



D&D® ADVENTURERS LEAGUE SERVICE REWARDS

Version 2026.1

This Final AL Playable Version Released: August 10, 2026

As a thank you for your help to the D&D Adventurers League (AL) community this document rewards you for performing “Service Types” (below). Track the hours you perform each service type and redeem those service hours for rewards you assign to your Forgotten Realms (FR), Eberron (EB), Dragonlance (DL), and Ravenloft (RV) campaign characters.

Companions to this guide are in D&D Beyond's [D&D Adventurers League Resource & Links](#) forum and the [Official D&D Discord](#) server (#al-guides). Read more about AL on the [D&D Beyond Article Posts](#).

SERVICE TYPES

Each hour doing the following service types earns one service hour (30-59 minutes is rounded up to one hour).

DUNGEONCRAFT

1 Per 2 Reviews. Earn one hour per every two DMsGuild reviews or notifications of errors (respectfully with cited guidance).

DUNGEON MASTERING

1 Per Session Hour+. Earn one service hour per hour Dungeon Mastering for any AL campaign. Service may also include prep time, running “[Session Zeroes](#),” and “[Mentoring New DMs](#)” during their sessions.

Add 1 service hour per session with safety tools.

Add 1 service hour per new AL player in your session.

ORGANIZING

40+ Per Event Day. Earn 40 service hours per day (or partial day) of a public event where you were the event organizer (EO) or staff (assisting the EO in organizing duties, excluding DMing). Service may include duties related to planning, scheduling, reserving, setting up, and managing a two-table or larger event (usually at least eight players and two DMs).

Add 1 service hour per session if every DM discussed and implemented safety tools with their players.

Add 1 service hour per new AL player in your sessions.

POSTING

1 Per 4 Platforms. Earn one service hour per every four social platforms, servers, and groups you post to (e.g. one service hour for posting about an AL event on the official D&D Discord server, your Facebook group, an applicable subreddit, and BlueSky).

STREAMING

1 Per Hour+. Earn one service hour per hour of an AL actual play or informative podcast or video (e.g. AL rules discussion, DC adventure spotlight, AL event coverage). Your podcast or video must remain publicly available online (e.g. a video watchable on YouTube after the live stream). Service may include duties like fundraising, hiring, scheduling, managing, closed captioning, running, playing, recording, editing, and uploading.

The following additions are for streaming players. DMs, EOs, and staff use “Dungeon Mastering” and “Organizing” for safety tools and new players.

Add 1 service hour per session with safety tools.

Add 1 service hour per new AL player in your session.

REWARD TYPES

You may exchange service hours for rewards in any of these three categories.

[Achievements](#). Without redeeming service hours, you earn specified rewards for meeting achievements.

[Adventure Rewards](#). DMs exchange session time service hours for the rewards earned by one of the players in that session.

[Rewards by Rarity](#). Exchange a specified number of service hours for individual magic items and more.

SERVICE LOG

Keep an accurate log, using the [Service Log](#) (Appendix A) or other legible documentation. Update your character sheets with reward details and [certificates](#) (Appendix B).

[Saving Service Hours](#). Up to 40 saved service hours may be transferred from this *D&D Adventurers League Service Rewards (ALSR)* document to the next version. Otherwise, service hours accumulated while an ALSR is in effect must be used for rewards from that document. Before starting the next ALSR version, if you only have 1-4 unassigned service hours you may redeem them for one non-Unique [Rewards by Rarity: Common or Uncommon](#) reward from either version.

RESETTING THIS DOCUMENT

If you chose every reward (excluding the “Rewards by Rarity: Steeping” rewards, but including at least one each from the “[Achievements](#),” “[Adventure Rewards](#),” and “[Repeatable Rewards](#)” sections) before the next document’s effective date, you may start over again, choosing from all the rewards in this document (e.g. the *DMG’s Javelin of Lightning* again, another javelin from the previously chosen second source, and so on). However, some “Achievements” are worded to only be chosen once.

ACHIEVEMENTS

(COST)
(0 SERVICE HOURS)

While performing a service you might reach achievements that earn free rewards.

Reaching Achievements. Each time you reach an achievement you earn one of the listed rewards, selected in order. For example, the first time you reach the “[Mending Adventures](#)” achievement, mark the first checkbox and earn its rewards. The next time you reach that same achievement you’ll mark the second checkbox to earn its reward. Then each time you reach that achievement again, you’ll earn the third checkbox’s repeatable (∞) rewards.

Retroactive Rewards. If you’ve met a “Retroactive” achievement in the past, have never received rewards for them, and have verifiable documentation (e.g. “My 1st adventure, CCC-BLD-1-1 Bleeding Gate: Pandemonium,” published 8/1/17”) you may earn that achievement’s reward. Without verifiable documentation, you may earn its rewards the next time you perform the task, even if it’s a non-repeatable achievement and this isn’t your first time doing the task.

