



# DUNGEON MASTER REWARDS

## **Credits**

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## DUNGEON MASTER REWARDS

As you Dungeon Master for the D&D Adventurers League (DDAL), you earn DM Rewards. You earn one DM Reward for each Campaign Adventure or CCC adventure you run, and you also earn one DM Reward for every four hours you DM an adventure published for fifth edition by Wizards of the Coast. You may expend each DM Reward earned in one of the following ways.

### OPTION 1: ADVANCEMENT

One of your characters gains a level plus an amount of gold based on their tier prior to advancement. See the table *Dungeon Master Gold Rewards* below, for more information.

#### Dungeon Master Gold Rewards

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

### OPTION 2: MAGIC ITEM

One of your characters from the campaign for which you were DMing gains a magic item awarded by the adventure. Forgotten Realms characters can only gain items from Forgotten Realms adventures, and Eberron characters can only gain items from Eberron adventures.

If the character to which this reward is applied, is of a lower Tier than the adventure you DM'd, the character must hold the item in reserve until they've advanced to the appropriate tier, at which point they may gain use of the item.

While holding it in reserve it doesn't count against their magic item limit, but once they can apply it to the character, it does.

### OPTION 3: CAMPAIGN REWARDS

Rather than using the **DM Rewards** you've gained to advance a character's level or gain a magic item you can choose to collect them in a "pool" and trade them to gain other special rewards as described below.

All **DM Rewards** earned as a Dungeon Master for Campaign Adventures from either the Forgotten Realms campaign (*Avernus Rising*) or the Eberron campaign (*Oracle of War*), or from running the hardcover adventure *Baldur's Gate: Descent Into Avernus*, may be collected into a single "pool" for this purpose. They don't need to be tracked separately.

**You may NOT add DM Rewards from running CCC adventures into this pool.**

You can expend the levels from your "pool" on any of the Campaign Rewards described below, though you may only place a reward on a character from the campaign for which the reward is designated.

# CAMPAIGN REWARDS-INGLORIOUS REDEMPTION

## INFERNAL PETS

No stat block is required since these Tiny 'cuddly-lovables' may not participate in or interfere with combat. Get one, name it, describe it... hug it, and make it your own!

Reward Cost	Tier Min.	Pet	Notes
1	2	<b>Baby Bone Whelk</b>	Infernal snails? Cute?
1	2	<b>Death Dog Puppy</b>	Careful... or you get a nasty nip... and another nasty nip
1	2	<b>Hell Hound Puppy</b>	Fantastic as a portable, lovable hand warmer
1	1	<b>Kitten of Slobberchops (tressym)</b>	One-quarter the size and four times as mean

## FAMILIARS

Any character that can cast find familiar can enjoy the companionship of one of these Infernal critters.

Reward Cost	Tier Min.	Familiar	Notes
3	2	<b>Abysal Chicken</b>	You heard me right... and isn't it adorable?!
3	1	<b>Brood of Slobberchops (tressym)</b>	Fully grown progeny of the infamous tressym.
6	2	<b>Imp Courier</b>	Specializing in delivery, and employee of the century three times running, a star employee of the Infernal Revenue Service. This imp loses the Shapechanger feature in favor of the following: <i>Hellscape Pocket</i> . Possesses a personal pocket dimension capable of holding up to 10 lbs of items. Only the courier can open the pocket dimension to retrieve and store items.
6	2	<b>Imp Toady</b>	Formerly a barbed devil in service to Bel during his term in office, this imp loses the Shapechanger feature in favor of the following: <i>Hype</i> . The imp toady can inspire its master through stirring words and chanting, so long as it is within 30 feet. It's master is granted a d6 which it can roll and add to the result of a single ability check, attack roll, or saving throw. Once used, the imp toady can't grant this to its master again until its master has completed a long rest. This feature can't be used in conjunction with Bardic Inspiration. If both are used, add the higher of the two numbers to the roll.
6	2	<b>Infernal Pseudodragon</b>	An experiment gone wrong somewhere deep inside Arkhan's Tower this creature resembles a tiny abishai (color chosen when summoned) and is lawful evil rather than neutral good. Also understands Infernal in addition to Common and Draconic. Otherwise it is unchanged from the typical pseudodragon species.

