



D&D® ADVENTURERS LEAGUE SERVICE AWARDS

2025 Version 2.2

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

Updated June 26, 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** (AOG).

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 DMsGuild Adventures. You earn one hour per two reviews written for adventures on DMsGuild.

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.***

Baba Yaga's Dancing Broom

Common or uncommon reward _____

Eyes of Minute Seeing

Common or uncommon reward _____

Helm of Comprehending Languages

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.***

Boots of Speed

Rare reward _____

Rod of the Pact Keeper +2

Rare reward _____

Wand of the War Mage +2

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.***

Ring of Regeneration

Very rare reward _____

Staff of Fire

Very rare reward _____

Energy Bow

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, **in addition to receiving 40 dt.***

Ring of Invisibility

Legendary reward _____

Sword of Answering

Legendary reward _____

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 **who has 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*.

Service Award Eyes of Minute Seeing

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

Service Award Helm of Comprehending Languages

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

PLAYER NAME ————— CHARACTER NAME

PLAYER NAME ————— CHARACTER NAME

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

Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Boots of Speed

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

Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Rod of the Pact Keeper +2

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

Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Wand of the War Mage +2

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

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PLAYER NAME

CHARACTER NAME



PLAYER NAME

CHARACTER NAME



PLAYER NAME

CHARACTER NAME



Service Award
Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME — CHARACTER NAME



Service Award
Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME — CHARACTER NAME



Service Award
Rare Magic Item

Magic Item Selected

Adventure Source

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PLAYER NAME — CHARACTER NAME



Service Award
Rare Magic Item

Magic Item Selected

Adventure Source

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Magic Item Selected

Adventure Source

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PLAYER NAME — CHARACTER NAME



Service Award
Rare Magic Item

Magic Item Selected

Adventure Source

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PLAYER NAME — CHARACTER NAME



Service Award
Rare Magic Item

Magic Item Selected

Adventure Source

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Service Award
Rare Magic Item

Magic Item Selected

Adventure Source

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PLAYER NAME — CHARACTER NAME



Service Award Ring of Regeneration

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

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award Staff of Fire

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

Adventure Source

PLAYER NAME

CHARACTER NAME

Service Award Energy Bow

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

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME

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



Service Award

Ring of Invisibility

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

PLAYER NAME

CHARACTER NAME



Service Award

Very Rare Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Sword of Answering

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

PLAYER NAME

CHARACTER NAME



Service Award

Very Rare 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



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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

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

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

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME

Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME

Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME

Service Award

++1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME

Service Award

+1 Armor

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Service Award

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award

Rare (or less) Potion

Rare (or less) Potion

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME



Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME

Adventure Source

PLAYER NAME

CHARACTER NAME

Adventure Source

PLAYER NAME

CHARACTER NAME

Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME

CHARACTER NAME

Adventure Source

PLAYER NAME

CHARACTER NAME

Adventure Source

PLAYER NAME

CHARACTER NAME

Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME — CHARACTER NAME



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Adventure Source

PLAYER NAME — CHARACTER NAME



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Adventure Source

PLAYER NAME — CHARACTER NAME



Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Service Award Magic Item

Magic Item Selected

Adventure Source

PLAYER NAME — CHARACTER NAME

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Adventure Source

PLAYER NAME — CHARACTER NAME



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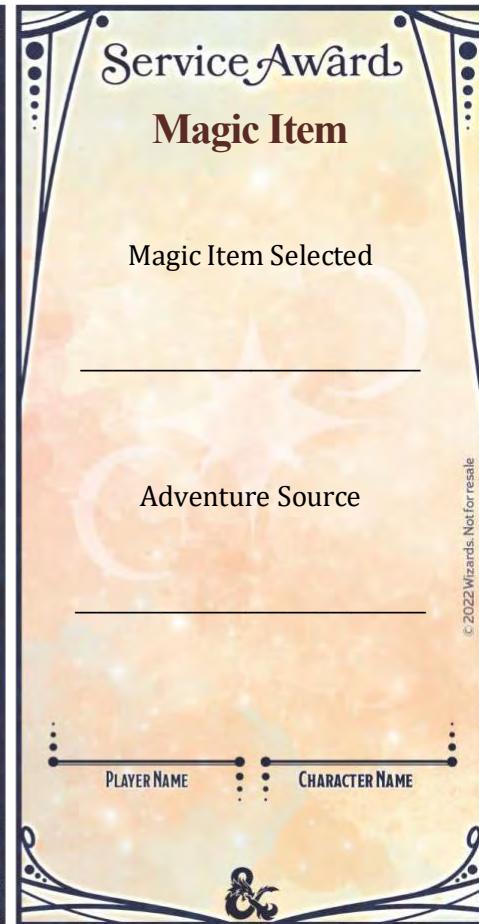
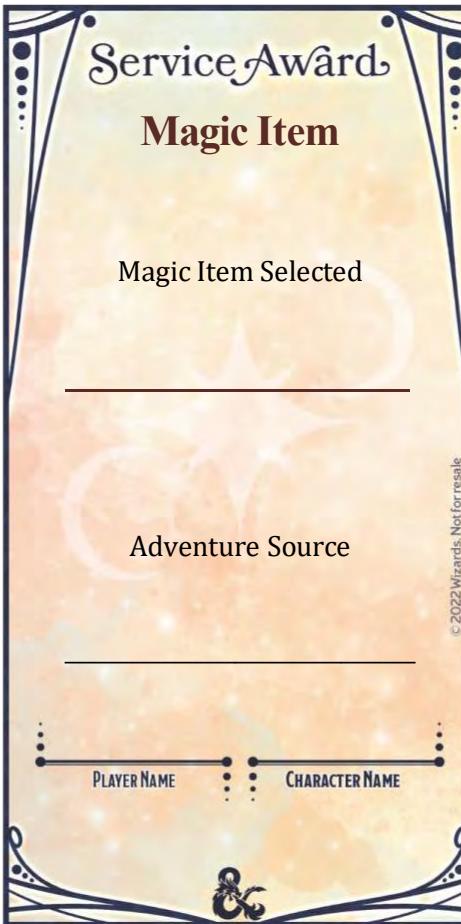
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PLAYER NAME — CHARACTER NAME



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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

requireme

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

June 2025

- Corrected grammar and returned missing text
- Completed accessibility pass