



D&D® ADVENTURERS LEAGUE SERVICE AWARDS

2025

Version 2.1

Effective Date: April 15th, 2025, to Dec. 31st, 2025

WHAT IS THIS?

This document provides information on rewards you may earn for performing these activities within the D&D Adventurers League (AL) campaigns. **Only*** characters attached to the Forgotten Realms, Eberron, Ravenloft, and Dragonlance campaigns are eligible to receive rewards from those listed.

Companions to this document include the **D&D Adventurers League Player's Guide** (ALPG), **DM's Guide** (ALDMG), and **Organizer's Guide** (ALOG).

TYPES OF SERVICE

The following types of service are eligible for rewards. Round up thirty-minutes or more to the nearest hour.

Dungeon Mastering. Each hour you Dungeon Master (DM) counts towards your rewards (prep time included). You may accumulate time from session to session.

Using Safety Tools. If you use safety tools while Dungeon Mastering, you may add one hour for every four hours to your total time spent Dungeon Mastering for purposes of accumulating time for rewards.

Running New Players. If you run a game ("Dungeon Mastering," "Mentoring New DMs," "Event Organization," "Running Learn-to-Play," "Streaming Games") with new players add one hour for every first-time Adventurers League player in the session.

Mentoring New DMs. If you mentor a new DM at a session, you earn time towards rewards as if you had Dungeon Mastered for the hours spent mentoring.

Reviewing DMs Guild Adventures. You earn one hour per two reviews written for adventures on DMs Guild.

Running Learn-to-Play. You earn time for running learn-to-play games (either as a DM or staff member) at a rate of one hour for every two hours of time spent during learn-to-play.

Create a Code of Conduct. If you contributed to the creation of your event's code of conduct, you earn one reward per unique event code of conduct created. An event series or recurring event only counts once.

Streamed Games. This is the act of producing a publicly available actual play podcast or video game session, through duties like fundraising, hiring, scheduling, live streaming, recording, editing, and uploading. You earn service hours equal to double the time of the streamed session. If you participated as a DM or player, you earn time equal to the time of the

streamed session or streamed DM prep.

Event Organization. This is the act of setting up and managing multiple tables of play. You earn one reward per day of a public event, or instance of a public event if the event is less than a day long. You must organize an event with a minimum of two tables of play (usually at least eight players and two DMs).

Event Staffing. This is the act of assisting event organizers in organizing duties, excluding DMing. You earn one reward per day of a public event, or instance of a public event if the event is less than a day long. You must be a staff member for an event with a minimum of 20 players to qualify for this award.

REWARDS STACK

The rewards above can stack together if you're performing multiple services at the same time. For example, DMing a streamed AL learn-to-play game with safety tools for four hours is worth 11 hours (four for DMing, four for stream participation, two for learn-to-play, one for safety tools).

ASSIGNING REWARDS

Each reward (see "Rewards List") must be assigned to a specific character. Once a magic item reward is earned, it cannot be earned again for this reporting period. If you don't have a character that you'd like to receive the award, it is lost. As a reminder, characters aren't limited by the number of magic items they can possess, only the number they may carry into a session.

You must record rewards assigned to a character on your character's logsheet and clearly identify the source of the reward. If a player's choice reward (blank reward) is restricted to a campaign setting, the character it is assigned to must match that campaign setting.

ON YOUR HONOR

You're responsible for tracking your rewards. Keep an accurate log of your service hours and activities; record your hours as soon as you can after the service and make your selections as appropriate.

All service hours made within the above effective dates must choose rewards from this document, before performing any further service. If you choose every reward from the list (including at least one repeatable reward) before the next document's start date, you may choose from this list again. You may save hours made between this document's last effective date and the next documents' start date. Saved hours may choose rewards from either document, before performing services for the next document's reporting period.*

REWARDS LIST: 2025

April 15th, 2025, to Dec. 31st, 2025

Use this sheet as a worksheet to tally your rewards as you earn them. "Downtime days" are abbreviated as "dt" below.*

Total Hours: _____ Hours Spent: _____ Hours Remaining: _____

Adventure Rewards by Rarity: You may choose any one specified magic item available in a currently playable AL adventure (as listed in the *ALPG* or published on DMsGuild.com excluding unpublished author-only adventures, Official Support Kit epics, and limited events like Liars Night). You may not choose Fey Pacts, story items, Unavailable Items, or the same item from the same source again this season. Restrictions on magic items carried by tier still apply (see the *ALPG*). All items listed are from the DMG 2024.*

Whenever you earn a reward, you may also advance one of your characters one level. For this reward, you do not have to choose the same character for advancement as you chose for reward receipt.