DUNGEONCRAFT

1st Adventures (Retroactive). My first Dungeoncraft adventure was playtested and published!

☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#).

Mending Adventures (∞). I was correctly informed of an error on my DC adventure; I edited and uploaded the update within three weeks!

☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),

☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

DCs In Playtests (∞). My adventure is in at least two or more playtests by at least one DM who isn’t me and receiving at least three players thoughtful and thorough feedback per table! At least one group of players is unfamiliar to me!

☐ 20 Service Hours or 1 non-Unique [Rewards by Rarity: Very Rare](#), ☐ 1 Unique [Rewards by Rarity: Very Rare](#),

☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 20 Service Hours, [Rewards by Rarity: Very Rare](#)).

Designer’s New Skills (∞). I learned new skills (e.g. writer’s workshop, consultant’s sensitivity reading of my adventure, videos and articles from experts like [WritingDiversely.com](#), [WritingWithColor.com](#), [Adobe Acrobat Accessible PDFs](#), playing and DMing several adventures in a tier I’ve never played but will design for)!

☐ 20 Service Hours or 1 non-Unique [Rewards by Rarity: Very Rare](#), ☐ 1 Unique [Rewards by Rarity: Very Rare](#),

☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 20 Service Hours, [Rewards by Rarity: Very Rare](#)).

Playtest Messages (∞)(Retroactive). I played a playtest session and provided thoughtful and thorough feedback!

☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#), ☐ 1 Unique [Rewards by Rarity](#),

☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 40 Service Hours, [Rewards by Rarity](#)).

More Inclusive DCs (∞)(Retroactive). I, designer and workers (e.g. consultant, DMsGuild commenter, et cetera), made a Dungeoncraft more inclusive or accessible (e.g. notified of and addressed a harmful stereotype, used an expert’s article on better representation, used studies on the [readability of certain fonts](#) for my accessible version, [created an accessible pdf](#), et cetera)!

☐ (∞) 1 Heroic Inspiration, 40 Service Hours, and 1 [Rewards by Rarity](#).

ACHIEVEMENTS (CONTINUED)

(COST)

DUNGEON MASTERING

(0 SERVICE HOURS)

DMs' New Skills (∞). While Dungeon Mastering, I practiced a new skill at two or more sessions (e.g. a new safety tool, different way to track initiative, experiment with reminders for a DM task I always forget, practice running online games when I always run in-person or vice versa, et cetera)!

- ☐ 5 Service Hours or 1 non-Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ 1 Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 5 Service Hours, [Rewards by Rarity: Common or Uncommon](#)).

Mentoring New DMs (∞). I mentored a new DM during their session!

- ☐ 5 Service Hours or 1 non-Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ 1 Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 5 Service Hours, [Rewards by Rarity: Common or Uncommon](#)).

Running Learn-to-Plays (∞). I DMed a learn-to-play adventure!

- ☐ 5 Service Hours or 1 non-Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ 1 Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 5 Service Hours, [Rewards by Rarity: Common or Uncommon](#)).

Session Zeroes (∞). I ran a “session zero” for my players, to discuss our existing code of conduct (or develop one), wants and needs, content warnings, choose safety tools, and get help with rules or character builds!

- ☐ 5 Service Hours or 1 non-Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ 1 Unique [Rewards by Rarity: Common or Uncommon](#),
- ☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 5 Service Hours, [Rewards by Rarity: Common or Uncommon](#)).

Online DMs (∞). I Dungeon Mastered a publicly announced online session or online session intentionally meeting the needs of the DM and players unable to play in-person! A hybrid online and in-person session applies.

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
- ☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

Entire Books (∞). I ran one entire multi-session D&D Official adventure!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
- ☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

Slot Zero DMs (∞). I DMed a “slot zero” with a table of DMs-as-players to familiarize them with an adventure they’ll run at our upcoming event!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
- ☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

ACHIEVEMENTS (CONTINUED)

(COST)

DUNGEON MASTERING (CONTINUED)

(0 SERVICE HOURS)

Kids' Tables (∞). I Dungeon Mastered an entire table of players under the age of 15 and any adult chaperones!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

Event DMs (∞). Today, at an AL event, I DMed 5 hours or less (and managed good self-care)!

- ☐ 20 Service Hours or 1 non-Unique [Rewards by Rarity: Very Rare](#), ☐ 1 Unique [Rewards by Rarity: Very Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 20 Service Hours, [Rewards by Rarity: Very Rare](#)).

Last Minute DMs (∞). I Dungeon Mastered with less than 4 hours' notice!

- ☐ 20 Service Hours or 1 non-Unique [Rewards by Rarity: Very Rare](#), ☐ 1 Unique [Rewards by Rarity: Very Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 20 Service Hours, [Rewards by Rarity: Very Rare](#)).

