League Quests

Initiate	Download the Tales from the Yawning Portal DM Quest Rewards from the DMs Guild.	**Frequency**	Once ☐
DM's Reward	Included in the DMs packet	**Player's Rewards**	None
Ritual of Divination	Join the D&D Adventurers League DM Discussions Facebook and G+ page. Follow the D&D Adventurers League on Twitter (@DnD_AdvLeague). Counts if you're already in or already follow.	**Frequency**	Once each ☐ ☐ ☐
DM's Reward	500xp for each of the above 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 your **personal** Facebook, Twitter, G+ profile with the hashtag #DMQuests	**Frequency**	Once each ☐ ☐ ☐
DM's Reward	500xp for each of the above for one of your characters	**Player's Rewards**	None
First Timer	The first time you run a DDAL or DDEX module	**Frequency**	Once ☐
DM's Reward	Potion of Healing or 10 Downtime days	**Player's Rewards**	None
Dedicated DM	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)	**Frequency**	Unlimited ☐ ☐ ☐ ☐ ☐ ____
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
Déjà vu	Run a single adventure (any DDEX or DDAL module) more than 3 times (not counting DDAL0X-01 adventures that include 5 mini-adventures)	**Frequency**	Once per module _____
DM's Reward	2,000xp for 2 hour mod, 4,000xp for 4 hour mod, 6,000xp for 8 hour mod, for one of your characters	**Player's Rewards**	Each time you run the module after the 3rd, your players get +10% XP, the max XP for the module is increased by 10%
Bounty Hunter	New Player Bounty: Each new player at the table 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	500xp for the first and 250xp each additional new player for one of your characters. Double the DM Quest reward if half or more of your players are new.	**Player's Rewards**	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.

Saint of Ilmater	DM a table where half or more of the players are age 15 years or under	**Frequency**	Unlimited ☐ ☐ ☐ ☐ ☐ _____
DM's Reward	Double the DM Rewards	**Player's Rewards**	None
Preceptor of Oghma	Host a DM workshop, Q&A panel, or other DM mentoring event outside of a D&D session.	**Frequency**	Unlimited ☐ ☐ ☐ ☐ ☐ _____
DM's Reward	100xp per hour per participant and gain a number of Downtime equal to the number of participants in the event x10 for one character	**Player's Rewards**	None
Acolyte of Oghma	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.	**Frequency**	Up to 5 times ☐ ☐ ☐ ☐ ☐
DM's Reward	Gain standard DM Rewards for the session or 100xp if out of game.	**Player's Rewards**	None
Zealot of Oghma	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)	**Frequency**	Once for each new DM_____
DM's Reward	7,500xp for one of your characters, if the player has also gained the Acolyte of Oghma DM Quest 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	**Player's Rewards**	None
Level Up!	On your birthday you gain XP!	**Frequency**	Once each year, on your birthday ☐
DM's Reward	Gain XP equal to the number of storyline seasons (ToD, EE, RoD, CoS, SKT, YP) you've DMd 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.		
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 (11-20) for each player in the adventure.		
Quest of the Week DM	Run a Quest of the Week, online or in person	**Frequency**	Unlimited, Once per week ☐ ☐ ☐ ☐ ☐ _____
DM's Reward	Double the DM Rewards	**Player's Rewards**	None
Ethereal DM	Run an online game	**Frequency**	Unlimited ☐ ☐ ☐ ☐ ☐ _____
DM's Reward	Double the DM Rewards if streamed and available on demand	**Player's Rewards**	None
Martyr for the Cause	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.	**Frequency**	Unlimited, once per event ☐ ☐ ☐ ☐ ☐ _____
DM's Reward	500 XP per 4 hours volunteered during the event, and one scroll of Raise Dead per event for one of your characters	**Player's Rewards**	None

