



League Quests			
Initiate	Download the Storm King's Thunder DM Rewards from the DMs Guild.	Frequency	Once, each season <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). Counts if you're already in or already follow.	Frequency	Once each, each season <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 your personal Facebook, Twitter, G+ profile with the hashtag #DMQuests	Frequency	Once each, each season <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	500xp for one of your characters	Player's Rewards	None
First Timer	The first time this season you run a DDAL or DDEX module at a store/game-day/convention/private residence/online/other	Frequency	Once each location type, each season <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	Potion of Healing or 10 Downtime days times the number of times you've completed this quest for one of your characters.	Player's Rewards	None
Traveler	Run DDAL/DDEX modules or hardcover adventures at more than 2 different conventions/stores	Frequency	Up to 5 renown, , each season <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DM's Reward	Gain 1 renown for up to 5 of your characters for each location above 2.		
Player's Rewards	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).		
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 <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



Déjà vu	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)	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 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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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 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	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, 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.		
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 <input type="checkbox"/> □ □ □ □ ____
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, Triple 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 <input type="checkbox"/> □ □ □ □ ____
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. 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.	Frequency	Once <input type="checkbox"/>
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



The Giant Awakens	The first time this season run a session of Storm King's Thunder 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"/>
DM's Reward	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.	Player's Rewards	None
Giant Lord	First time you run an entire chapter of Storm King's Thunder 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"/>
DM's Reward	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		
Player's Rewards	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.		
Herald of the Storm King	Run the entire Storm King's Thunder hardcover	Frequency	Once <input type="checkbox"/>
DM's Reward	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.		
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.		
King of the Ordning	Run all 19 Storm King's Thunder DDAL modules and the full Hardcover	Frequency	Once <input type="checkbox"/>
DM's Reward	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)	Player's Rewards	None



Convention Quests			
Premiere DM	Run a Premiere DDAL module at a convention	Frequency	No limit on XP, limit of 1 for the item
DM's Reward	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).	Player's Rewards	None
Epic DM	Participate in either D&D Epic: Ark of the Mountains or The Iron Baron as a DM or organizer.	Frequency	Once per convention <input type="checkbox"/>
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 full player Rewards (XP, DT, GP, Renown).	Player's Rewards	None
Complete Season!	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.	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).(Only valid if completed during the Storm King's Thunder 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

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.

Multippliers. 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