Entire New Release Books (∞). I finished running the most-recent (at the time of our first session) multi-session D&D Official adventure, in its entirety!

- ☐ 20 Service Hours or 1 non-Unique [Rewards by Rarity: Very Rare](#), ☐ 1 Unique [Rewards by Rarity: Very Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 20 Service Hours, [Rewards by Rarity: Very Rare](#)).

DM Playtesters (∞)([Retroactive](#)). I ran two or more playtests of someone else's DC with my and at least three players thoughtful and thorough feedback per table!

- ☐ 20 Service Hours or 1 non-Unique [Rewards by Rarity: Very Rare](#), ☐ 1 Unique [Rewards by Rarity: Very Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 20 Service Hours, [Rewards by Rarity: Very Rare](#)).

DMsGuild Leviathans (∞). I Dungeon Mastered 10 DMsGuild AL one-shot adventures of the same campaign!

- ☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#), ☐ 1 Unique [Rewards by Rarity](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 40 Service Hours, [Rewards by Rarity](#)).

6-Hour Event DMs (∞). Today, at an AL event, I DMed 6 hours or more (and managed good self-care)!

- ☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#), ☐ 1 Unique [Rewards by Rarity](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 40 Service Hours, [Rewards by Rarity](#)).

1st Time DMs ([Retroactive](#)). I DMed for the first time!

- ☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#)

Outlander. My local area (2 mile radius or more) didn't have in-person AL games, so I started DMing a table here!

- ☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#)

More Inclusive Tables (∞)([Retroactive](#)). An unaddressed need was identified at my table and I implemented solutions to make my Dungeon Mastering sessions more accessible!

- ☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#), ☐ 1 Unique [Rewards by Rarity](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 40 Service Hours, [Rewards by Rarity](#)).

ACHIEVEMENTS (CONTINUED)

(COST)

ORGANIZING

(0 SERVICE HOURS)

Organizing Learn-to-Plays (∞). I organized learn-to-play adventures at my event!

- ☐ 5 Service Hours or 1 non-Unique [Rewards by Rarity: Common or Uncommon](#),
☐ 1 Unique [Rewards by Rarity: Common or Uncommon](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 5 Service Hours, [Rewards by Rarity: Common or Uncommon](#)).

Donation Increases (∞). My charity event raised more donations than last time!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

Gaining Attendees (∞). My event had more attendees (players, DMs, staff, and volunteers) than last time!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

Organizing Slot Zeros (∞)(Retroactive). I organized a slot zero for the DMs at our event (see “[Slot Zero DMs](#)” above, if planning for an epic this may require requesting support at least 3 months in advance to receive the adventure in time)!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

Sharing Wisdom (∞). I participated as an EO, staff, moderator, or guest at a Dungeon Mastering or player’s workshop or panel!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Rare](#), ☐ 1 Unique [Rewards by Rarity: Rare](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 10 Service Hours, [Rewards by Rarity: Rare](#)).

1st Time Staff (Retroactive). I was event staff for the first time!

- ☐ 10 Service Hours or 1 non-Unique [Rewards by Rarity: Very Rare](#).

1st Time EOs (∞, twice)(Retroactive). I started my first multi-table AL group or organized my first event!

- ☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#), ☐ 1 Unique [Rewards by Rarity](#)

Online Events (∞)(Retroactive). I (EO) organized online panels and/or sessions!

- ☐ 40 Service Hours or 1 non-Unique [Rewards by Rarity](#), ☐ 1 Unique [Rewards by Rarity](#),
☐ (∞) 2 of these 3 rewards (1 Heroic Inspiration, 40 Service Hours, [Rewards by Rarity](#)).

1st Charity Event (Retroactive). I organized my first charity event!

- ☐ 2 of these 3 rewards (1 Heroic Inspiration, 40 Service Hours, [Rewards by Rarity](#)).

More Inclusive Events (∞)([Retroactive](#)). An unaddressed need was identified for my event and I implemented solutions to make my event more accessible! Earn the following with each achievement.

☐ (∞) 1 Heroic Inspiration, 40 Service Hours, any 1 [Rewards by Rarity](#).

ACHIEVEMENTS (CONTINUED)

(COST)

ADDITIONAL SERVICE

(0 SERVICE HOURS)

Help Actions (∞). Today, AL players asked for help and I successfully assisted them!

☐ (∞) 1 Heroic Inspiration

Gifts All Around. I performed service hours on my birthday-week!

☐ 1 [Rewards by Rarity](#).

CoC Consults ([Retroactive](#)). I was one of the people staffing a peer review panel of an existing code of conduct (CoC) that resulted in improvement updates!

☐ 1 Heroic Inspiration, 40 Service Hours, any 1 [Rewards by Rarity](#).

