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!

The D&D Organized Play Team
Wizards of the Coast

D&D ENCOUNTERS: KEEP ON THE BORDERLANDS ORGANIZER INSTRUCTIONS
SUPPLEMENTAL KIT (KIT D, CHAPTER 4): DECEMBER 15 TO JANUARY 5

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 fourth 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).** One base kit and two supplementary kits were sent out previously, and one supplementary kit will be sent out later in the season; each contains a subsequent chapter. You'll receive this supplementary kit 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.
- **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 <u>qualify</u> 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!

REMEMBER – 2ND LEVEL!

Characters should begin at 2nd level, regardless of how much experience they earned in the previous three chapters. New players coming in during Chapter 4 should create a 2nd-level character instead of a 1st-level one.

NEW RULEBOOK AVAILABLE!

Starting with Chapter 3, players may use the *Heroes of the Forgotten Kingdoms* product to create a new character or add options to an existing one. This is in addition to the *Heroes of the Fallen Lands* and *Dungeons & Dragons Fantasy Roleplaying Game* boxed set.

DUNGEONS & DRAGONS®

CHARACTER NAME

Class: _____ Level: _____
Race: _____ Gender: _____
Alignment: _____
Languages: _____
_____

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
_____
_____
_____
_____
_____
_____
_____
_____
_____

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.

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: _____

DUNGEONS & DRAGONS®
SESSION TRACKING

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: ☐☐ / ☐☐ / ☐☐   Start Time: ☐☐ : ☐☐   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).
 Month Day Year   Hour Minute

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

Player Name	RPGA/DCI Number
1	☐☐☐☐☐☐☐☐☐☐
2	☐☐☐☐☐☐☐☐☐☐
3	☐☐☐☐☐☐☐☐☐☐
4	☐☐☐☐☐☐☐☐☐☐
5	☐☐☐☐☐☐☐☐☐☐
6	☐☐☐☐☐☐☐☐☐☐

DUNGEON MASTER
DM Name: _____
☐☐☐☐☐☐☐☐