



League Quests			
<b>Initiate</b>	Download the Storm King's Thunder DM Rewards from the DMs Guild.	<b>Frequency</b>	Once, each season <input type="checkbox"/>
<b>DM's Reward</b>	Included in the DMs packet	<b>Player's Rewards</b>	None
<b>Ritual of Divination</b>	Join the DMs League Facebook and G+ page. Follow the D&D Adventurers League on Twitter (@DnD_AdvLeague). Counts if you're already in or already follow.	<b>Frequency</b>	Once each, each season <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>DM's Reward</b>	500xp for one of your characters	<b>Player's Rewards</b>	None
<b>Ritual of Scrying</b>	Take a selfie with your DM Quest card or a pic of just your card with your name on it and post it to your personal Facebook, Twitter, G+ profile with the hashtag #DMQuests	<b>Frequency</b>	Once each, each season <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>DM's Reward</b>	500xp for one of your characters	<b>Player's Rewards</b>	None
<b>First Timer</b>	The first time this season you run a DDAL or DDEX module at a store/game-day/convention/private residence/online/other	<b>Frequency</b>	Once each location type, each season <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>DM's Reward</b>	Potion of Healing or 10 Downtime days times the number of times you've completed this quest for one of your characters.	<b>Player's Rewards</b>	None
<b>Traveler</b>	Run DDAL/DDEX modules or hardcover adventures at more than 2 different conventions/stores	<b>Frequency</b>	Up to 5 renown, , each season <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>DM's Reward</b>	Gain 1 renown for up to 5 of your characters for each location above 2.		
<b>Player's Rewards</b>	Once, for 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).		
<b>Dedicated DM</b>	Run 24 combined hours of DDAL/DDEX modules, introductory adventures or hardcover sessions. (Modules count for expected run time, 1,2,4, or 8 hours)	<b>Frequency</b>	Unlimited <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ____
<b>DM's Reward</b>	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.	<b>Player's Rewards</b>	None



<b>Déjà vu</b>	Run a single adventure (any DDEX or DDAL module) more than 3 times (not counting DDAL05-01 or the first adventure of each season which is 5 mini-adventures)	<b>Frequency</b>	Once per module _____
<b>DM's Reward</b>	2,000xp for 2 hour mod, 4,000xp for 4 hour mod, 6,000xp for 8 hour mod, for one of your characters	<b>Player's Rewards</b>	Each time you run the module after the 3rd, your players get +10% XP, the max XP for the module is increased by 10%
<b>Bounty Hunter</b>	New Player Bounty: Each new player at the table for which it's their first time playing D&D or Adventurers League	<b>Frequency</b>	Once for each table that includes a new player _____
<b>DM's Reward</b>	500xp for the first and 250xp each additional new player for one of your characters. Double the reward if half or more of your players are new.	<b>Player's Rewards</b>	Give new players and whoever brought them a Potion of Healing at the beginning of the game. Award Inspiration to whoever brought the new player.
<b>Saint of Ilmater</b>	DM a table where half or more of the players are age 15 years or under	<b>Frequency</b>	Unlimited <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
<b>DM's Reward</b>	Double the DM rewards	<b>Player's Rewards</b>	None
<b>Preceptor of Oghma</b>	Host a DM workshop, Q&A panel, or other DM mentoring event outside of a D&D session.	<b>Frequency</b>	Unlimited <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
<b>DM's Reward</b>	100xp per hour per participant and gain a number of Downtime equal to the number of participants in the event x10 for one character	<b>Player's Rewards</b>	None
<b>Acolyte of Oghma</b>	Act as an assistant/co-DM for at least a 2 hour session (cannot exclusively have played a character or non-player character during the session) or receive 2 hours of out of game DM training from an experienced DM.	<b>Frequency</b>	Up to 5 times <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>DM's Reward</b>	Gain standard DM Rewards for the session or 100xp if out of game.	<b>Player's Rewards</b>	None
<b>Zealot of Oghma</b>	Recruit a player to become a DM who runs at least 2 hours of D&D AL sessions (counts for DMs new to 5th Edition or D&D)	<b>Frequency</b>	Once for each new DM _____
<b>DM's Reward</b>	7,500xp for one of your characters, if the player has also gained the Acolyte of Oghma DMQuest under your tutelage gain 2,500 additional XP. If the player goes on to DM more than 8 hours of games, gain an additional 5,000xp	<b>Player's Rewards</b>	None
<b>Level Up!</b>	On your birthday you gain XP!	<b>Frequency</b>	Once each year, on your birthday <input type="checkbox"/>
<b>DM's Reward</b>	Gain XP equal to the number of storyline seasons (ToD, EE, RoD, CoS, SKT) you've DM'd 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.		
<b>Player's Rewards</b>	If you DM a game on 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.		