CoC Creators ([Retroactive](#)). I contributed to the creation of one group's or event's code of conduct (*D&D Adventurers League Organizers Guide*)!

☐ 1 Heroic Inspiration, 40 Service Hours, any 1 [Rewards by Rarity](#).

ADVENTURE REWARDS (∞)

(COST)

(SERVICE HOURS FROM YOUR SESSION TIME)

After running a FR, EB, DL, or RV campaign adventure, Dungeon Masters may earn the same rewards that one of their players earned from that adventure, in exchange for your session time service hours (not your prep, new player, or safety tool service hours).

Choosing Adventure Rewards. Your Adventure Rewards may not be from unpublished author-only adventures or Official Support Kit epics, and must follow the same guidance your players needed to follow (*ALPG*). A steeped "Hoard Magic Item" above *Slumbering* is only available through a "[Rewards by Rarity: Steeping](#)" service reward (or *Dragon Delves* play).

Assigning Rewards to Characters. Your assigned character must be of the same campaign and tier (or higher) as your player's character, and the adventure must be one that your character hasn't played before. Level advancement is optional (*ALPG*) or may be given to a different character.

Future Play and Service. Assign Adventure Rewards from one adventure to a character only once, even if your character plays the adventure later and the rewards are different. An Adventure Reward story item or story award is available for your character to use in its storyline after the encounter or adventure that rewarded it.

Notes:

REWARDS BY RARITY

You may redeem the stated number of service hours for these magic items (or lower rarity), options to level, and downtime or gold. These rewards are organized by rarity and service hour cost.

Choosing Rewards. Choose a reward in any order, once (unless specified as “∞” repeatable rewards or using [“Resetting this Document”](#)).

Campaign-Available Magic Item. Make your choice of magic items from campaign-available sources (*ALPG*), excluding Greater Fey Pact magic items and items from unpublished author-only adventures and Official Support Kit epics. Your choice must follow applicable *ALPG* guidance (e.g. “Unavailable Magic Items,” “Story Items,” et cetera). When needed, use “Player Choice Magic Items” guidance, except the sources aren’t restricted to the *DMG* and adventures). Identically named items must be from different campaign-available sources. For example, choose the *DMG*’s *Javelin of Lightning*, a second *Javelin of Lightning* from an adventure, a third javelin from a different adventure, and so on. A steeped “Hoard Magic Item” above *Slumbering* is only available through a [“Steeping”](#) service reward (or *Dragon Delves* play).

Assigning Rewards to Characters. Each item and downtime or gold reward must be assigned to one character. If your campaign-available magic item is restricted to a campaign setting, the character it is assigned to must match that campaign setting. (e.g. a magic item restricted to Ravenloft must be assigned to an RV character, not an FR character who plays in FR and RV). Level advancement is optional (*ALPG*) or may be given to a different character.

REWARDS BY RARITY	(COST)
COMMON OR UNCOMMON	(5 SERVICE HOURS)

In exchange for 5 service hours, you earn one level, 10 DT or 250 GP, and one of the following items.

- ☐ Campaign-available magic item.
- ☐ Campaign-available magic item.
- ☐ Campaign-available magic item.
- ☐ Campaign-available magic item.
- ☐ Campaign-available magic item.
- ☐ Campaign-available magic item.
- ☐ Campaign-available magic item.
- ☐ *Javelin of Lightning* (*DMG*).
- ☐ *Robe of Useful Items* (*DMG*) with the following 11 patches: door, ladder (2), horse with saddle, pit, *Potions of Healing*, rowboat, level 1 *Spell Scroll* (3), and portable ram.
- ☐ *Wind Fan* (*DMG*).

- ☐ **Living Book.** This Unique, flying, animated book may be claimed as an *Enduring Spellbook* or a nonfiction book covering the history of one setting in your campaign. They are your familiar, companion, or other “Friend” (*ALPG*) under your character’s control. They use the **Raven** stat block, but cause Bludgeoning instead of Piercing damage. On a Critical Hit of their attack, the target takes an additional 1 Slashing damage from a flurry of paper cuts. If claimed as an *Enduring Spellbook*, this creature doesn’t count against your “Carried Magic Items by Tier” limit. When claimed as a nonfiction book, choose a settlement and topic (from “Historical Events,” “People,” “Laws and Politics,” or “Cultures”); while this book is with you, you gain a +5 bonus to an Intelligence (History) Check related to your nonfiction book’s topic. These choices may not change.

Unique (Double Cost)

- ☐ **Elemental Armor (Medium), Uncommon (Unique).** When claimed, choose your Unique armor’s elemental type (Air, Earth, Fire, or Water); it may not change. While wearing this armor, you may take an Action to create one of *Elementalism*’s “Beckon” or “Sculpt Element” spell effects, matching your elemental type. Once this property is used, it can’t be used again until the next dawn.

