D&D® Adventurers League Service Awards

2024: 50th Anniversary, version 1.2

Effective Date: June 4th to Sept. 30, 2024

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. 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** and the **D&D Adventurers League DM's Guide.**

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.

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. 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 Dungeon Master or player, you earn time equal to the time of the streamed session or streamed Dungeon Master 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 Dungeon Masters) to qualify for this reward.

Event Staffing. This is the act of assisting event organizers in organizing duties, excluding Dungeon Mastering. 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 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 (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 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 31st*, 2024. You should choose and assign your rewards before performing any service for the next reporting period. If a new Service Awards document is not available on September* 1st, 2024, you may continue to use this or start saving hours for the next Service Awards document.

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REWARDS LIST: Celebrating 50 Years of D&D

June 3rd to September 30, 2024

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 Adventures 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. For this reward, 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.

- ☐ *Boomerang Shield*** +10 downtime days
- ☐ *Wand of Scowls* *** + 10 downtime days
- ☐ *Armor of Fungal Spores* ** + 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.

- ☐ *Giant Slayer* + 20 downtime days
- ☐ *Boots of Levitation* +20 downtime days
- ☐ *Spider Staff*^ + 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.

- ☐ *Ring of Shooting Stars* + 30 downtime days
- ☐ *Scimitar of Speed* + 30 downtime days
- ☐ *Manuel of Gainful Exercise* + 30 downtime days
- ☐ Very rare reward + 10,000 gp _____
- ☐ Very rare reward + 10,000 gp _____
- ☐ Very rare reward + 10,000 gp _____

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

- ☐ *Cloak of Invisibility* + 40 downtime days
- ☐ *Ring of Spell Turning* + 40 downtime days
- ☐ Legendary reward + 40 downtime days _____

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

- ☐ *+2 weapon, +1 armor,* or 5 rare or lower rarity *potions* from an available Player's Guide source except firearms + 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 you Dungeon Mastered. The rewards must be assigned to one character of the same tier who 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 5 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:

_____, _____, _____, _____, _____

** Item found in *The Book of Many Things*. *** Item found *Xanthar's Guide to Everything* ^*Phandelver and Below : The Shattered Obelisk*

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Service Award

Wand of Scowls

This item is described in the *Xanthar's Guide to Everything.*

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Player Name Character Name

Service Award

Armor of Fungal Spores

This item is described in The Book of Many Things.

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Player Name Character Name

Service Award

Boomerang Shield

This item is described in *The Book of Many Things.*

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Player Name Character Name

Service Award

Giant Slayer

This item is described in the *Basic Rules.*

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Player Name Character Name

Service Award

Boots of Levitation

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

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Player Name Character Name

Service Award

Spider Staff

This item is described in the *Phandelver and Below: The Shattered Obelisk.*

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Player Name Character Name

Service Award

Ring of Shooting Stars

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

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Player Name Character Name

Service Award

Scimitar of Speed

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

Common or Uncommon Magic Item

Magic Item Selected

_____

Adventure Source

_____

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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

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

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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

+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

+2 Weapon

Weapon Selected:

+ _____

Player Name | Character Name

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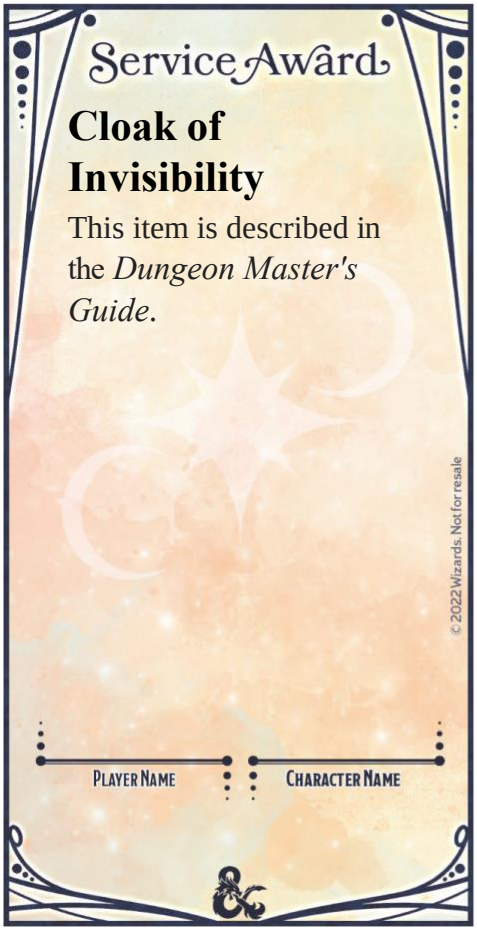

Change Log:

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

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