

DM QUEST DESCRIPTIONS & FAQ

Only Dungeon Masters may receive these rewards.

PREVIOUS SEASONS

All quests from previous seasons expire on March 1, 2019. Until that time, those quests can unlock permanent magic items, award consumables and spell scrolls, and no longer grant any exp or gp rewards.

HOW DO I HANDLE THESE REWARDS?

DM Quests can provide some significant rewards for a DM that is invested and dedicated to delivering a great experience to their players.

Assigning Rewards. When you complete a DM Quest, you don't immediately have to take the reward. Instead, the reward(s) is later applied to a single character (unless the Quest specifically indicates otherwise).

Boons and Other "Non-Items". Some adventures reward epic boons, blessings, or similar elements that are not located on magic item tables. These rewards aren't unlocked, but instead a DM may receive one of those rewards for one of their characters each time they qualify for such a reward. These rewards can only be applied once per character and adventure.

Choosing Rewards. If a Quest reward directs you to unlock a magic item from a specific table, you may choose a tier-appropriate entry from that specific table in the *Dungeon Master's Guide*. If a reward directs you to gain an item, that item isn't unlocked.

New Characters. Any reward that is applied to a new character is applied to a character with 0 ACP and 0 TCP.

What Did You Run? Rewards earned by running an adventure set in the Forgotten Realms or Ravenloft can only be applied to Forgotten Realms or Ravenloft characters. Similarly, rewards earned by DMing Eberron content can only be applied to Eberron characters. Rewards earned from means other than DMing content such as Ritual of Divination or Gather Information may be applied to any Adventurers League character.

WHAT CAN I RUN?

DM Quests are split into two categories:

Evergreen Quests. Evergreen quests are not anticipated to change as we release future content. These quests can be completed by running content in any AL-approved campaign setting, including CCCs.

Season-specific Quests. The biggest rewards will be earned by running the current content. These quests must be completed by the end of the season unless specifically stated otherwise.

WHAT IS "TIER APPROPRIATE"?

D&D Adventurers League play is broken into tiers 1 through 4. DM Quest rewards follow this model:

- Tier 1. Common or uncommon magic items
- Tier 2. As tier 1, including rare items
- Tiers 3 & 4. As tier 2, including very rare items

Some rewards (such as legendary items, blessings and epic boons) are never appropriate for unlocking or rewards via DM Quests unless specifically allowed.

WHEN DOES SEASON X END?

The seasons are scheduled to end on the following dates. All quests must be completed before this date.

Everything Prior to Season 8. All older DM Quests expire on March 1, 2019. Until that time, those quests can unlock permanent magic items, award consumables and spell scrolls, and no longer grant any exp or gp rewards. Yes, this is a repeat of the previous information.

Season 8. This season includes *Waterdeep Dragon Heist*, *Dungeon of the Mad Mage*, and *Eberron's Embers of the Last War*. It is scheduled to end on May 1, 2019.

WHAT'S NEW FOR QUESTS?

We've decided to do a couple things starting with Season 8:

- **Trading.** You earned it, you decide what to do with it – if an item can be traded, just follow the normal rules. For example, that shiny +1 *short sword* that you earned can be traded but a boon or cannot.
- **Season-Specific Quests.** The biggest rewards will come from running the officially supported hardcover adventures and their related Adventurers League-produced adventures.
- **Expanded Support for CCCs.** Community-Created Content is a big draw for a lot of players, DMs, and events. As such, we've decided to expand the Evergreen Quest list in its entirety to include those adventures.

EVERGREEN

Quest Name	Requirements	Rewards
<i>Acolyte of Oghma</i>	Participate exclusively as assistant DM for a session	One consumable item from Magic Item Table A or B
<i>Adventure Calls</i>	DM a session with less than 4 hours' notice	5 downtime days; and either 50 gp or a consumable item from Magic Item Table A or B
<i>Bounty Hunter</i>	DM a game with one player new to the Adventurers League	New players receive a <i>potion of healing</i> ; unlock one magic item found during the session
<i>Critical Eye</i>	Post a review on an AL-legal adventure on the DMs Guild	One consumable magic item from Magic Item Table A or B
<i>Déjà Vu</i>	DM a current-season adventure that you've run before	100 gp credit towards spellcasting services; unlock one magic item found during the session
<i>Epic DM</i>	DM a current-season DDEP-series adventure	Unlock one magic item awarded by the adventure
<i>Ethereal DM</i>	DM an adventure viewable online via Twitch, YouTube, etc.	50 gp credit towards spellcasting services
<i>First Timer</i>	DM a current-season adventure for the first time	5 downtime days; one consumable item from Magic Item Table A or B
<i>Gather Information</i>	View an episode of <i>Adventurers Wanted</i>	Unlock the magic item revealed at the end of the show
<i>Giving DM</i>	DM a game run for a charity event	Unlock one magic item found during the session
<i>Level Up!</i>	DM a game within a week of your birthday	Advancement and treasure checkpoints as if you played the game
<i>Martyr for the Cause</i>	Act as sole organizer of multi-day event for 12 hours	1 advancement and treasure checkpoint, one consumable item from Magic Item Table A or B
<i>Preceptor of Oghma</i>	Moderate or speak at a DM panel	1 downtime day per attendee
<i>Premiere DM</i>	DM at an event featuring an adventure premiere	One consumable from Magic Item Table A or B, or the premiering adventure's magic item (if you ran it)
<i>Ritual of Divination</i>	Join both AL Facebook groups and follow us on Twitter	Unlock 1 item from Magic Item Table F for each membership you have
<i>Saint of Ilmater</i>	DM a game entirely of players under the age of 15	5 downtime days or one consumable item from Magic Item Table A or B
<i>Slot 0 DM</i>	DM an adventure that DMs will be running at an event	Item unlocks and advancement and treasure checkpoints as if you played the game