- ☐ **Shoe Wings, Wondrous Item, Common (Unique).** Attach these wings to your feet or footwear and they’ll help you react quickly when entering a combat. When you roll for Initiative while wearing the wings, you can forgo your d20 roll result to get a 10 on the die instead. Once this property is used, it can’t be used again until the next dawn.

REWARDS BY RARITY (CONTINUED)

(COST)

RARE

(10 SERVICE HOURS)

In exchange for 10 service hours, you earn one level, 20 DT or 2500 GP, and one of the following items (of Rare or lower rarity).

- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ *Arrow-Catching Shield (DMG)*.
- ☐ *Ring of Animal Influence (DMG)*.
- ☐ *Wand of Paralysis (DMG)*.

Steeping (Double Cost)

- ☐ You may upgrade the steep of one *Fizban's Treasury of Dragon's* "Hoard Magic Item" in your tier-appropriate character's inventory from *Slumbering (Uncommon)* to *Stirring (Rare)*. If prompted, you may choose any dragon family option (your choice may not change). Year-long steeping, steeping between sessions or in other adventures without AL-specified steeping guidance, and Hoard Item Quirks are not available. Your steeped magic item loses power if unattended for 30 days; when unattended, you must log each session's days and count DT spent.

Unique (Double Cost)

- ☐ **Giant Fennec Fox.** This creature uses the **Wolf** stat block and may be your familiar, mount, companion, or other "Friend" (*ALPG*). This desert fox is adept at staving off the hazard of dehydration; the fox has Advantage on ability checks to find water within 30 feet of them. On a success, the fox finds 1d12 gallons of clean, fresh water. Once this property is used, it can't be used again until the next dawn.
- ☐ **Magic Resistant Balm, Wondrous Item, Rare (Unique).** As a Utilize action, apply this consumable dose of ointment and receive advantage on your next saving throw versus magic or spell effect.
- ☐ **Witches' Stone, Wondrous Item, Rare (Unique).** When seeking Spellcasting Services, show this stone to the spellcaster and they'll be open to negotiations for a discount. You must succeed on a DC 13 Charisma (Persuasion) Check to receive half off of one Spellcasting Service. This property can't be used again until the next dawn.

REWARDS BY RARITY (CONTINUED)

(COST)

VERY RARE

(20 SERVICE HOURS)

In exchange for 20 service hours, you earn one level, 30 DT or 10,000 GP, and one of the following items (of Very Rare or lower rarity).

- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ *Dragon Scale Armor* (Choose Dragon Type) (DMG).
- ☐ *Quarterstaff of the Acrobat* (DMG).
- ☐ *Sword of Sharpness* (DMG).

Steeping

(Double Cost)

- ☐ You may upgrade the steep of one *Fizban's Treasury of Dragon's* "Hoard Magic Item" in your tier-appropriate character's inventory from *Stirring (Rare)* to *Wakened (Very Rare)*. If prompted, you may choose any dragon family option (your choice may not change). Year-long steeping, steeping between sessions or in other adventures without AL-specified steeping guidance, and Hoard Item Quirks are not available. Your steeped magic item loses power if unattended for 30 days; when unattended, you must log each session's days and count DT spent.

Unique

(Double Cost)

- ☐ **Glitter Mephit.** This Unique creature uses the **Ice Mephit** stat block with Slashing instead of Cold damage. They may be your familiar, companion, or other "Friend" (ALPG). If the target of the mephit's Glitter Breath (Frost Breath) fails their Constitution Saving Throw they also have the Blinded condition until the end of their next turn.
- ☐ **Miniature Mammoth.** This Unique creature uses the **Elk** stat block and may be your familiar, mount, companion, or other "Friend" (ALPG). Their long fur might obscure your tracks if they walk close behind you, but being in the back can be scary. When the mammoth is behind you, creatures have Disadvantage on their Search Check for tracking you. On each of the trackers' Search rolls, your character must also succeed on a DC 13 Wisdom (Animal Handling) Check or the mammoth is too scared to remain behind you. Their fear passes in 1 hour.
- ☐ **Potion of Mithridatism, Potion, Very Rare (Unique).** When you drink this consumable potion, you must succeed on a DC 13 Constitution saving throw or have the Poisoned and Paralyzed conditions for 1 minute. You may repeat the save at the end of each of your turns, ending the conditions on a success. On a success or after the conditions end, you are immune to the Poisoned condition for 8 hours.

REWARDS BY RARITY (CONTINUED)

(COST)

LEGENDARY

(40 SERVICE HOURS)

In exchange for 40 service hours, you earn one level, 40 DT or 25,000 GP, and one of the following items (of Legendary or lower rarity).

- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ Campaign-available magic item (or lower rarity).
- ☐ *Crystal Ball of True Seeing* (DMG).
- ☐ *Instrument of the Bards (Ollamh Harp)* (DMG).
- ☐ *Robe of the Archmagi* (DMG).

