



EBERRON CAMPAIGN DUNGEON MASTER'S GUIDE VERSION 1.0

Credits

D&D Organized Play: Christopher Lindsay
D&D Adventurers League Administrators: Bill Benham, Lysa Chen, Claire Hoffman
Greg Marks, Alan Patrick, Sam Simpson, Travis Woodall

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PART 1. GETTING STARTED

This document is a guide to getting started to be a Dungeon Master for the D&D Adventurers League. These rules are supplemented by the Adventurers League FAQ (also found in the Adventurers League DM's Pack).

D&D ADVENTURERS LEAGUE PLAY

Adventures for the Eberron campaign can be purchased and downloaded from the [Dungeon Masters Guild](#).

BEING A DUNGEON MASTER

Being an Adventurers League 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

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

- ***Player's Handbook or the D&D Basic Rules.*** The basic rules .pdf document is free on the Wizards of the Coast website and contains all the basic rules of the game.
- ***Adventures.*** If you're running games in a public venue, check with the organizer to see what adventures they have available. Otherwise, adventures are available for purchase at your local gaming store or online at [Dungeon Masters Guild](#).
- ***Players.*** Adventures League play is designed for a table of five players but can be adjusted for three to seven players. Tables smaller or larger than those limits aren't allowed.

OPTIONAL ITEMS

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

Dungeon Master's Guide (DMG). This book contains valuable advice on preparing and running games. The DMG 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.

Monster Manual (MM). While the statistics for most monsters can be found here, special monsters created specifically for a given season's published adventure are found in that product.

Index 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.

Dungeon Master Screen. Helpful to hide the adventure and your notes and schemes from the players.

PART 2. RUNNING ADVENTURES

You may DM **one** group of 3 to 7 players—each with their own character whose level is within the adventure’s level range.

BEING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the game to life.

You’re Empowered. Make decisions about how the group interacts with the adventure; adjust or improvise as needed. It’s more important that you and the players are having fun than you stick to letter of the adventure.

Everyone Should Shine. Don’t allow any one player to dominate the table. Everyone should get the opportunity to shine. Feel free to adjust the encounters and adventure to make this happen.

Keep the Adventure Moving. This is mostly for convention play where you’re participating in a timed slot. When the game gets bogged down, provide hints and clues to your players facing puzzles or engaging in combat and roleplay interactions to help move them along.

CHARACTER DISEASE, DEATH, AND RECOVERY

Bad things happen to characters; adventuring is a risky job. Here are the rules on how to deal with it.

Disease, Poison, and Other Debilitating Effects. Diseases, poisons, and other similar effects last until removed, but characters can spend downtime days to receive spellcasting services or to recuperate (see *Player’s Handbook*). Characters with lycanthropy or vampirism can’t start a new session until cured.

Death. Characters returned to life suffer the effects from the ordeal as normal, but each downtime day spent reduces any penalties to attack rolls, saving throws, and ability checks by 1. Bodies are recovered unless otherwise specified in the encounter. If the group can’t return a dead character to life:

- **Dead Character Pays for Raise Dead.** Dead characters that can’t afford the gp cost of the service or treasure checkpoint cost of a spell scroll may incur a treasure checkpoint debt as needed to purchase one. This debt **must** be satisfied before treasure checkpoints can be used for anything else. Dead characters ignore availability restrictions on whatever spell scroll is needed to return them to life. For example, a *disintegrated* 5th-level character may spend **twenty-four treasure checkpoints** to purchase a *spell scroll of true resurrection*, even though it’s normally available only to tier 3 and 4 characters.
- **Character’s Party Pays for Raise Dead.** If they wish to do so, other characters may contribute towards the **gp cost** of paying for spellcasting services to return

another character to life. Characters **can’t** use treasure checkpoints to lessen the cost of another character to return to life but can use them to purchase spell scrolls if useable by someone in the group.

SPELLCASTING SERVICES

During a session, characters can receive spellcasting services from an NPC located anywhere that is town-sized or larger but must be able to travel there. Otherwise, they’re available only between sessions.

