



D&D® ADVENTURERS LEAGUE

SERVICE AWARDS

Effective Date: March 1, 2023 to August 31, 2023. Season: 12B.

WHAT IS THIS?

This document provides you with information on rewards you may earn for performing various activities within the D&D Adventurers League campaigns that go beyond participation as a player. All 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**, the **D&D Adventurers League DM's Guide** and the **D&D Adventurers League FAQ**.

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
- Running games with new players
- 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 adventure** or session. Each hour you Dungeon Master 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 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 or streamed Dungeon Master prep.

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. **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 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 August 31, 2023. You should choose and assign your rewards before performing any service for the next reporting period.

REWARDS LIST: SEASON OF HEISTS

March 1, 2023 to August 31, 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** _____

Adventure Rewards by Rarity: You may choose any one specified magic item available in a currently playable D&D Adventurers League adventure (as listed in the **D&D Adventurers League Player's Guide** 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, problematic items, or the same item from the same source again this season. Restrictions on magic items carried by tier still apply (see the **D&D Adventurers League Player's Guide**).

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.

COMMON OR UNCOMMON

Common or uncommon magic items 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.

- Gloves of thievery* + 10 downtime days
- Lightbringer** + 10 downtime days
- Spellwrought tattoo* (2nd level)** + 10 downtime days
- Common or Uncommon reward + 250 gp

- Common or Uncommon reward + 250 gp

- Common or Uncommon reward + 250 gp

RARE

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

- Armor of necrotic resistance (studded leather)* + 20 downtime days
- Dagger of venom* + 20 downtime days
- Kagonesti forest shroud**** + 20 downtime days
- Rare reward + 2500 gp

- Rare reward + 2500 gp

- Rare reward + 2500 gp

VERY RARE

Very rare magic items cost 20 service hours each. You may select rewards in any order from this list.

- Rod of absorption* + 30 downtime days
- Manual of gainful exercise* + 30 downtime days
- Ring of telekinesis* + 30 downtime days
- Very Rare reward + 10,000 gp

- Very Rare reward + 10,000 gp

- Very Rare reward + 10,000 gp

REPEATABLE REWARD

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

+2 *weapon* (any from an available source as listed in the Player's Guide except firearms) + 50,000 gp (write choices below)

LEGENDARY

Legendary magic items cost 80 service hours each. You may select rewards in any order from this list.

- Tablet of Reawakening***** + 40 downtime days
- Red Wizard Blade***** + 40 downtime days
- Legendary reward + 40 downtime days

* Item found in *Lost Mines of Phandelver*.

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

*** Item found in *Dragonlance: Shadow of the Dragon Queen*.

**** Item found as *Dungeons & Dragons: Honor Among Thieves* movie promotional material through DnDBeyond.com.

Service Award

Gloves of Thievery

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

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PLAYER NAME

CHARACTER NAME



Service Award

Lightbringer

This item is described in *Lost Mines of Phandelver*.

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PLAYER NAME

CHARACTER NAME



Service Award

Spellwrought Tattoo (2nd Level)

This item is described in *Tasha's Cauldron of Everything*.

Spell Selected

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PLAYER NAME

CHARACTER NAME



Service Award

Armor of Necrotic Resistance (Studded Leather)

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

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PLAYER NAME

CHARACTER NAME



Service Award

Dagger of Venom

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

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PLAYER NAME

CHARACTER NAME



Service Award

Kagonesti Forest Shroud

This item is described in *Dragonlance: Shadow of the Dragon Queen*.

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PLAYER NAME

CHARACTER NAME



Service Award

Rod of Absorption

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

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PLAYER NAME

CHARACTER NAME



Service Award

Manual of Gainful Exercise

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

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PLAYER NAME

CHARACTER NAME



Service Award

Ring of Telekinesis

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

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PLAYER NAME

CHARACTER NAME



Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

© 2022 Wizards. Not for resale

PLAYER NAME

CHARACTER NAME



Service Award

Common or Uncommon Magic Item

Magic Item Selected

Adventure Source

© 2022 Wizards. Not for resale

PLAYER NAME

CHARACTER NAME



Service Award

Common or Uncommon 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

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

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

+2 Weapon

Weapon Selected

PLAYER NAME

CHARACTER NAME



© 2022 Wizards. Not for resale

Service Award

+2 Weapon

Weapon Selected

PLAYER NAME

CHARACTER NAME



© 2022 Wizards. Not for resale

Service Award

+2 Weapon

Weapon Selected

PLAYER NAME

CHARACTER NAME



© 2022 Wizards. Not for resale

Service Award

+2 Weapon

Weapon Selected

PLAYER NAME

CHARACTER NAME



© 2022 Wizards. Not for resale

Service Award

+2 Weapon

Weapon Selected

PLAYER NAME

CHARACTER NAME



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Service Award

+2 Weapon

Weapon Selected

PLAYER NAME

CHARACTER NAME



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Service Award

Red Wizard Blade

This item is described at DnDBeyond as part of the *Dungeons & Dragons: Honor Among Thieves* promotion.

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PLAYER NAME

CHARACTER NAME



Service Award

Tablet of Reawakening

This item is described at DnDBeyond as part of the *Dungeons & Dragons: Honor Among Thieves* promotion.

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PLAYER NAME

CHARACTER NAME



Service Award

Legendary Magic Item

Magic Item Selected

Adventure Source

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PLAYER NAME

CHARACTER NAME



Change log, 4/14/2023:

Page 1, "Dungeon Mastering," 1st sentence: Removed "Forgotten Realms."

Page 1, "Assigning Rewards:" added last sentence about campaign items.

Page 2: expiration date corrected.

Page 2, item columns, 1st sentence: Changed "rewards" to the columns specific rarity.