Adventure Calls	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	**Frequency**	Unlimited ☐ ☐ ☐ ☐ ____
DM's Reward	Double the DM rewards	**Player's Rewards**	None
On/Off the Grid	If you normally run with maps & minis, run a whole session using theater of the mind. Conversly 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.	**Frequency**	Once ☐
DM's Reward	Double the DM rewards	**Player's Rewards**	None
Giving DM	Run a game as part of a charity event.	**Frequency**	Unlimited ☐ ☐ ☐ ☐ ____
DM's Reward	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.	**Player's Rewards**	All characters start with 1 Inspiration and a Potion of Healing
Critical Eye	Leave a rating and a throrough review of a DDAL or DDEX adventures on the DMsGuild	**Frequency**	Up to the # of DDAL/DDEX mods __
DM's Reward	For each rating and review of a distinct module gain 1 renown for a character. For every 5 ratings and reviews, gain 1 Secret Mission for 1 character.	**Player's Rewards**	None
Slot 0 DM	Run a DDAL or DDEP module with a table of all DMs.	**Frequency**	Unlimited ☐ ☐ ☐ ☐ ____
DM's Reward	Gain full player rewards (XP, GP, DT, Renown) just as if you were a player for 1 character.	**Player's Rewards**	None

Tales from the Yawning Portal Quests

Sunless Citadel DM	Complete the DDIA06 Sunless Citadel Introductory Adventure PDF in a WPN shop	Frequency	Unlimited ☐ ☐ ☐ ☐ ☐ ___
DM's Reward	2,000xp, 1,000gp, 50 Downtime Days and one +1 Weapon for one of your characters	Player's Rewards	None

Dungeon DM	Run one of the seven adventures in Tales from the Yawning Portal to completion	Frequency	Once Each ☐ ☐ ☐ ☐ ☐/ ☐ ☐
DM's Reward	For each adventure you complete gain 1 renown for 1 character.		

Forge of Fury DM	Run the Forge of Fury and DDAL06-01 A Thousand Tiny Deaths	Frequency	Once ☐
DM's Reward	Gain a Secret Mission for one of your characters		
Player's Rewards	All characters who complete the Forge of Fury and A Thousand Tiny Deaths complete a Secret Mission.		

White Plume Mtn. DM	Run White Plume Mountain and DDAL06-02 The Redemption of Kelvan	Frequency	Once ☐
DM's Reward	Gain a Secret Mission for one of your characters		
Player's Rewards	All characters who complete White Plume Mountain and The Redemption of Kelvan complete a Secret Mission.		

Against the Giants DM	Run Against the Giants and DDAL06-03 Crypt of the Death Giants	Frequency	Once ☐
DM's Reward	Gain a Secret Mission for one of your characters		
Player's Rewards	All characters who complete Against the Giants and Crypt of the Death Giants complete a Secret Mission.		

Master of Dungeons	Run all 3 Tales from the Yawning Portal DDAL modules and the full Hardcover	Frequency	Once ☐
DM's Reward	You may rebuild one of your characters of any level. (Only valid if completed during the Tales from the Yawning Portal season)	Player's Rewards	None

Convention Quests				
Premiere DM	Run DDAL modules at a convention that has a module Premiere (you do not have to run the premiere module).	**Frequency**	No limit on XP, limit of 1 for the item	
DM's Reward	Double all DM Rewards for each adventure run at that convention. Gain the magic item from a premiere adventure for one of your characters (must assign it to a tier appropriate character).	**Player's Rewards**	None	
Epic DM	Participate as a DM or organizer in any of the D&D Epic adventures for Season 6.	**Frequency**	Once per Epic per convention ☐	
DM's Reward	Gain 1 magic item from the adventure (must assign it to a tier appropriate character). Counts as a special mission for 1 character. Get max player Rewards (XP, DT, GP, Renown).	**Player's Rewards**	None	
Complete Season!	Run all 3 Tales from the Yawning Portal DDAL modules, the full Hardcover, & participate in all 3 season 6 Epics as a DM or organizer.	**Frequency**	Once ☐	
DM's Reward	Gain an Epic Quest (coming in Season 7) 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 Tales from the Yawning Portal season)	**Player's Rewards**	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

DM Rewards. Rewards gained from DMing per the AL DMG, including XP, DT, GP

DM Quest Rewards. Rewards gained from completing DM Quests. Items gained as DM Quest Rewards are untradeable.

DDAL/DDEP/DDEX. Codes for adventures indicating D&D Adventurers League (DDAL), D&D Epics (DDEP), or D&D Expeditions (DDEX a retired term)

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

ConCreated Content. CCC adventures apply to the following rewards, Acolyte of Oghma, Adventure Calls, Bounty Hunter, Giving DM, On/Off the Grid, & Saint of Ilmater