<b>Quest of the Week DM</b>	Run a Quest of the Week, online or in person	<b>Frequency</b>	Unlimited, Once per week <input type="checkbox"/> □ □ □ □ ____
<b>DM's Reward</b>	Double the DM rewards	<b>Player's Rewards</b>	None
<b>Ethereal DM</b>	Run an online game	<b>Frequency</b>	Unlimited □ □ □ □ □ ____
<b>DM's Reward</b>	Double the DM rewards, Triple the DM rewards if streamed and available on demand	<b>Player's Rewards</b>	None
<b>Martyr for the Cause</b>	Successfully volunteer to organize or assist with a D&D AL 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 totalling at least 16 table hours of play over 8 weeks.	<b>Frequency</b>	Unlimited, once per event <input type="checkbox"/> □ □ □ □ ____
<b>DM's Reward</b>	500 XP per 4 hours volunteered during the event, and one scroll of Raise Dead per event for one of your characters	<b>Player's Rewards</b>	None
<b>Adventure Calls</b>	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	<b>Frequency</b>	Unlimited □ □ □ □ □ ____
<b>DM's Reward</b>	Double the DM rewards	<b>Player's Rewards</b>	None
<b>On/Off the Grid</b>	If you normally run with maps & minis, run a whole session using theater of the mind. 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.	<b>Frequency</b>	Once <input type="checkbox"/>
<b>DM's Reward</b>	Double the DM rewards	<b>Player's Rewards</b>	None
<b>Giving DM</b>	Run a game as part of a charity event.	<b>Frequency</b>	Unlimited □ □ □ □ □ ____
<b>DM's Reward</b>	Double the DM rewards. If the event is an Extra-Life event, also gain a Potion of Vitality for one of your tier appropriate characters.	<b>Player's Rewards</b>	All characters start with 1 Inspiration and a Potion of Healing





<b>The Giant Awakens</b>	The first time this season run a session of Storm King's Thunder hardcover at store/game-day/convention/private residence/online/other	<b>Frequency</b>	Once each location type <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>DM's Reward</b>	Choose a common scroll of a PH spell or potion of healing. Alternately add 10 Downtime days for one of your characters times the number of times you've completed this quest.	<b>Player's Rewards</b>	None
<b>Giant Lord</b>	First time you run an entire chapter of Storm King's Thunder hardcover at store/game-day/convention/private residence/online/other	<b>Frequency</b>	Once each location type <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>DM's Reward</b>	2,000XP for one of your characters and get up to an uncommon scroll of a PH spell, potion of greater healing, or 20 Downtime days for one of your characters times the number of times you've completed this quest		
<b>Player's Rewards</b>	Item Rewards: This season, each time you complete a chapter, add a common or uncommon, potion (excluding a potion of flying) and scroll, anywhere in the next chapter of the adventure.		
<b>Herald of the Storm King</b>	Run the entire Storm King's Thunder hardcover	<b>Frequency</b>	Once <input type="checkbox"/>
<b>DM's Reward</b>	20,000 XP, gain a magic item from the hardcover adventure or a +1/2/3 Magic Weapon or +1/2 Magic Armor (must apply it to a tier appropriate character) for one character. Item must be tier appropriate for the character. And gain 1 renown for each of up to 5 of your characters.		
<b>Player's Rewards</b>	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.		
<b>King of the Ordning</b>	Run all 19 Storm King's Thunder DDAL modules and the full Hardcover	<b>Frequency</b>	Once <input type="checkbox"/>
<b>DM's Reward</b>	You may create a character with the aarakocra race with 6,500xp or you may choose to rebuild one of your characters of any level. (Only valid if completed during the Storm King's Thunder season)	<b>Player's Rewards</b>	None



Convention Quests			
<b>Premiere DM</b>	Run a Premiere DDAL module at a convention	<b>Frequency</b>	No limit on XP, limit of 1 for the item
<b>DM's Reward</b>	Double the DM rewards 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).	<b>Player's Rewards</b>	None
<b>Epic DM</b>	Participate in either D&D Epic: Ark of the Mountains or The Iron Baron as a DM or organizer.	<b>Frequency</b>	Once per convention <input type="checkbox"/>
<b>DM's Reward</b>	Gain 1 magic item from the adventure (must assign it to a tier appropriate character). Counts as a special mission for 1 character. Get full player Rewards (XP, DT, GP, Renown).	<b>Player's Rewards</b>	None
<b>Complete Season!</b>	Run all 19 Storm King's Thunder DDAL modules, the full Hardcover, & participate in the D&D Epic: Ark of the Mountains and The Iron Baron as a DM or organizer.	<b>Frequency</b>	Once <input type="checkbox"/>
<b>DM's Reward</b>	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).(Only valid if completed during the Storm King's Thunder season)	<b>Player's Rewards</b>	None

**DMs Only.** You must have DM'd at least 1 session (2+ hours) of D&D Adventurers League to complete any of these #DMQuests, except Acolyte of Oghma

**Tier appropriate items.** Uncommon for Tier 1(1-4); Uncommon or Rare for Tier 2 (5-10); and Uncommon, Rare, or Very Rare for Tier 3 (11+)

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

**Multipliers.** If multiple quests are completed with DM Reward multipliers, add them together. So two doubles= triple.

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