



Dungeon Master Quests

League Quests

Initiate	Download the Curse of Strahd DM Rewards from the DMs Guild.	Frequency	Once <input type="checkbox"/>
DM's Reward	Included in the DMs packet	Player's Rewards	None
Ritual of Divination	Join the DMs League Facebook and G+ page. Follow the D&D Adventurers League on Twitter (@DnD_AdvLeague).	Frequency	Once each <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	500xp for one of your characters	Player's Rewards	None
Ritual of Scrying	Take a selfie with your DM Quest card or a pic of just your card with your name on it and post it to Facebook, Twitter, G+ with the hashtag #DMQuests	Frequency	Once each <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	500xp for one of your characters	Player's Rewards	None
First Timer	First time you run a DDAL or DDEX adventure at a store/game-day/convention/private residence/online/other	Frequency	Once each location type <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	Potion of Healing for one of your characters.	Player's Rewards	None
Traveller	Run D&D AL games at more than 2 different conventions/stores	Frequency	Up to 5 renown <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	Gain 1 renown for each of your characters for each location above 2.		
Player's Rewards	Once, at each new location you travel to, the party you play with can come upon a wandering priest who can provide spellcasting services for the party at the usual cost. Choose 3 spells of 2nd level or lower from the cleric or druid spell list and add them to the priests list of spellcasting services. The cost of these spells is equal to 50gp x the level of the spell + any expensive material component. If the party contains any acolytes, the priest is of an allied faith and is willing to offer those characters one spellcasting service free of charge (the character only pays the cost of any expensive material components for the chosen spell).		
Dedicated DM	Run 7 DDAL/DDEX adventures, or hardcover chapters.	Frequency	Unlimited <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ____
DM's Reward	Choose a Magic Item from any previous DDEX/DDAL modules or hardcover chapters you've run (any season) for one of your characters. Item must be tier appropriate and excludes Legendary or Unique items.	Player's Rewards	None



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Déjà vu	Run a single adventure (any DDEX or DDAL adventures) more than 5 times (not counting DDAL04-01)	Frequency	Once per adventure _____
DM's Reward	5,000xp for one of your characters	Player's Rewards	Each time you run that adventure after the 5th, your players get +25% XP (ignore XP maximums)
Bounty Hunter	New Player Bounty: Each table that has a player for which it's their first time playing D&D or Adventurers League	Frequency	Once for each table that includes a new player _____
DM's Reward	1,000xp for one of your characters	Player's Rewards	Give new players a Potion of Healing at the beginning of the game
Wizard's Apprentice	Recruit a Player to become a DM who runs at least 2 sessions (only counts for DMs new to 5th Edition or D&D)	Frequency	Once for each new DM _____
DM's Reward	15,000xp for one of your characters	Player's Rewards	None
Level Up!	On your birthday you gain XP!	Frequency	Once each year, on your birthday <input type="checkbox"/>
DM's Reward	Gain XP equal to the number of storyline seasons (ToD, EE, RoD, CoS) you've DMd for X the # of years you've been DMing D&D (any edition) X 100. Gain 1 renown for each of your characters.		
Player's Rewards	If you DM a game on your birthday add a potion of Healing (levels 1-4)/Greater-Healing (levels 5-10)/Superior Healing (11-16) for each player to the adventure.		
Ethereal DM	Run an online Quest of the Week game	Frequency	Once per Adventure/year _____
DM's Reward	Double the DM rewards	Player's Rewards	None

(In each subsequent 04-01 session)

Curse of Strahd Quests

Death House DM	Complete the Death House Launch Event in store	Frequency	Each time <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
DM's Reward	1,200xp for one of your characters	Player's Rewards	Once per week <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
Wanderer of the Mists	Run all 5 Suits of the Mists DDAL intro mini-adventures	Frequency	Once <input type="checkbox"/>
DM's Reward	Get one common or uncommon oil or potion from the DMG	Player's Rewards	None



