

D&D 5E ACHIEVEMENT REQUIREMENTS

1. ACQUIRE A MOUNT.
2. ACT AS THE PARTY TRANSLATOR.
3. AMASS 1,000 GOLD PIECES.
4. ARGUE WITH THE DM OVER A DICE ROLL.
5. ASK A DEITY FOR A FAVOR.

6. BE DEAF AND BLIND SIMULTANEOUSLY.
7. BE IGNORED BY THE DM WHEN CITING RULES.
8. BE THE FIRST PERSON TO THE GAME.
9. BE THE LAST PERSON TO THE GAME.
10. BE THE ONLY PERSON TO ROLL 20 AT A SESSION.
11. BEAT A PERFORMANCE CHECK WHILE IN DISGUISE.
12. BEAT THE CAMPAIGN.
13. BECOME DEIFIED.
14. BETRAY THE PARTY FOR YOUR OWN GAIN.
15. BREAK UP AN NPC MARRIAGE OR RELATIONSHIP.
16. BURST THROUGH A WALL.

17. CALL OUT A LYING NPC.
18. CAUSE A TOTAL PARTY KILL.
19. COME BACK FROM 0 HP.
20. COMMIT GENOCIDE.
21. CONVERT AN NPC'S RELIGION.
22. CORRECTLY PREDICT ANOTHER PC'S DEATH.

23. DEAL 20 OVERKILL DAMAGE TO 1 ENEMY.
24. DEAL NO DAMAGE IN AN ENCOUNTER.
25. DECAPITATE 20 ENEMIES.
26. DEFEAT AN ENEMY USING ONLY SOCIAL SKILLS.
27. DELIVER 10 COUPS DE GRACE.
28. DESTROY AN ITEM NECESSARY FOR A QUEST.
29. DESTROY THE PLANET.
30. DIE FOR THE FIRST TIME.
31. DIE FOR THE SECOND TIME.
32. DIE FOR THE THIRD TIME.
33. DIE FROM A PUZZLE.
34. DISARM AN NPC.
35. DISCOVER A TRAP BEFORE IT DISCOVERS YOU.
36. DON'T TAKE DAMAGE IN AN ENCOUNTER.

37. ENSLAVE A PEOPLE.
38. EXPECT SEXUAL FAVORS FOR SAVING AN NPC.
39. EXPERIENCE A TOTAL PARTY KILL.
40. EXPERIENCE A TRANSMUTATION.
41. EXPERIENCE REVENGE FROM AN OLD ENEMY.

42. FALL FOR A RED HERRING.
43. FINISH A DUNGEON.
44. FINISH AN ENCOUNTER WITH 10 ROUNDS.
45. FLANK AND KILL AN UNSUSPECTING ENEMY.
46. FREE 20 CAPTIVE PEOPLE.
47. GET A BETTER SET OF ARMOR.
48. GET A MAP.
49. GET A PERMANENT DEFORMITY.
50. GET A WORSE RESULT ON A REROLL.
51. GET DISMEMBERED.
52. GET KICKED OUT OF A PUBLIC ESTABLISHMENT.
53. GET YOUR ENTIRE PARTY DRAGGED INTO TROUBLE.
54. GO 3 DAYS WITHOUT A LONG REST.
55. GO A FULL SESSION WITHOUT TOUCHING YOUR DICE.
56. GO BROKE.
57. GRAPPLE ENEMIES 3 TIMES IN 1 ENCOUNTER.
58. HAVE 3 TYPES OF IMPAIRING CONDITIONS AT ONCE.
59. HAVE THE PARTY GANG UP ON A SINGLE ENEMY.
60. HIT AN ENEMY IN COMPLETE DARKNESS.
61. IGNORE A CRUCIAL PLOT POINT.
62. KICK SOMEONE OFF A LEDGE TO THEIR DEATH.
63. KILL 3 ENEMIES AT HALF HEALTH IN 1 ENCOUNTER.
64. KILL A DEITY.
65. KILL A DRAGON.
66. KILL A LOVED POLITICAL FIGURE.
67. KILL A MONSTER WITH A HOLY WEAPON.
68. KILL ALL ENEMIES IN AN ENCOUNTER BY YOURSELF.
69. KILL AN ANNOYING NPC.
70. KILL AN ENEMY USING ONLY SKILL CHECKS.
71. KILL AN ENEMY WITH AN ANIMAL.
72. KILL AN ENEMY WITH AN IMPROV WEAPON.
73. KILL AN ENEMY WITH NO OVERKILL DAMAGE.
74. KILL AN NPC WITHOUT BEING SEEN OR HEARD.
75. KILL AN UNDEAD ENEMY WITH A HEAD SHOT.
76. KILL AND REPLACE A SOVEREIGN LEADER.
77. KILL SOMEONE IN A PUBLIC PLACE.
78. KILL SOMEONE IN THE NAME OF A GOD.
79. KILL SOMEONE USING THE ENVIRONMENT.
80. KNOWINGLY ACTIVATE A TRAP.

