250	17	4,500	6,250
8	1,125	1,500	18	5,250	6,750
9	1,400	1,875	19	5,750	7,500
10	1,700	2,250	20	7,500	10,000

Table: Gold-less One-shot 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

Table: Social and Exploration XP

Tier	Non-Combat XP
1	100 XP/hour/character
2	500 XP/hour/character
3	2000 XP/hour/character
4	5000 XP/hour/character

Table: DM Rewards

APL	XP/Hour	APL	XP/Hour
1	100	11	1300
2	150	12	1450
3	200	13	1600
4	300	14	1850
5	450	15	2250
6	500	16	2500
7	650	17	3100
8	750	18	3350
9	950	19	3750
10	1150	20	5000

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 DT 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 DT 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