

# ATTENTION ORGANIZERS!

## PLEASE READ ALL THE ENCLOSED MATERIALS CAREFULLY!

- **You will receive 5 kits for the season.**
  - The first kit is the Chapter 1 kit, or “base kit.” You will receive this kit on or before September 15. It contains everything you need to run Chapter 1 of the season and the promotional materials.
  - The second kit is the Chapter 2 kit. It will arrive approximately one week before the start of that chapter. It will contain the Chapter 2 adventure.
  - The third kit is the Chapter 3 kit. It will arrive approximately one week before the start of that chapter. It will contain the Chapter 3 adventure, and the second player reward. All characters become level 2 at the start of this chapter.
  - The fourth kit is the Chapter 4 kit. It will arrive approximately one week before the start of that chapter. It will contain the Chapter 4 adventure.
  - The fifth and final kit is the Chapter 5 kit. It will arrive approximately one week before the start of that chapter. It will contain the Chapter 5 adventure. All characters become level 3 at the start of this chapter.
- **Players are encouraged to create their own characters.**

Players can use the *Dungeons & Dragons Fantasy Roleplaying Game* boxed set, *Heroes of the Fallen Lands*, or (starting in Chapter 3) *Heroes of the Forgotten Kingdoms* to make a character.

Thanks, and have fun with D&D Encounters: Keep on the Borderlands!

# D&D ENCOUNTERS: KEEP ON THE BORDERLANDS ORGANIZER INSTRUCTIONS

## BASE KIT (KIT A, CHAPTER 1): SEPTEMBER 22 TO OCTOBER 13

### ADVENTURE EVERY WEEK!

Inside this kit, you'll have all the materials you need to run an exciting weekly in-store play program called **D&D Encounters™**. Each Wednesday, players and DMs converge at your store to participate in an ongoing mini-campaign, playing one encounter per session. What follows is a description of the kit contents included, as well as some information on running your event and distributing rewards.

### KIT CONTENT DESCRIPTION

Each kit contains enough materials to run 2 tables. Each table can consist of 1 DM and up to 6 players (4 or 5 per table is OK). Your kit contains the following materials:

- **The first chapter (4 sessions) of a 20-session adventure entitled "A Season of Serpents" packaged with double-sided poster maps detailing all the combat encounter locations (2 copies).** Four supplementary kits will be sent out later in the season; each contains a subsequent chapter. You'll receive these supplementary kits approximately one week before the chapter starts. Give the adventures to your DMs when you receive them, so they can prepare each week for the sessions.
- **A pack of 6 pre-generated character cards (2 packs).** Players are encouraged to create their own characters using the *D&D Essentials* products, but if they don't want to do so, characters are provided.
- **A token sheet to represent monsters, characters, and battlefield effects (2 sheets).** Give these token sheets to your DMs on or before the day of your first session.
- **A poster advertising the program with a Renown Point Tracker on the back.** Hang this in your store to promote the program, but make sure that you're able to access the back side of the poster to fill out the Renown Points each player earns from week to week.

- **D&D Encounters Cards for player rewards.** There are 20 copies of the **Delver Reward** (this season it's called *Heroic Aid*) in this kit. Kit C (for Chapter 3) will contain the other card - the **Adventurer Reward**. There are 12 copies of the **Adventurer Reward** (called *Enchanted Heirloom*). The first reward is expected to go out to all players once they've earned enough Renown Points; the last is rewarded at the conclusion of the season. See below for details.
- **A pack of ongoing damage cards (2 packs) for the DMs.** This pack of cards is the DM reward for this season.
- **This instruction sheet and accompanying materials.** Hand out the tracking sheets to the DMs so they can fill in the player information for you to report. **In addition, make certain that each player has a copy of the Play Tracker.** This is essential for the player to track their character's progress as they participate from week to week. **You'll need to print out or copy enough Play Trackers for everyone.**

### RUNNING YOUR SESSIONS

Follow these steps to ensure a great play experience! **Remember: Run only one encounter per week!**

- **Set aside Wednesdays and lock in a start time for your D&D Encounters sessions.** Keep the same time for the entire season, so players and DMs know when to come into the store. Each session should run about 1-2 hours.
- **Print out or photocopy enough Play Trackers for everyone.** Give these to the DMs to distribute to the players.
- **If people need them, print out or photocopy blank character sheets.**
- **Give the adventure/map and tokens to your DMs as soon as you get this kit.** Your DMs will need to read and prepare the adventure, so you'll want

to give them at least a few days to do so.