SPELLCASTING SERVICES

| Spell | Cost |
|---------------------------------------|-----------|
| <i>Cure wounds</i> | 10 gp |
| <i>Identify</i> | 20 gp |
| <i>Lesser restoration</i> | 40 gp |
| <i>Prayer of healing</i> | 40 gp |
| <i>Dispel magic</i> | 90 gp |
| <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 | 1,250 gp |
| <i>Resurrection</i> ¹ | 3,000 gp |
| <i>True resurrection</i> ¹ | 30,000 gp |

¹Characters may instead receive these services by spending treasure checkpoints to purchase spell scrolls.

Services provided by an NPC are limited to this list. Characters may purchase *spell scrolls* containing these spells using treasure checkpoints which NPCs cast for free to benefit the character who purchased the scroll.

ACOLYTE TEMPLES

| Quarter in Sharn | Faith |
|------------------------|----------------------------|
| Middle Central Plateau | Church of the Silver Flame |
| Middle Central Plateau | Sovereign Host |
| Lower Central Plateau | Path of Light |
| Lower Central Plateau | Undying Court |

Acolyte Background. Characters with the Shelter of the Faithful background feature can request spellcasting services at a temple of their faith. Once per day they may receive **one spell** from the Spellcasting Services table for free (they must pay the cost of any material component needed).

Only some faiths are represented by temples large enough to provide this benefit. When playing any given adventure, the available faiths are determined by the region in which the adventure is set, above.

PLAYER REWARDS

Characters earn rewards in the form of **advancement** and **treasure checkpoints**, magic items unlocks, and other rewards such as story awards or new downtime activities. These rewards are entered on their logsheets **before** leaving the table. Players are responsible for maintaining their own adventure logsheet.

REWARD DISTRIBUTION

Rewards are distributed at the end of a play session using the following guidance:

Advancement Checkpoints. Adventurers League characters are awarded one **advancement checkpoint** for each hour that the characters play in pursuit of the adventure's stated goals (rounded down).

Treasure Checkpoints. They are also awarded treasure checkpoints based on the amount of time the characters play the adventure. Tier 1 and 2 groups (groups of characters with an APL of 1 - 10) earn one checkpoint for each hour of play, while tier 3 and 4 groups (groups of characters with an APL of 11 - 20) earn two checkpoints for each hour of play.

Gold and Mundane Treasure. Any entry of a treasure or award with a monetary value is **ignored**. Any other equipment can be used (but not sold) by the characters until the end of the session but is lost at the end of the session. Some nonmagical items encountered in **hardcover** adventures are may be unlocked for purchased using treasure checkpoints. The ALCC contains adventure-specific information regarding these items as well as when to award monetary rewards that serve as exceptions to this paragraph.

Magic Items. Magic items specifically mentioned in an encounter become available for the characters, depending on what type of magic item it is:

- **Consumable Magic Items.** Potions, scrolls, and ammunition **are kept** and divided among the characters—**encouraging equitable distribution**. If more than one player wants an item and the disagreement can't be resolved, determine the item's owner randomly (such as by rolling a die).
- **Permanent Magic Items.** Permanent magic items **aren't kept**, but are instead unlocked for purchase.

Story Items/Effects. Characters may acquire special items or effects (mundane or magical) that are essential to a hardcover adventure's storyline that are only useable of in effect during sessions of the adventure in which they're awarded. These are identified in the *Adventurers League Content Catalogue*.

Awarding Downtime. Characters earn **five downtime days** for every **two** advancement checkpoints they earn.

Awarding Renown. Characters earn **one renown** for every **four** advancement checkpoints they earn.

CHEATING

D&D Adventurers League play is meant to be fun and inclusive—not competitive. As the DM, correct cheating players quickly and discreetly (if possible) by resolving the issue and make a ruling on what happens. You may review paperwork (character sheets, adventure logsheets, and certificates) at any time. If something is amiss—either with the paperwork or during the game—discuss it with the player and resolve irregularities. You may disallow something that seems outside the rules or have a player reroll dice. Be **professional** though—never embarrass the player or assume wrongdoing. We're all here to have fun and enjoy the challenge!