SEASONAL – EBERRON (EMBERS OF THE LAST WAR)

Quest Name	Requirements	Rewards
<i>Dedicated DM</i>	Run 24 hours of ELW content	Unlock one item from any ELW adventure run during this 24 hour period
<i>It's a Side Quest</i>	DM an encounter from Encounters in Sharn	Each character present receives a <i>potion of healing</i>
<i>All the Side Quests!</i>	DM all the encounters from Encounters in Sharn	Each character that has participated in all of the encounters may use the Relentless Endurance trait one time, as if they were a half-orc. Half-orcs gain one additional use of this feature.
<i>It's Prophesized!</i>	DM DDAL-ELW-00 <i>What's Past is Prologue</i>	One consumable item from Magic Item Table A or B
<i>Raking the Coals</i>	DM all tier 1 DDAL-ELW-series adventures	Unlock an item from those adventures, gain one <i>potion of healing</i>
<i>Stoking the Fire</i>	DM all tier 2 DDAL-ELW-series adventures	Unlock an item from those adventures, gain one <i>potion of greater healing</i>

SEASONAL – FORGOTTEN REALMS (DRAGON HEIST)

Quest Name	Requirements	Rewards
<i>Dedicated DM</i>	Run 24 hours of WDH content	Unlock one item from any WDH adventure run during this 24 hour period
<i>Make it Rain</i>	DM <i>Dragon Heist</i> in full, featuring one villain & season	Create a new character with 250 gp and 8 treasure checkpoints, then gain one consumable from Magic Item Tables A or B
<i>This is MY City!</i>	Earn <i>Make it Rain</i> for each of the four villains and seasons	Create a new character with 500 gp and 16 treasure checkpoints, then gain one consumable item from magic item tables A or B, and unlock one item from Magic Item Table F.
<i>Opportunity Knocks</i>	Run all of DDAL08-00 through -06	Rebuild one character regardless of its level
<i>Don't Mind if I Do</i>	Run all of DDAL08-07 through -09	Rebuild one character regardless of its level, then unlock one item from Magic Item Table F
<i>In For a Penny</i>	DM <i>Dragon Heist</i> and all of DDAL08-00 through -09	Unlock all items found in the adventures, gain one consumable item from Magic Item Table A or B
<i>Paranoia</i>	Complete <i>Make it Rain</i> using Chapter 5 as the villain	Add <i>gazer</i> to the list of available familiars
<i>Hell of a Deal</i>	Complete <i>Make it Rain</i> using Chapter 6 as the villain	Receive a free casting of either <i>augury</i> or <i>remove curse</i> at either the beginning or end of a session
<i>I Know That Trick</i>	Complete <i>Make it Rain</i> using Chapter 7 as the villain	Add poisons from the <i>Dungeon Master's Guide</i> as purchasable equipment
<i>It's a Trap!</i>	Complete <i>Make it Rain</i> using Chapter 8 as the villain	The spellbook found in Chapter 8, E13. <i>Manshoon's Study</i> .
<i>True Dedication</i>	Complete <i>In for a Penny</i> and <i>Depths of Madness</i> (DMM)	Add <i>Oathbreaker</i> (<i>Dungeon Master's Guide</i>) to list of available character options

SEASONAL – FORGOTTEN REALMS (DUNGEON OF THE MAD MAGE)

Quest Name	Requirements	Rewards
<i>Dedicated DM</i>	Run 24 hours of DMM content	Unlock one item from any DMM adventure run during this 24 hour period
<i>I'm an Explorer!</i>	Run all tier 2 DDAL & DDHC* content for DMM	One free casting of <i>raise dead</i> ; you may give this to another player if you prefer
<i>Durnan Sent Me</i>	Run all tier 3 DDAL & DDHC* content for DMM	Unlock one item on Magic Item Tables F or G, gain one <i>potion of supreme healing</i>
<i>Best Kept in the Dark</i>	Run all tier 4 DDAL & DDHC* content for DMM	Unlock one item on Magic Item Table I, gain one consumable from Magic Item Table D
<i>The Myth</i>	Your group successfully completes all 4 starting quests, including selling 7,500 pp worth of objects to Obaya	An adoring fan gives you and each character a <i>Heward's handy haversack</i> (Magic Item Table C)
<i>The Legend</i>	Your group successfully completes all 4 future quests	You and each character present unlock <i>robe of scintillating colors</i> (Magic Item Table H)
<i>It's Different... ?</i>	The first time a character is "rescued" by Extremiton	You and that character each gain a tier-appropriate, brine-scented <i>potion of healing</i>
<i>It Burns When I Rune</i>	One character receives the effect of 3 different Elder Runes	That character gains advantage on their next saving throw versus magic or a spell effect
<i>Secrets Abound</i>	All 18 of the Secrets have been granted to the characters	An unseen servant gifts both you and the party one <i>spell scroll of true sight</i>
<i>Halaster's Gift</i>	Run 100 hours of DMM content	Rebuild one of your characters, then that character gains an incurable indefinite madness and unlocks one item from the DMM content that you ran
<i>Depths of Madness</i>	Complete every other DMM DM Quest at least once	You unlock access to the <i>blast scepter</i> (DMM) as if it were located on Magic Item Table I

*: Guild Adept content is not included in this quest