



D&D[®] ADVENTURERS LEAGUE

SERVICE AWARDS

Effective Date: September 1, 2022 to February 28, 2023. Season: 12A.

WHAT IS THIS?

This document provides you with information on rewards you may earn for performing various activities within the D&D Adventurers League Forgotten Realms campaign that go beyond participation as a player. These rewards apply to D&D Adventurers League Forgotten Realms characters only.

Companions to this document include the **D&D Adventurers League Player's Guide**, the **D&D Adventurers League DM's Guide** and the **D&D Adventurers League FAQ**.

This document specifically talks about service awards for D&D Adventurers League play for all campaigns, except when playing *Eberron: Oracle of War* (EB series) or *Ravenloft: Mist Hunters* (RMH series).

REWARDS FOR OTHER CAMPAIGNS

While campaigns such as *Eberron: Oracle of War* and *Ravenloft: Mist Hunters* are not eligible to redeem awards, performing service for those campaigns counts towards rewards earned for your Adventurers League character in other campaigns.

TYPES OF SERVICE

The following types of service are eligible for rewards. Where applicable, time of 30 minutes or more should be rounded up to the nearest hour.

- Dungeon Mastering
- Using safety tools while Dungeon Mastering
- Mentoring new Dungeon Masters
- Reviewing DMsGuild adventures
- Event organization
- Event staffing
- Running a learn-to-play event
- Creating event code of conduct
- Streamed game participation and production

Dungeon Mastering. This is the act of Dungeon Mastering a D&D Adventurers League Forgotten Realms adventure or session. Each hour you Dungeon Master counts towards your rewards. 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.

Mentoring New DMs. If you mentor a new Dungeon Master 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 of time per two reviews written for adventures on DMsGuild.

Event Organization. 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 Dungeon Masters) to qualify for this reward.

Event Staffing. 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.

Running Learn-to-Play. You earn time for running learn-to-play games (either as a Dungeon Master 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 for this award.

Streamed Games. If you participated as a producer of a streamed or podcasted D&D Adventurers League game, you earn time towards rewards equal to double the time of the streamed session. If you participated as a Dungeon Master or player in a streamed session, you earn time equal to the time of the streamed session.

REWARDS STACK

The rewards above can be stacked together if you're performing multiple services at the same time. For example, Dungeon Mastering a streamed learn-to-play D&D Adventurers League game with safety tools for four hours is worth 11 hours towards your rewards (four for DMing, four for stream participation, two for learn-to-play, one for safety tools).

ASSIGNING REWARDS

Each reward 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 do not have a character that you'd like to receive the award, it is lost. As a reminder, characters are not limited by the number of magic items they can possess, only the number they may carry when beginning play of an adventure or session.

You must record rewards assigned to a character on your character's logsheet and clearly identify the source of the reward.

ON YOUR HONOR

You are 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.

You may choose to wait to select your rewards, but all rewards for this reporting period must be earned by February 28, 2023. You should choose and assign your rewards before performing any service for the next reporting period.

REWARDS LIST: SEASON OF SPELLJAMMING

September 1, 2022 to February 28, 2023

Use this sheet as a worksheet to tally your rewards as you've earned them.

Total Service Hours _____ **Service Hours Spent** _____ **Service Hours Remaining** _____

Tiered Adventure Rewards: You may choose any one magic item available in an adventure of the appropriate tier; if an adventure has more than one tier, you may choose a reward you're eligible for from any of the adventure's tiers. Restrictions on magic items carried by tier still apply (see the **D&D Adventurers League Player's Guide**). You may not choose the same item from the same source again this season. Only adventures currently playable in the D&D Adventurers League qualify.

UNCOMMON REWARDS

These rewards cost 5 service hours each. You may select rewards in any order from this list. 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.

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

- +1 pistol with 10 shots + 10 downtime days
- Spellwrought tattoo (3rd level)** + 10 downtime days
- Wildspace orrery* + 10 downtime days
- Tier 1 adventure reward + 250 gp

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RARE REWARDS

These rewards cost 10 service hours each. You may select rewards in any order from this list.

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

- Armor of radiant resistance (half plate) + 20 downtime days
- Mantle of spell resistance + 20 downtime days
- Mace of smiting + 20 downtime days
- Tier 2 adventure reward + 2500 gp

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VERY RARE REWARDS

These rewards cost 20 service hours each. You may select rewards in any order from this list.

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

- Robe of stars + 30 downtime days
- Tome of understanding + 30 downtime days
- Fish suit* + 30 downtime days
- Tier 3/4 adventure reward + 10,000 gp

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REPEATABLE REWARD

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

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

+2 weapon (any from an available source except firearms) + 50,000 gp (write choices below)

* Item found in *Spelljammer: Adventures in Space*.

** Item found in *Tasha's Cauldron of Everything*.