Steeping

(Double Cost)

- ☐ You may upgrade the steep of one *Fizban's Treasury of Dragon's* "Hoard Magic Item" in your tier-appropriate character's inventory from *Wakened (Very Rare)* to *Ascendant (Legendary)*. Year-long steeping, steeping between sessions or in other adventures without AL-specified steeping guidance, and Hoard Item Quirks are not available. Your steeped magic item loses power if unattended for 30 days; when unattended, you must log each session's days and count DT spent.

Unique

(Double Cost)

- ☐ **Advancing Help Weapon, +X (Any Campaign-Purchasable Type), Varies (Unique, Requires Attunement).** This is a *Weapon, +X* that increases its rarity by your tier, following the ALPG "Tier-Appropriate Rarities" table up to a *Weapon, +3*. While attuned to your weapon, you can cast one of the following spells in your tier or lower, from your weapon.

- Tier 1 *Feather Fall*
- Tier 2 *Beacon of Hope*
- Tier 3 *Circle of Power*
- Tier 4 *Heroes' Feast*

Once this property is used, it can't be used again until the next dawn.

REPEATABLE REWARDS (∞)

(40 SERVICE HOURS)

In exchange for 40 service hours, you earn one level, 50 DT or 50,000 GP, and one of the described rewards.

- ☐ *Armor, +1* (DMG).
- ☐ *Weapon, +2* (DMG).
- ☐ 5 Rare (or lower) DMG Potions.
- ☐ Add one Minor Property or Quirk (DMG) to one permanent magic item already earned from this version of the ALSR. Log all necessary details.

- ☐ Earn one Very Rare or lower rarity *Spell Scroll* (at the spell's lowest level) and a discount on the cost of a "Training" Downtime activity (PH 2014). Subtract 150 DT and 150 GP from the listed cost.

*CHANGE LOG

August 6, 2026. Changes were extensive, so no red text or asterisks were added to updated sentences.

- Replaced and added rewards and service types.
- Replaced the Effective date range with an annual start date.

APPENDIX A: SERVICE LOG

DATE: _____ SERVICE HOURS PERFORMED: _____ SERVICE TYPE: _____

Adventure, Event, or Stream Name: _____

☐ Adventure Rewards or ☐ Rewards by Rarity:

My Player's Rewards: _____

Achievements: _____ ☐ Retroactive

Details: _____

Rewards: _____

Assigned Character: _____

Level Assigned to: _____

Rewards Assigned to: _____

Notes: _____

Grand Total Hours: _____ Spent: _____ Saved: _____

DATE: _____ SERVICE HOURS PERFORMED: _____ SERVICE TYPE: _____

Adventure, Event, or Stream Name: _____

☐ Adventure Rewards or ☐ Rewards by Rarity:

My Player's Rewards: _____

Achievements: _____ ☐ Retroactive

Details: _____

Rewards: _____

Assigned Character: _____

Level Assigned to: _____

Rewards Assigned to: _____

Notes: _____

Grand Total Hours: _____ Spent: _____ Saved: _____

DATE: _____ SERVICE HOURS PERFORMED: _____ SERVICE TYPE: _____

Adventure, Event, or Stream Name: _____

☐ Adventure Rewards or ☐ Rewards by Rarity:

My Player's Rewards: _____

Achievements: _____ ☐ Retroactive

Details: _____

Rewards: _____

Assigned Character: _____

Level Assigned to: _____

Rewards Assigned to: _____

Notes: _____

Grand Total Hours: _____ Spent: _____ Saved: _____

APPENDIX B: CERTIFICATES

Keep rewarded items' certificates with your characters for their trades (*ALPG*) and verifiable documentation.

Service Award Common or Uncommon Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME 	Service Award Common or Uncommon Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME 	Service Award Common or Uncommon Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME 
Service Award Common or Uncommon Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME 	Service Award Common or Uncommon Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME 	Service Award Common or Uncommon Magic Item <i>Javelin of Lightning</i> <i>(Dungeon Master's Guide)</i> Magic Item Selected: Source: PLAYER NAME CHARACTER NAME 

Service Award
Robe of Useful Items
(Dungeon Master's Guide)

Patches:

- Door
- Ladder (2)
- Horse with saddle
- Pit
- *Potions of Healing*
- Rowboat
- Level 1 *Spell Scroll* (3)
- Portable ram

PLAYER NAME CHARACTER NAME

Service Award
Wind Fan
(Dungeon Master's Guide)

PLAYER NAME CHARACTER NAME

Service Award
Elemental Armor
(Medium), Uncommon (Unique)

Armor's Elemental Type:

Choose one: Air, Earth, Fire, or Water (may not change).

