



League Quests			
Initiate	Download the Tomb of Annihilation DM Quest Rewards from the DMs Guild & run 2 hours of D&D Adventurers League content	Frequency	Once <input type="checkbox"/>
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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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 adventure this season	Frequency	Once <input type="checkbox"/>
DM's Reward	Potion of Healing or 10 Downtime days	Player's Rewards	None
Dedicated DM	Run 24 combined hours of DDAL/DDEX adventures, introductory adventures or hardcover sessions. (adventures 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 adventures or hardcover chapters you've run to complete this quest for one of your characters. Item must be tier appropriate and excludes Legendary or Unique items. Hours rollover each season	Player's Rewards	None
Déjà vu	Run a single adventure (any DDEX or DDAL adventure) more than 3 times (not counting DDAL0X-01 adventures that are solely comprised of 1-hour adventures.)	Frequency	Once per adventure _____
DM's Reward	2,000xp for 2 hour adventure, 4,000xp for 4 hour adventure, 6,000xp for 8 hour adventure, for one of your characters. Gain a story award from the adventure for one character.	Player's Rewards	When you run the adventure after the 3rd time, your players get +10% XP, this reward can exceed the normal XP cap for the adventure



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Bounty Hunter

New Player Bounty: Each new player at the table for which it's their first time playing D&D, D&D Adventurers League, or their first time playing online.

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.



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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 standard 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 Days 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 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 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!	Run a game within a week of your birthday!	Frequency	Once each year <input type="checkbox"/>
DM's Reward	Gain XP equal to the number of storyline seasons (ToD, EE, RoD, CoS, SKT, YP, ToA) 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 within a week of 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.		
Ethereal DM	Run an online game	Frequency	Unlimited <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ____
DM's Reward	Double the standard DM Rewards, triple the Rewards if streamed or available on demand AND you mention (tag) D&D Adventurers League in a social media post about each adventure/session.	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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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. If you are the primary organizer and the event is more than 20 hours of play over 2 days or more gain 20,000xp	Player's Rewards	None



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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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ____
DM's Reward	Get XP, GP, and Renown, as if you had played for one character.	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 standard DM rewards	Player's Rewards	None
Giving DM	Run a game as part of a charity event.	Frequency	Unlimited <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ____
DM's Reward	Double the standard 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 thorough review of a DDAL or DDEX adventure on the DMsGuild that you have been the DM for.	Frequency	Up to the # of DDAL/DDEX adventures ____
DM's Reward	For each rating and review of a distinct adventure 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 adventure as a "Slot 0" table where all players at the table are preparing to DM the adventure at a convention or gameday, for a premiere, regional preview, or a new adventure released from the DMsGuild that month.	Frequency	Unlimited <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ____
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



