



D&D[®] ADVENTURERS LEAGUE FORGOTTEN REALMS[®] SERVICE AWARDS

Effective Date: March 1, 2022 to August 31, 2022. Season: 11B.

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 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 August 31, 2022. You should choose and assign your rewards before performing any service for the next reporting period.

REWARDS LIST: SEASON OF THE DRAGON

March 1, 2022 through August 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 _____ **Service Hours Spent** _____ **Service Hours Remaining** _____

Tiered Adventure Rewards: You may choose any one magic item available in an adventure of the appropriate tier. For multi-tier adventures, you must choose a reward available to the tier specified below. You may not choose the same item from the same source again this season. Only adventures currently playable in the Forgotten Realms campaign qualify.

UNCOMMON REWARDS

These rewards cost 5 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.

See the attached certificates for item descriptions.

- Emerald pen* + 10 downtime days
- Periapt of health* + 10 downtime days
- Bag of tricks (tan)* + 10 downtime days
- Tier 1 adventure reward + 250 gp

- Tier 1 adventure reward + 250 gp

- Tier 1 adventure reward + 250 gp

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.

See the attached certificates for item descriptions.

- Dragon wing bow* + 20 downtime days
- Gem of seeing* + 20 downtime days
- Dragon slayer* + 20 downtime days
- Tier 2 adventure reward + 2500 gp

- Tier 2 adventure reward + 2500 gp

- Tier 2 adventure reward + 2500 gp

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.

See the attached certificates for item descriptions.

- Sapphire buckler* + 30 downtime days
- Dragon scale mail* + 30 downtime days
- Tome of clear thought* + 30 downtime days
- Tier 3/4 adventure reward + 10,000 gp

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- Tier 3/4 adventure reward + 10,000 gp

SERVICE AWARD

Emerald Pen

This item is described in *Fizban's Treasury of Dragons*.

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Periaport of Health

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

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Bag of Tricks (Tan)

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

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Dragon Wing Bow

Choose a weapon for the form of this *dragon wing bow* from the following list. The damage type is linked to the weapon choice.

- Hand crossbow (poison)
- Heavy crossbow (thunder)
- Light crossbow (fire)
- Longbow (lightning)
- Shortbow (acid)

This item is described in *Fizban's Treasury of Dragons*.

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Gem of Seeing

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

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Dragon Slayer

Choose a weapon for the form of this *dragon slayer* from the following list.

- Greatsword
- Longsword
- Rapier
- Scimitar
- Shortsword

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

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CHARACTER
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SERVICE AWARD

Sapphire Buckler

This item is described in *Fizban's Treasury of Dragons*.

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SERVICE AWARD

Dragon Scale Mail

Choose a dragon type for the armor's scales from the list below.

- Brass
- Bronze
- Copper
- Gold
- Silver

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

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SERVICE AWARD

Tome of Clear Thought

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

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SERVICE AWARD

Tier 1 Magic Item

Magic Item Selected

Adventure Source

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PLAYER
NAME

CHARACTER
NAME



SERVICE AWARD

Tier 1 Magic Item

Magic Item Selected

Adventure Source

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PLAYER
NAME

CHARACTER
NAME



SERVICE AWARD

Tier 1 Magic Item

Magic Item Selected

Adventure Source

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PLAYER
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CHARACTER
NAME



SERVICE AWARD

Tier 2 Magic Item

Magic Item Selected

Adventure Source

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Tier 2 Magic Item

Magic Item Selected

Adventure Source

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Tier 2 Magic Item

Magic Item Selected

Adventure Source

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Tier 3+ Magic Item

Magic Item Selected

Adventure Source

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Tier 3+ Magic Item

Magic Item Selected

Adventure Source

PLAYER
NAME

CHARACTER
NAME

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SERVICE AWARD

Tier 3+ Magic Item

Magic Item Selected

Adventure Source

PLAYER
NAME

CHARACTER
NAME

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