



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 7: Tomb of Annihilation



V7.02

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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

How do I contact the Community Manager?

Please email us at:

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.

If you DM a session or complete a quest during a period of seasonal overlap, pick which season the session or quest applies to.

Curse of Strahd – March 4th, 2016- August 25th, 2016

Storm King's Thunder – Starts August 26th, 2016 – April 30th, 2017

Tales from the Yawning Portal – Starts March 24th, 2017 – September 4th 2017

Tomb of Annihilation – Starts August 25th 2017 – Summer 2018

Are DM Quests Retroactive?

Generally, DM Quests have an effective date as listed above. Some conventions or stores are given content

to run before the start date of the associated season. Those adventures are eligible for the season's DM Quests when they're released, retroactively.

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.

What happens to hours for Dedicated DM at the end of a season?

Dedicated DM hours carry over to the next season.

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 Convention Created Content adventures apply to DM Quests?

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

Item Rewards

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. A character can only have one 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 DM Quests unless specifically called out as a reward.

What are the rarity of spell scrolls?

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

- **1st Level.** Common
- **2nd-3rd Level.** Uncommon
- **4th-5th Level.** Rare
- **6th-8th Level.** Very Rare
- **9th 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?

The Quest of the Week was part of the DM Quests program through season 6, but has been discontinued.

What is an Epic Quest?

Epic Quests were a concept that never fully came to fruition, instead all DMs who earned an Epic quest prior to September 8th, 2017 will be awarded a Legacy Item. Details will be emailed to them.

What is a Legacy Item?

Legacy items are rewards that grow with the character they were given to. When awarded a legacy item starts as an uncommon armor or weapon and can only be awarded to a 1st level character. A legacy item keeps its form, sword, axe, armor, etc, etc. As the character advances into a new tier the item grows into a tier appropriate item according to its category and form. Currently legacy items are limited to weapons and armor. For example, a longsword could start as a +1 longsword (uncommon for level 1-4, turn into a Sword of Wounding (rare, levels 5-10), Sword of Wounding (very rare, levels 11-16), and then turn into Vorpal Sword (legendary, levels 17-20). These items can only be chosen from items in the Dungeon Masters Guide, IE (no +4 weapons). A Staff of the Magi is not an appropriate choice, as it is not in the 'weapon' category of magic items. Legacy items are not tradeable and cannot be sentient items.