While wearing this armor, you may take an Action to create one of *Elementalism's* "Beckon" or "Sculpt Element" spell effects, matching your elemental type. Once this property is used, it can't be used again until the next dawn.

PLAYER NAME CHARACTER NAME

Service Award
Living Book
(Enduring Spellbook)
 (Unique familiar, companion, or other ally)

Stat Block: Raven, Bludgeoning damage. Critical Hit: Targets take an additional 1 Slashing damage.

This creature doesn't count against your "Carried Magic Items by Tier" limit.

PLAYER NAME CHARACTER NAME

Service Award
Living Book (of History)
 (Unique familiar, companion, or other ally)

Stat Block: Raven, Bludgeoning damage. Critical Hit: Targets take an additional 1 Slashing damage.

Topic (and Title):
 The _____ of _____
 The (choose one) "Historical Events," "People," "Laws and Politics," or "Cultures" of one campaign settlement (choices may not change).

Gain a +5 bonus to INT (History) Checks on your book's topic.

PLAYER NAME CHARACTER NAME

Service Award
Shoe Wings
Wondrous Item, Common (Unique)

Attach these wings to your feet or footwear and they'll help you react quickly when entering combat. When you roll for Initiative while wearing the wings, you can forgo your d20 roll result to get a 10 on the die instead. Once this property is used, it can't be used again until the next dawn.

PLAYER NAME CHARACTER NAME

Service Award
Rare
Magic Item

Magic Item Selected:

Source:

PLAYER NAME CHARACTER NAME

&

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Service Award
Rare
Magic Item

Magic Item Selected:

Source:

PLAYER NAME CHARACTER NAME

&

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Service Award
Rare
Magic Item

Magic Item Selected:

Source:

PLAYER NAME CHARACTER NAME

&

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Service Award
Rare
Magic Item

Magic Item Selected:

Source:

PLAYER NAME CHARACTER NAME

&

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Service Award
Rare
Magic Item

Magic Item Selected:

Source:

PLAYER NAME CHARACTER NAME

&

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Service Award
Rare
Arrow-Catching Shield
(Dungeon Master's Guide)

Magic Item Selected:

Source:

PLAYER NAME CHARACTER NAME

&

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Service Award
Ring of Animal Influence
(Dungeon Master's Guide)

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PLAYER NAME CHARACTER NAME

Service Award
Wand of Paralysis
(Dungeon Master's Guide)

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PLAYER NAME CHARACTER NAME

Service Award
Steeping, Stirring (Rare)
(FToD)

Upgrade the steep of one "Hoard Magic Item" in your tier-appropriate character's inventory from *Slumbering (Uncommon)* to *Stirring (Rare)*.
 Dragon Family (any, if prompted):

(choice may not change).
 No Hoard Item Quirks or year-long, between-session, or non-*FToD* adventure steeping allowed without AL-specified guidance. Item loses power if unattended for 30 days (*FToD*).

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PLAYER NAME CHARACTER NAME

Service Award
Giant Fennec Fox
(Unique familiar, mount, companion, or other ally)

Stat Block: Wolf

This desert fox is adept at staving off the hazard of dehydration; the fox has Advantage on ability checks to find water within 30 feet of them. On a success, the fox finds 1d12 gallons of clean, fresh water. Once this property is used, it can't be used again until the next dawn.

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PLAYER NAME CHARACTER NAME

Service Award
Magic Resistant Balm
Wondrous Item, Rare
(Unique).

As a Utilize action, apply this consumable dose of ointment and receive advantage on your next saving throw versus magic or spell effect.

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PLAYER NAME CHARACTER NAME

Service Award
Witches' Stone,
Wondrous Item, Rare
(Unique).

When seeking Spellcasting Services, show this stone to the spellcaster and they'll be open to negotiations for a discount. You must succeed on a DC 13 Charisma (Persuasion) Check to receive half off of one Spellcasting Service. This property can't be used again until the next dawn.

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PLAYER NAME CHARACTER NAME

Service Award Very Rare Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Very Rare Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Very Rare Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME
Service Award Very Rare Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Very Rare Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Dragon Scale Armor <i>(Dungeon Master's Guide)</i> (Player's Choice of Dragon Type) (Choice may not change) PLAYER NAME CHARACTER NAME

Service Award
Quarterstaff of the Acrobat
(Dungeon Master's Guide)

PLAYER NAME: _____ CHARACTER NAME: _____

&

Service Award
Sword of Sharpness
(Dungeon Master's Guide)

PLAYER NAME: _____ CHARACTER NAME: _____

&

Service Award
Steeping, Wakened
(Very Rare) (FToD)
 Upgrade the steep of one "Hoard Magic Item" in your tier-appropriate character's inventory from *Stirring (Rare)* to *Wakened (Very Rare)*.
Dragon Family (any, if prompted):

(choice may not change).
 No Hoard Item Quirks or year-long, between-session, or non-FToD adventure steeping allowed without AL-specified guidance. Item loses power if unattuned for 30 days (FToD).

