



# DUNGEON MASTER QUESTS

Dungeon Master Quests are a series of out-of-game quests that DMs can undertake during the course of a specific season's adventures. These quests provide rewards for not only their characters, but characters belonging to other players as well!

*Season Six: Tales from the Yawning Portal*



V6.0

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## Introduction

Dungeon Master Quests are a series of out-of-game quests that DMs can undertake during the course of a specific season's adventures to encourage play of D&D Adventurers League adventures. These quests provide rewards for the DM's character and their players.

Some quests are season specific and others will carry on and renew each season (League Quests vs Storyline). When a DM runs their first adventure for the current season, they should download the DM Quests packet from the DMsGuild, which consists of a DM Quests card, DM Details and Rewards and other special rewards for the season. The DM Quests card is a fun checklist that DMs can use to track their ongoing quest progress or record those they may have already completed. The DM Quests Details and Rewards is a detailed document of all the quest and includes quest name, quest activity, frequency, the DM and player rewards associated, and other details of the DM Quest rewards program.

To join the DM Quests program a DM need simply download the DM Quests packet from the DMsGuild and print out the card (preferably in color and on cardstock)

Whenever a DM finishes a quest they check it off on their DM Quest card and apply the rewards as a separate entry on their logsheet as detailed in the DM Quest Details and Rewards. Some rewards include special player rewards for games that the DM hosts.

# Frequently Asked Questions

## Where Do I Join the Dungeon Master's League?

You can join the DMs League on Facebook or Google+:

<https://www.facebook.com/groups/DMsLeague/>

<https://plus.google.com/u/0/communities/100362539866279867550>

[http://www.twitter.com/DnD\\_AdvLeague](http://www.twitter.com/DnD_AdvLeague)

How do I contact the Community Manager?

Please email us at:

[Community@dndadventurersleague.org](mailto:Community@dndadventurersleague.org)

## Quest Completion

### Effective Dates

The DM Quests start at the beginning of each season with a new set of quests. League quests continue each season, while storyline quests are only for the current season.

Quests that are part of the storyline season must be started during the applicable storyline season. Most storyline quests can be finished anytime as long as they're started during the season. There are some quests that have a definitive completion time frame and will be obviously noted. Once a quest is completed the Player rewards can always be applied.

*Curse of Strahd* – March 4<sup>th</sup>, 2016- August 25<sup>th</sup>, 2016

*Storm King's Thunder* – Starts August 26<sup>th</sup>, 2016 – April 30<sup>th</sup>, 2017

*Tales from the Yawning Portal* – Starts March 24<sup>th</sup>, 2017

### Are DM Quests Retroactive?

Generally, DM Quests have an effective date of March 4<sup>th</sup>, 2016. Adventures run prior to this date do not count toward the completion of any DM Quest, with the following exceptions:

**Winter Fantasy 2016.** Sessions of DDEP4 *Reclamation of Phlan* and DDAL04-01 *Suits of the Mists* count toward the completion of any applicable DM Quest

**GadCon and GaryCon 2016.** Sessions of DDAL04-02 *The Beast* and DDAL04-03 *The Executioner* count toward the completion of any applicable DM Quest.

### 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

### Is Verification Required?

No one needs to sign off, like all logsheet entries, this is on the honor system.

### DM Rewards vs DM Quest Rewards

**DM Rewards.** The rewards given for running any Adventurers League module or Hardcover adventure as dictated in the AL DMG.

**DM Quest Rewards.** Rewards gained from completing DM Quests.

### What Constitutes an "Other" Location?

Anything not listed, play on a cruise ship-check, play at summer camp-check, play at an after school program-check.

Locations that are dual-use, a convention on a cruise-ship, only count for one, not both.

### Do Rewards Stack?

Yes, if you participate in an event that could start, continue, or complete more than one quest, they all apply

**Multipliers.** If multiple quests are completed with DM Reward multipliers, add them together. So two doubles equals a triple and a triple and double equals times four.

### How Many Times Equals a Déjà vu?

In order to complete this quest, you must run the same adventure a number of times as specified by the DM Quest instructions. Once you achieve this DM Quest for a given adventure you can award the extra player XP every time you run the adventure during any future season.

### How Do I Apply DM Quest Rewards to my Character?

As with normal DM Rewards, you must apply the entirety of a single DM Quest Reward to the same character. That is to say that if you run an adventure and earn a permanent magic item and a renown point, the character that receives the magic item must also receive the renown point.

## I Didn't Finish a Quest. Can I Continue Working on it?

Unless otherwise specified, as long as you started the quest before the start of a new season of DM Quests, you can continue to work on completing it. However, adventures that you apply to previous season's DM Quests don't count towards progress with any other season's DM Quests.

## Do Regional Previews count as Premieres for the Premiere DM, DM Quest?

No, Premiere DM is only achievable by DMs running the adventures at the worldwide premiere conventions listed for each season.

## Do ConCreated Contet adventures apply to DM Quests?

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

## Item Rewards

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### Trading

Items gained as DM Quest Rewards are untradeable.

### Who Can I Give My Special Starting Item To?

The special starting item certificates must be awarded to a new character. A new character is a character that hasn't participated in an adventure yet. Only one character can benefit from a special starting item certificate.

Once the item has been chosen, it can't be swapped out for a new one. If you later rebuild the character, your character keeps the item you chose. If you chose a nonmagical item, this item can be later sold normally. Magic items awarded in this way do not count against your magic item total.

### Which Adventures Count?

Only D&D hardcover adventures published by Wizards of the Coast or DDEX, DDEP, or DDAL modules published by the D&D Adventurers League count toward the DM Quests.

Only adventures run on or after March 4th count for DM Quests, but some quests may be affected by adventures from earlier seasons.

For example, there are no DM Quests for the Tyranny of Dragons seasons (season 1), but completing a quest from the current season's tracking sheet may allow a DM to choose a permanent magic

item from an adventure that they DM'd from the Tyranny of Dragons season.

### What Does Tier-Appropriate Mean?

The following rules apply when determining if something is appropriate to a given tier.

- **Tier 1 (Levels 1-4).** Common, Uncommon
- **Tier 2 (Levels 5-10).** Common, Uncommon, Rare
- **Tier 3-4 (Levels 11-20).** Common, Uncommon, Rare, Very Rare

### Wait, No Legendary Items?

Legendary items are not available as a reward for the DM Quests program; they are available through play, only.

### What are the rarity of spell scrolls?

The rarity of spell scrolls is determined by the spell level.

- **1<sup>st</sup> Level.** Common
- **2<sup>nd</sup>-3<sup>rd</sup> Level.** Uncommon
- **4<sup>th</sup>-5<sup>th</sup> Level.** Rare
- **6<sup>th</sup>-8<sup>th</sup> Level.** Very Rare
- **9<sup>th</sup> Level.** Legendary

### Can I Have a +1 Musket or Trebuchet of Warning?

No. When choosing the type of weapon you receive as a DM Quest Reward, the DMG isn't an allowed resource.

## What is the Quest of the Week?

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Each week the D&D Adventurers League announces one D&D module to be the Quest of the Week. The week of and week before the quest, in the DMs League groups, we'll talk about the adventures with each other, comment and give advice about running the adventure. Similarly those who've played Quests of the Week can talk about their adventures on any of our social media pages, sharing the triumphs and tribulations of their heroes.

You can find out the current Quest of the Week schedule at:

<http://dndadventurersleague.org/quest-of-the-week/>

## What is an Epic Quest?

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Epic Quests are a concept we've been working on for a future season's storyline. Having completed some

will give your character a cool opportunity in the future.