- **Make sure you fill out the Renown Point Tracker on the poster after each session.** Have you or your DMs fill in each player's Renown Point totals for the week on the poster so you know when players have earned their rewards.
- **DON'T FORGET TO REPORT AFTER EACH SESSION!** Collect the tracking sheets at the end of each session, or keep this information on Wizards Event Reporter. Reporting is critical to proper play tracking, maintaining your good standing as a Wizards Play Network organizer, and to ensure you continue to receive future kits. **If you have questions on reporting your play, please contact Wizards of the Coast for assistance. Do not let your reporting lapse!**

### DISTRIBUTING REWARDS

In your kit, you have a few rewards and prizes for your players and DMs. Here's how to distribute them:

- **When a player hits 20 Renown Points, give them the Delver Reward (*Heroic Aid* card).**
- **Let the players know that at 100 Renown Points, they'll qualify for the Adventurer Reward.** They do not receive these cards from you until the end of the season.
- **Distribute the DM rewards (the packs of ongoing damage cards) to each DM.** You can give these out to your DMs at the beginning of the season, or wait until the end. It's your choice.
- **At the end of the season, determine who gets the Adventurer Rewards.** Take a look at all the players that earned 100 or more points. If you have more players than cards, have them roll a d20 to determine their pick order. You may have more players that qualify for a reward than earn it, although everyone should at least get the **Delver Reward** for participating!



## ABILITIES AND SKILLS

### Strength

MODIFIER

CHECK

Strength measures your physical power.

#### Athletics

☐ Trained

MISC.

CHECK

### Constitution

MODIFIER

CHECK

Constitution represents health, stamina, and vital force.

#### Endurance

☐ Trained

MISC.

CHECK

### Dexterity

MODIFIER

CHECK

Dexterity measures coordination, agility, and balance.

#### Acrobatics

☐ Trained

MISC.

CHECK

#### Stealth

☐ Trained

MISC.

CHECK

#### Thievery

☐ Trained

MISC.

CHECK

### Intelligence

MODIFIER

CHECK

Intelligence describes how well you learn and reason.

#### Arcana

☐ Trained

MISC.

CHECK

#### History

☐ Trained

MISC.

CHECK

#### Religion

☐ Trained

MISC.

CHECK

### Wisdom

MODIFIER

CHECK

Wisdom measures common sense, self-discipline, and empathy.

#### Dungeoneering

☐ Trained

MISC.

CHECK

#### Heal

☐ Trained

MISC.

CHECK

#### Insight

☐ Trained

MISC.

CHECK

#### Nature

☐ Trained

MISC.

CHECK

#### Perception

☐ Trained

MISC.

CHECK

### Charisma

MODIFIER

CHECK

Charisma measures force of personality and leadership.

#### Bluff

☐ Trained

MISC.

CHECK

#### Diplomacy

☐ Trained

MISC.

CHECK

#### Intimidate

☐ Trained

MISC.

CHECK

#### Streetwise

☐ Trained

MISC.

CHECK

## POWERS AND FEATS

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## WEALTH

## COMBAT STATISTICS

### Initiative

Roll initiative to determine the turn order in combat.

### Speed

Your speed is the number of squares you can move with a move action.

## DEFENSES

### Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

### Fortitude

Fortitude measures your toughness and resilience.

### Reflex

Reflex measures your ability to deflect or dodge attacks.

### Will

Will measures your strength of will, self-discipline, and devotion.

### Attack Bonus

WEAPON / POWER

DAMAGE

### Attack Bonus

WEAPON / POWER

DAMAGE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

### Hit Points

### Bloodied

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

### Healing Surge Value

### Surges Per Day

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

## CURRENT HIT POINTS

Temporary Hit Points

Surges Used

## EQUIPMENT AND MAGIC ITEMS

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## ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: \_\_\_\_\_ Level: \_\_\_\_\_

Race: \_\_\_\_\_ Gender: \_\_\_\_\_

Alignment: \_\_\_\_\_

Languages: \_\_\_\_\_

## CHARACTER NOTES

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

## EXPERIENCE POINTS (XP)

XP for next level: \_\_\_\_\_

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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### DUNGEON MASTER

DM Name: \_\_\_\_\_

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