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Teacher of Lost Souls	Run 20 or more mini-adventures of DDAL04-01 Suits of the Mists	Frequency	Once <input type="checkbox"/>
DM's Reward	5,000xp for one of your characters	Player's Rewards	On each subsequent 04-01 session you run award the players +25% XP
Local Hero	Run all 5 level 1-4 Curse of Strahd DDAL adventures	Frequency	Once <input type="checkbox"/>
DM's Reward	5,000 XP and add an uncommon scroll of a PH spell or potion from the DMG to one of your characters.		
Player's Rewards	Item Rewards: From now on, each time you run a tier 1 (1-4) Curse of Strahd DDAL module, add a potion of healing anywhere in the adventure.		
Hero of the Land	Run all 8 mid level 5-10 Curse of Strahd DDAL adventures	Frequency	Once <input type="checkbox"/>
DM's Reward	10,000 XP and add a rare scroll of a PH spell or potion from the DMG (excluding potion of flying) to one of your characters.		
Player's Rewards	Item Rewards: From now on, each time you run a tier 2 (5-10) Curse of Strahd DDAL module, add a potion and scroll up to rare rarity anywhere in the adventure.		
Agent of the Tarokka	Run each of the 14 Curse of Strahd DDAL adventures at least once	Frequency	Once <input type="checkbox"/>
DM's Reward	20,000 XP, gain a magic item from this seasons DDAL Modules, gain 1 renown for each of your characters.		
Player's Rewards	Item Rewards: From now on, each time you run a 2 or 4 hour Curse of Strahd DDAL module add an uncommon magic item anywhere you choose from Magic Item Table F in the DMG, p146.		
Barovian Explorer	First time you run a session of Curse of Strahd hardcover at store/game-day/convention/private residence/online/other	Frequency	Once each location type <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	Get a common scroll of a PH spell or potion of healing for one of your characters.	Player's Rewards	None
Barovian Adventurer	First time you run an entire chapter of Curse of Strahd hardcover (including the Death House Appendix) at store/game-day/convention/private residence/online/other	Frequency	Once each location type <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	5,000XP for one of your characters and get an uncommon scroll of a PH spell or potion of greater healing for one of your characters.		
Player's Rewards	Item Rewards: This season, each time you complete a chapter of Curse of Strahd, add a common or uncommon potion (excluding a potion of flying) and scroll anywhere in the next chapter of the adventure.		



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Barovian Noble	Run the entire Curse of Strahd hardcover at store/private residence/online/other	Frequency	Once <input type="checkbox"/>
DM's Reward	20,000XP for one of your characters, gain 1 rare magic item in the hardcover adventure (must assign it to a tier appropriate character), gain 1 renown for each of your characters.		
Player's Rewards	Each chapter in the next season's hardcover adventure you run can feature a merchant: The party encounters a helpful merchant which can offer the party mundane gear up to 25gp. The merchant also stocks healing potions, and weapons (or armor) of up to 200gp, including silvered weapons.		
Master of the Mists	Run all 14 Curse of Strahd DDAL Adventures and the full Hardcover before August 25th	Frequency	Once <input type="checkbox"/>
DM's Reward	Enter a drawing to play an online DDAO adventure by an AL admin. Only valid if completed during the Curse of Strahd Season, ends August 25th	Player's Rewards	None
Convention Quests			
Premiere DM	Run a Premiere Adventure at a convention	Frequency	No limit on XP, limit of 1 for the item
DM's Reward	Double the DM rewards (gold and XP) for each premiere adventure run at that convention. Gain the magic item in the adventure for one of your characters (must assign it to a tier appropriate character).		
Noble of Phlan	Participate in the D&D Epic: Reclamation of Phlan as a DM or organizer (table captain, group leader, admin, etc)	Frequency	Once per convention <input type="checkbox"/>
DM's Reward	Gain 1 magic item from the adventure of the tier you DMed (must assign it to a tier appropriate character). Counts as a special mission for 1 character. Get full player XP.		
Lord of the Demiplane of Dread	Run all 14 Curse of Strahd DDAL Adventures, the full Hardcover, & participate in the D&D Epic: Reclamation in Phlan as a DM or organizer (table captain, group leader, admin, etc) before August 25th.	Frequency	Once <input type="checkbox"/>
DM's Reward	Enter a drawing to play in a game with Wizards staff at a future convention or Gain an Epic Quest for one of your characters (contact the Community Manager (community@dndadventurersleague.org) with proof of your success (copy of your logsheets) for details).		
Player's Rewards	None		

Tier appropriate items are: Uncommon for Tier 1(1-4); Uncommon or Rare for Tier 2 (5-10); and Uncommon, Rare, or Very Rare for Tier 3 (11-16)

Item Rewards: Each adventure can only include one item reward. DMs who have multiple item rewards choose the one they would like to use.

Scroll Rarity: Common = 1st level, Uncommon = 2-3rd level, Rare =4-5th level, Very Rare = 6-8th level, Legendary = 9th level