81. LEGITIMATELY ACHIEVE HIGH POLITICAL STATUS.
82. LET A FELLOW PC DIE FOR YOUR PERSONAL GAIN.
83. LOB A FLAMING PROJECTILE AT AN ENEMY.
84. LOSE THE CAMPAIGN.
85. MAKE A SUCCESS/FAIL DIFFERENCE WITH A +1 BUFF.
86. MEET WITH A RECURRING VILLAIN.
87. MISCOUNT GOLD WHILE SPLITTING LOOT.
88. MIX PLAYER AND CHARACTER KNOWLEDGE.
89. OPEN A SHOP IN A SETTLEMENT.
90. OVERTHROW A GOVERNMENT.
91. PERFORM A COMBO WITH A FELLOW PC.
92. PRACTICE CANNIBALISM.
93. REACH 0 HP FROM A FUMBLED ATTACK ROLL.
94. REACH 0 HP TWICE IN 1 ENCOUNTER.
95. RECEIVE DIVINE DIRECTION.
96. RECONCILE DIFFERENCES BETWEEN MORTAL ENEMIES.
97. REMAIN PRONE FOR 3 CONSECUTIVE ROUNDS.
98. RESOLVE A RELIGIOUS CONFLICT NONVIOLENTLY.
99. RETREAT FROM 5 BATTLES.
100. RETRIEVE A MACGUFFIN.
101. REVIVE AN NPC JUST TO KILL THEM YOURSELF.
102. ROLEPLAY YOUR CHARACTER EXCEPTIONALLY.
103. ROLL 1 ON A DECEPTION CHECK.
104. ROLL 1 ON A SPELL CAST.
105. ROLL 1 ON AN INITIATIVE ROLL.
106. ROLL 1 ON AN INTELLIGENCE CHECK.
107. ROLL 2 1'S IN A ROW.
108. ROLL 2 1'S ON AN ADVANTAGED ROLL.
109. ROLL 2 20'S IN A ROW.
110. ROLL 2 20'S ON A DISADVANTAGED ROLL.
111. ROLL 20 ON A PERSUASION CHECK.
112. ROLL 20 ON AN ACROBATICS CHECK.
113. ROLL 20 ON AN ANIMAL HANDLING CHECK.
114. ROLL 20 ON AN INTIMIDATION CHECK.

- 115. SACRIFICE YOURSELF.
- 116. SAVE A PC IN NEED.
- 117. SCORE 3 MELEE MISSES IN 1 ENCOUNTER.
- 118. SCORE 3 RANGED MISSES IN 1 ENCOUNTER.
- 119. SEDUCE AN NPC.
- 120. SHIFT YOUR ALIGNMENT TO CHAOTIC.
- 121. SHIFT YOUR ALIGNMENT TO EVIL.
- 122. SIMPLY WALK INTO A WELL GUARDED PLACE.
- 123. SOLO A LARGE MONSTER.
- 124. SPEND MORE THAN 30 MINUTES ON A PUZZLE.
- 125. SPLIT THE PARTY.
- 126. STABILIZE A DYING CHARACTER.
- 127. START A WAR BETWEEN 2 OR MORE COUNTRIES.
- 128. STEAL MORE THAN 100 GOLD.
- 129. SUCCEED ONLY BECAUSE YOU ROLLED A 20.
- 130. SUCCESSFULLY DEFEND A ROYAL LIFE.
- 131. SUCCESSFULLY INTERROGATE AN NPC.
- 132. SURVIVE 3 ROUNDS OF ONGOING FIRE DAMAGE.
- 133. SURVIVE 50 POINTS OF POISON DAMAGE.
- 134. SURVIVE A CRIT.
- 135. SURVIVE A FIGHT WITH A SEA MONSTER.
- 136. SURVIVE A SHIPWRECK.
- 137. SURVIVE AN ENCOUNTER WITH 1/4TH HP.
- 138. SURVIVE BEING PETRIFIED.

- 139. TAKE ADVANTAGE OF A TALKATIVE VILLAIN.
- 140. TAKE AN ARTIFACT FROM A DUNGEON.
- 141. TAKE AND/OR GIVE 10 BRIBES
- 142. TAKE DRUGS IN THE GAME.
- 143. TALK OUT OF CHARACTER FOR A FULL MINUTE.
- 144. TAUNT AN ENEMY TO GET THEIR ATTENTION.
- 145. TEAM UP WITH AN NPC SIDEKICK.
- 146. TRIGGER AN ENEMY'S VULNERABILITY.

- 147. USE POOR LOGIC IN A PERSUASION CHECK.

- 148. VERBALLY ABUSE A FELLOW PC.

- 149. WILLINGLY REMOVE A LIMB.
- 150. WIN A DRINKING CONTEST.
- 151. WIN A LEGAL CASE.