PLAYER NAME: _____ CHARACTER NAME: _____

&

Service Award
Glitter Mephit
(Unique familiar, companion, or other ally)

Stat Block: Ice Mephit, Slashing damage. If the target of the mephit's Glitter Breath (Frost Breath) fails their Constitution Saving Throw they also have the Blinded condition until the end of their next turn.

PLAYER NAME: _____ CHARACTER NAME: _____

&

Service Award
Miniature Mammoth
(Unique familiar, mount, companion, or other ally)
Stat Block: Elk

When the mammoth is behind you, creatures have Disadvantage on their Search Check for tracking you. On each of the trackers' Search rolls, your character must also succeed on a DC 13 Wisdom (Animal Handling) Check or the mammoth is too scared to remain behind you. Their fear passes in 1 hour.

PLAYER NAME: _____ CHARACTER NAME: _____

&

Service Award
Potion of Mithridatism
Potion, Very Rare (Unique)

When you drink this consumable potion, you must succeed on a DC 13 Constitution saving throw or have the Poisoned and Paralyzed conditions for 1 minute. You may repeat the save at the end of each of your turns, ending the conditions on a success. On a success or after the conditions end, you are immune to the Poisoned condition for 8 hours.

PLAYER NAME: _____ CHARACTER NAME: _____

&

Service Award Legendary Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Legendary Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Legendary Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME
Service Award Legendary Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Legendary Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME	Service Award Legendary Magic Item Magic Item Selected: Source: PLAYER NAME CHARACTER NAME

Service Award
Legendary Magic Item

Magic Item Selected:

Source:

PLAYER NAME CHARACTER NAME

&

Service Award
Crystal Ball of True Seeing
(Dungeon Master's Guide)

PLAYER NAME CHARACTER NAME

&

Service Award
Instrument of the Bards (Ollamh Harp)
(Dungeon Master's Guide)

PLAYER NAME CHARACTER NAME

&

Service Award
Robe of the Archmagi
(Dungeon Master's Guide)

PLAYER NAME CHARACTER NAME

&

Service Award
Steeping, Ascendant
(Legendary) (FToD)

Upgrade the steep of one "Hoard Magic Item" in your tier-appropriate character's inventory from *Wakened (Very Rare)* to *Ascendant (Legendary)*. No Hoard Item Quirks or year-long, between-session, or non-FToD adventure steeping allowed without AL-specified guidance. Item loses power if unattended for 30 days (FToD).

PLAYER NAME CHARACTER NAME

&

Service Award
Advancing Help
Weapon, +X (Any Campaign-Purchasable Type), Varies (Unique, Requires Attunement)

Your weapon increases its rarity by your tier (ALPG "Tier-Appropriate Rarities" table), up to *Weapon, +3*. While attuned, you can cast one of these spells in your tier or lower, from your weapon.

Feather Fall (tier1), *Beacon of Hope* (tier2), *Circle of Power* (tier3), *Heroes' Feast* (tier4)

Once this property is used, it can't be used again until the next dawn.

PLAYER NAME CHARACTER NAME

&

Service Award
Armor, +1
(Dungeon Master's Guide)
Armor Type:

Service Award
Weapon, +2
(Dungeon Master's Guide)
Weapon Type:

Service Award
Potion (Rare)
(Dungeon Master's Guide)
Potion Selected:

PLAYER NAME
CHARACTER NAME

PLAYER NAME
CHARACTER NAME

PLAYER NAME
CHARACTER NAME

Service Award
Potion (Rare)
(Dungeon Master's Guide)
Potion Selected:

Service Award
Potion (Rare)
(Dungeon Master's Guide)
Potion Selected:

Service Award
Potion (Rare)
(Dungeon Master's Guide)
Potion Selected:

PLAYER NAME
CHARACTER NAME

PLAYER NAME
CHARACTER NAME

PLAYER NAME
CHARACTER NAME

Service Award
Potion (Rare)
(Dungeon Master's Guide)

Potion Selected:

PLAYER NAME CHARACTER NAME

&

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Service Award
Minor Property or Quirk

Add one Minor Property or Quirk (*DMG*) to one permanent magic item already earned from this version of the *ALSR*. Log all necessary details.

PLAYER NAME CHARACTER NAME

&

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Service Award
Spell Scroll

You have one Very Rare or lower rarity *Spell Scroll* (at the spell's lowest level)

Spell Scroll:

PLAYER NAME CHARACTER NAME

&

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Service Award
Training Discount

You have a discount on the cost of a "Training" Downtime activity (*PH 2014*). Subtract 150 DT and 150 GP from the listed cost.

Training:

PLAYER NAME CHARACTER NAME

&

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