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Tomb of Annihilation Quests			
Cursed DM	Run an adventure featuring the Death Curse (all CCC, ToA DDAL/DDEP/HC adventures)	Frequency	Unlimited for Rewards <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ____ Once for Death Domain <input type="checkbox"/>
DM's Reward	Double the standard DM rewards. Run 100 hours during the ToA season and select one character to receive the death domain as included in the DMG.	Player's Rewards	None
Chultan DM	Run all mini-adventures of both DDAL07-01 and DDAL07-02 at least 3 times each	Frequency	Once <input type="checkbox"/>
DM's Reward	You may rebuild one character of up to 10th level. (Remember Xanathar's Guide to Everything comes out in November!)	Player's Rewards	None
Fanged DM	Run all 4 level 1-4 Tomb of Annihilation DDAL adventures	Frequency	Once <input type="checkbox"/>
DM's Reward	2,000 XP. Add a common or uncommon scroll of a PH spell and potion from the DMG to one of your characters		
Rotting DM	Run all 4 level 5-10 Tomb of Annihilation DDAL adventures	Frequency	Once <input type="checkbox"/>
DM's Reward	5,000 XP. Add up to a rare scroll of a PH spell and up to a rare potion from the DMG to one of your tier appropriate characters		
Player's Rewards	Item Rewards: From now on, each time you run a tier 2 (5-10) Tomb of Annihilation adventure, add a rare potion and rare scroll anywhere in the adventure.		
Scaled DM	Run all 6 level 11-16 Tomb of Annihilation DDAL adventures	Frequency	Once <input type="checkbox"/>
DM's Reward	10,000 XP for one character. Gain a Secret Mission for two of your characters		
Player's Rewards	Item Rewards: From now on, each time you run a tier 3 (11-16) Tomb of Annihilation adventure, add a +2 weapon or +1 armor anywhere in the adventure.		
Whithered DM	Run all 4 level 17-20 Tomb of Annihilation DDAL adventures	Frequency	Once <input type="checkbox"/>
DM's Reward	10,000 XP for one character. Gain a Secret Mission for two of your characters		
Player's Rewards	Item Rewards: From now on, each time you run a tier 4 (17-20) Tomb of Annihilation, add a Very Rare magic item anywhere in the adventure.		
Master Chultan Guide	Run each of the 18 Tomb of Annihilation DDAL adventures at least once	Frequency	Once <input type="checkbox"/>
DM's Reward	You may rebuild one of your characters of any level. And raise and free up to two of your characters that previously died while cursed with the Death Curse. (Only valid if completed during the Tomb of Annihilation season),		
Player's Rewards	From now on, each time you run a Tomb of Annihilation DDAL adventure all characters in the party receive a tier appropriate potion		



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Nyanzaru Guide	The first time this season run a session of Tomb of Annihilation 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"/> <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 each time you complete this quest.	Player's Rewards	None
Jungle Guide	First time you run an entire chapter of Tomb of Annihilation 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"/> <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 each time you complete 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 of the DM's choice anywhere in the next chapter of the adventure.		
Acererak's Harbinger	Run the entire Tomb of Annihilation 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 for one character. Item must be tier appropriate for the character. Raise and free up to two of your characters that previously died while cursed with the Death Curse.		
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, weapons (or armor) of up to 200gp, including silvered weapons, and has 5 Potions of Greater Healing for 250gp.		
Death's Master	Run all 18 Tomb of Annihilation DDAL adventures and the full ToA Hardcover	Frequency	Once <input type="checkbox"/>
DM's Reward	You may create a character with the aarkocra or winged tiefling race with 6,500xp. (Only valid if completed during the Tomb of Annihilation season)	Player's Rewards	None



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Convention Quests			
Premiere DM	Run any AL adventure at a convention that has a adventure Premiere (you do not have to run the premiere adventure).	Frequency	No limit on standard DM rewards, limit of 1 for the item
DM's Reward	Double all standard 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) or upgrade a +X Dedicated DM reward armor or weapon to X+1 with maximum according to its item type for 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 the Tomb of Annihilation season.	Frequency	Once per Epic per convention <input type="checkbox"/>
DM's Reward	Gain 1 magic item from the adventure (must assign it to a tier appropriate character) or upgrade a +X Dedicated DM reward armor or weapon to X+1 with maximum according to its item type 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 19 Tomb of Annihilation DDAL adventures, the full Hardcover, & participate in both season 7 Epics as a DM or organizer.	Frequency	Once <input type="checkbox"/>
DM's Reward	Legacy Item: when awarded, choose an <i>uncommon</i> Weapon or Armor to give to a 1st level character. As that character advances the item advances, turning into a tier appropriate item of the same magic item category and form when the character reaches a new tier, including Legendary rarity when the character levels to 17. Legacy items require attunement, have a rarity of Unique (untradeable), and cannot be sentient items.	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

Standard 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 and may include consumables. 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 quests Acolyte of Oghma, Adventure Calls, Bounty Hunter, Cursed DM, Ethereal DM, Giving DM, Initiate, On/Off the Grid, Premiere DM, & Saint of Ilmater