## ITEMS-MAGICAL OR OTHERWISE!

From the minds of mages SO mad they make Halaster look as sane as the next all-powerful archmage in the Realms.

Reward Cost	Tier Min.	Item	Notes
3	1	<b>Compressed Magical Pigment (rust)*</b>	Acts as a <i>potion of fire breath</i>
3	2	<b>Compressed Magical Pigment (silver)*</b>	Acts as a <i>potion of heroism</i>
3	2	<b>Compressed Magical Pigment (electrum)*</b>	Acts as a <i>potion of diminution</i>
3	2	<b>Compressed Magical Pigment (platinum)*</b>	Acts as a <i>potion of invulnerability</i>
3	2	<b>Compressed Magical Pigment (bronze)*</b>	Acts as a <i>potion of fire giant strength</i>
3	3	<b>Compressed Magical Pigment (gold)*</b>	Acts as a <i>potion of speed</i>
3	3	<b>Compressed Magical Pigment (copper)*</b>	Acts as a <i>potion of vitality</i>

*\*A special note on the properties of compressed magical pigments. They duplicate the effects of certain potions that can be extremely useful under the right circumstances. In order to use them, the pigment must be sprayed across the front of the user's face, while their mouth is open, and their teeth are showing. Disgusting, I know... but the things we do to survive. WITNESS ME!!!!!!!!!!!!*

## ITEMS-MAGICAL OR OTHERWISE! (SEASON 9 ELIGIBLE\*)

Reward Cost	Tier Min.	Item	Notes
3	2	<b>Soul Coins (3), Fully charged</b>	Vroom, Vroom!
6	3	<b>Sword Wraith in a Box (consumable, 1 use only)</b>	Open this box as an action to unleash the fury of this former hellrider upon your enemies. Once the fight is over, the hellrider leaves forever.
3	2	<b>Hellfire Weapon</b>	See <i>Baldur's Gate: Descent Into Avernus</i>
6	2	<b>Gauntlets of Flaming Fury</b>	See <i>Baldur's Gate: Descent Into Avernus</i>
6	2	<b>Infernal Puzzle Box</b>	See <i>Baldur's Gate: Descent Into Avernus</i>
9	3	<b>Battle Standard of Infernal Power</b>	See <i>Baldur's Gate: Descent Into Avernus</i>
9	3	<b>Helm of Devil Command</b>	See <i>Baldur's Gate: Descent Into Avernus</i>
12	4	<b>Obsidian Flint Dragon Plate</b>	See <i>Baldur's Gate: Descent Into Avernus</i>

*\*These rewards may only be applied to a Season 9 character.*

## VEHICLES & MOUNTS (SEASON 9 ELIGIBLE\*)

Forget "Planar-Warming!" If you're not cruising to the screams of the DAMNED, then you're not cruising AT ALL!!!

Reward Cost	Tier Min.	Item	Notes
6	2	<b>Infernal War Machine-Devil's Ride</b>	See <i>Baldur's Gate: Descent Into Avernus</i> ; soul coins not included; only usable in the Nine Hells.
6	2	<b>Infernal War Machine-Tormentor</b>	See <i>Baldur's Gate: Descent Into Avernus</i> ; soul coins not included; only usable in the Nine Hells.
9	2	<b>Infernal War Machine-Scavenger</b>	See <i>Baldur's Gate: Descent Into Avernus</i> ; soul coins not included; only usable in the Nine Hells.
12	3	<b>Infernal War Machine-Demon Grinder</b>	See <i>Baldur's Gate: Descent Into Avernus</i> ; soul coins not included; only usable in the Nine Hells.
6	2	<b>Bone Wheel</b>	See <i>Baldur's Gate: Descent Into Avernus</i> ; soul coins not included; only usable in the Nine Hells.
6	2	<b>Hellwasp</b>	See <i>Baldur's Gate: Descent Into Avernus</i> ; soul coins not included; only usable in the Nine Hells.
6	2	<b>Merrenoloth Skiff</b>	A <i>folding boat</i> that can safely be used on the River Styx.

*\*These rewards may only be applied to a Season 9 character.*