



D&D® ADVENTURERS LEAGUE FORGOTTEN REALMS® SERVICE AWARDS

Effective Date: November 2, 2021 to January 31, 2022. Season: 11A.

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 Forgotten Realms Player's Guide**, the **D&D Adventurers League Forgotten Realms DM's Guide** and the **D&D Adventurers League Forgotten Realms FAQ**.

This document specifically talks about service awards for D&D Adventurers League play set in the Forgotten Realms, which includes all Adventurers League adventures except those from *Eberron: Oracle of War* (EB series) and *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 Forgotten Realms character.

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
- 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.

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 amount 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 January 31, 2021. You should choose and assign your rewards before performing any service for the next reporting period.

REWARDS LIST: SEASON OF THE FEY

November 2, 2021 through January 31, 2022

Use this sheet as a worksheet to tally your rewards as you've earned them. Certificates for magic items follow this page.

Total Service Hours _____

UNCOMMON REWARDS

Start here. You may select rewards in any order from this list. You earn one reward for every five (5) service hours logged.

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.

Once you've completed this list, you may select rewards from the next list (Rare Rewards). See the attached certificates for item descriptions.

- Nereid shawl* + 10 downtime days
- The Night Queen's eyes* + 250 gp
- Mariner's armor (scale mail)* + 250 gp
- Quiver of the centaurs* + 250 gp
- Lathai's saddle* + 10 downtime days
- Pixie winged boots* + 10 downtime days

RARE REWARDS

After selecting all the Uncommon Rewards, you may select rewards from this list. You may select rewards in any order from this list. You earn one reward for every ten (10) service hours logged.

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.

Once you've completed this list, you may select rewards from the next list (Very Rare Rewards). See the attached certificates for item descriptions.

- Darkthorn arrows (5)* + 2500 gp
- Faerie dragon's favor* + 2500 gp
- Hag's clawblade* + 20 downtime days
- Siren's caress* + 20 downtime days
- The Blink Dog's Guide to Transversing the Feywild* + 2500 gp
- Sprite's rescue* + 20 downtime days

VERY RARE REWARDS

After selecting all the Rare Rewards, you may select rewards from this list. You may select rewards in any order from this list. You earn one reward for every fifteen (15) service hours logged.

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.

Once you've completed this list, you've earned every reward obtainable in this reporting period. See the attached certificates for item descriptions.

- Naerth's planar compass* + 10,000 gp
- Daphnaie armor (hide)* + 30 downtime days
- Grig fiddle* + 30 downtime days
- Wildmane's shoes* + 30 downtime days
- Fairy mushroom ring* + 10,000 gp
- Harengon's freedom* + 10,000 gp

SERVICE AWARD

Nereid Shawl

The last vestige of a dying nereid, this delicate, white shawl made of shimmering seafoam is weightless when worn. When underwater, you always know which direction the surface lies. This item functions as a *cloak of the manta ray* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

The Night Queen's Eyes

Once belonging to an archfey known as the Night Queen, these obsidian gemstones fit over the eyes, and you perceive others' faces as sinister countenances. This item functions as *goggles of night* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Mariner's Armor (Scale Mail)

Constructed of flat, smooth, and overlapping river stones, this set of scale mail is surprisingly light and mobile. While wearing the armor, you need half the water normally required to stave off exhaustion. This item functions as *mariner's armor (scale mail)* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Quiver of the Centaurs

Crafted from the black, chitinous hide of a giant spider with goldleaf etchings of centaur warriors, the quiver gives you advantage on social interaction checks to improve the attitude of centaurs. This item functions as a *quiver of Ehlonna* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Lathai's Saddle

Constructed by sea elves and made of hardened seaweed and lily pads, this item allows the mount to understand you. This item functions as a *saddle of the cavalier* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Pixie Winged Boots

These elegant, supple boots have iridescent, rainbow-colored pixie wings on their sides. When in use, the wings flutter and a trail of pixie dust sprinkles from their heels. This item functions as *winged boots* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Darkthorn Arrows (5)

The heads of these five arrows are dark thorns of an unknown Feywild plant. When fired, they emit a greenish, glittering smoke trail. This item functions as *+2 ammunition (arrows)* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Faerie Dragon's Favor

This cloak appears as scintillating faerie dragon winds. While wearing this cloak, you understand written and spoken Draconic. This item functions as if a *mantle of spell resistance* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Hag's Clawblade

This rapier has a malachite blade and bears jagged, claw-like protrusions along its length. Its hilt changes its appearance each dusk, which has no effect on its other properties. This item functions as a *vicious weapon (rapier)* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Siren's Caress

This crystalline wand appears as a spiral-shaped waterspout. When used, a haunting melody is heard emanating from the wand. This item functions as a *wand of paralysis* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

The Blink Dog's Guide to Transversing the Feywild

This small, yellow book is inscribed in silver with the title in Sylvan. When used, you briefly flicker and the howl of dogs can be heard in the distance. This item functions as an *atlas of endless horizons* (see *Tasha's Cauldron of Everything*).

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SERVICE AWARD

Sprite's Rescue

A beautiful ring made of gilded sprite wings. When activated, translucent sprite wings sprout from your back. The ring faintly glows emerald green when a fey creature is within 30 feet of you. This item functions as if a *ring of feather falling* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Naerth's Planar Compass

A tethered compass made of string, wood shavings, and dried mushrooms with a center of brass, this item spins wildly when within 60 feet of a gate or portal to another plane. This item functions as an *amulet of the planes* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Daphnaie Armor (Hide)

This armor is made of pliant material from worn, laurel tree bark with stylized carvings of dancing dryads burnt into it. Small bits of green moss accentuate the wood, allowing the wearer to gain advantage on Dexterity (Stealth) checks when in a forest. This item functions as *+3 armor (hide)* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Grig Fiddle

This two-inch fiddle is constructed of gilded wood, with strings made of silver unicorn hair. When held, the fiddle resizes appropriately for its wielder, though it shrinks back down to its original size when not in use. This item functions as a *instrument of the bards (anstruth harp)* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Wildmane's Shoes

Though cloven in appearance, these horseshoes fit the hooves of a horse or similar creature and are constructed of a hardened reed as strong as iron. The creature wearing them leaves a trail of small blooming flowers wherever it treads, provided the plants can take root. This item functions as *horseshoes of a zephyr* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Fairy Mushroom Ring

This delicate ring is shaped into a circle of miniature red, blue, white, and purple mushrooms, and glows with its own inner light. Whenever a charge is expended for another property, a swarm of harmless, multicolored dragonflies appear in your space and fly about for 1 minute. This item functions as if a *ring of shooting stars* (see the *Dungeon Master's Guide*).

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SERVICE AWARD

Harengon's Freedom

The hilt of this shortsword is decorated with images of frolicking harengon and the blade is constructed of a shimmering dark purple crystal. When wielded, you gain a +2 bonus to initiative if you're not incapacitated. This item functions as a *+3 weapon (shortsword)* (see the *Dungeon Master's Guide*).

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