COMMON OR UNCOMMON: These magic items cost 5 service hours each. You may select rewards in any order from this list, in addition to receiving 10 dt or 250 gp.* At the end of the season, if you have 1-4 service hours remaining, you may redeem them for one additional reward from this list and the dt or gp reward.*

<i>Baba Yaga's Dancing Broom</i>	Common or uncommon reward _____
<i>Eyes of Minute Seeing</i>	Common or uncommon reward _____
<i>Helm of Comprehending Languages</i>	Common or uncommon reward _____
Common or uncommon reward _____	Common or uncommon reward _____

RARE: Rare magic items cost 10 service hours each. You may select rewards in any order from this list, in addition to receiving 20 dt or 2500 gp.*

<i>Boots of Speed</i>	Rare reward _____
<i>Rod of the Pact Keeper</i>	Rare reward _____
<i>Wand of the War Mage +2</i>	Rare reward _____
Rare reward _____	Rare reward _____

VERY RARE: Very rare magic items cost 20 service hours each. You may select rewards in any order from this list, in addition to receiving 30 dt or 10,000 gp.*

<i>Ring of Regeneration</i>	Very rare reward _____
<i>Staff of Fire</i>	Very rare reward _____
<i>Energy Bow</i>	Very rare reward _____
Very rare reward _____	Very rare reward _____

LEGENDARY: Legendary magic items cost 40* service hours each. You may select rewards in any order from this list.

<i>Ring of Invisibility</i> + 40 dt	Legendary reward + 40 downtime days _____
<i>Sword of Answering</i> + 40 dt	Legendary reward + 40 downtime days _____

REPEATABLE REWARD: This reward costs 40 service hours each time it is selected.

+2 weapon (except firearms) or +1 armor from an available Player's Guide source, or 5 rare or lower rarity potions from the *Dungeon Master's Guide 2024** and is available in a Player's Guide source + 50,000 gp

_____, _____, _____, _____, _____

Gain Rewards as if You Had Been a Player: You can opt to gain the same rewards as if you were a player at a table that you Dungeon Mastered. The rewards must be assigned to one character of the same tier **whose never played the adventure**.* They then cannot earn rewards from that adventure again, through play or service awards (in this or a future reporting period). This award can be claimed 10 times and costs the hours you Dungeon Mastered the adventure and stacked hours (like from streaming and running new players through the adventure). List the adventure and date below:

_____, _____, _____, _____, _____

_____, _____, _____, _____, _____

Service Award

Baba Yaga's Dancing Broom

This item is described
in the *Dungeon
Master's Guide 2024*.

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PLAYER NAME

CHARACTER NAME



Service Award

Eyes of Minute Seeing

*This item is described in
Dungeon Master's
Guide 2024.*

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PLAYER NAME

CHARACTER NAME



Service Award

Helm of Comprehending Languages

This item is described in
Dungeon Master's Guide 2024.

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PLAYER NAME

CHARACTER NAME



Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Boots of Speed

This item is described
in the *Dungeon
Master's Guide 2024*.

PLAYER NAME

CHARACTER NAME



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Service Award

Rod of the Pact Keeper +2

This item is described in
the *Dungeon Master's
Guide 2024*.

PLAYER NAME

CHARACTER NAME



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Service Award

Wand of the War Mage +2

This item is described
in the *Dungeon
Master's Guide 2024*

PLAYER NAME

CHARACTER NAME



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Service Award

Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Ring of Regeneration

This item is described in
the *Dungeon Master's
Guide 2024*.

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Staff of Fire

This item is described
in the *Dungeon Master's
Guide 2024*.

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Energy Bow

This item is described
in the *Dungeon
Master's Guide 2024*.

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



© 2022 Wizards. Not for resale

Service Award

Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



© 2022 Wizards. Not for resale

Service Award

Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Ring of Invisibility

This item is described in the *Dungeon Master's Guide* 2024.

PLAYER NAME

CHARACTER NAME



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Service Award

Sword of Answering

This item is described in the *Dungeon Master's Guide* 2024.

PLAYER NAME

CHARACTER NAME



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Service Award

Legendary Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Legendary Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Legendary Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Legendary Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

+2 Weapon

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

+2 Weapon

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

+2 Weapon

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

+2 Weapon

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

+2 Weapon

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



© 2022 Wizards. Not for resale

Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

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CHARACTER NAME



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Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



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Service Award

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Service Award

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Service Award Magic Item

Magic Item Selected

Magic Item Selected

Magic Item Selected

Adventure Source

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Service Award Magic Item

Magic Item Selected

Magic Item Selected

Magic Item Selected

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PLAYER NAME

CHARACTER NAME



Service Award Magic Item

Magic Item Selected

Magic Item Selected

Magic Item Selected

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Change Log:

2/12/2024

- Added a version identifier to the title line
- Adjusted effective dates
- Change "All" to "Only"
- Changed number of hours for Legendary Reward
- Changed items available
- Removed FAQ mention
- Added DMG as a source for potions

3/24/2025

- Added additional occurrences for picking items
- Added additional occurrences for getting rewards as if the DM had been a player
- Certs added for getting rewards as if a player
- Increased font size for readability. Needed to trim some text, but did not change requirements

May 2025

- Added clarity to "On Your Honor" and "Gain Rewards as if You Had Been a Player"
- Corrected spelling, grammar, and miscounted slots.
- Added dt or gp options