

# A PASSAGE INTO MYSTERY

## ADVENTURE CREATION INSTRUCTIONS

### BUILDING YOUR OWN ADVENTURE

This instruction document contains quick guidelines for creating an adventure out of the materials provided. Follow each step below to create a short adventure in a small amount of time. If you are participating in this activity as a team, you will most likely have a limited amount of time (probably 1 hour) to create the adventure. If you divide up responsibilities and coordinate, you should be able to create 2 encounters' worth of play in that time.

**Take Home Prep:** If your organizer gave you these instructions to take home and build an adventure, you'll likely have a lot more time to work on your encounters. You might want to review Chapter 4: Building Encounters in the *Dungeon Master's Guide* while constructing your adventure.

**Team-Built Adventure:** If your organizer placed you into a team, you will be creating the adventure at the event. After you finish, the team leads will DM the created adventure for another team. The other participants will play another team's creation!

### STEP 0: PICK A TEAM LEAD

Pick one person in your team to act as the team coordinator and DM. This person will be the one responsible for gathering up the encounter worksheets and reviewing the adventure before DMing it for another team. Ideally, that person should have experience as a Dungeon Master.

### STEP 1: DETERMINE YOUR THEME

**Time:** 10 minutes

**Adventure Setting:** A cavern network above a waterfall, about 5 miles from a nearby village.

Before you begin passing out the encounter worksheets and breaking into smaller teams to work on the 2 encounters, choose a theme for your adventure. Why are the adventurers going to the caverns? Some sample themes are provided below, or make up your own!

- **Rescue a kidnapped villager.** A villager from a nearby village has gone missing, and the adventurers have been hired by the villagers to find the kidnapped person(s). The trail of the kidnappers leads them to the cavern complex.
- **Eradicate the raiders.** Raiders from the caverns have plagued the village and nearby farms of late, and the adventurers have been promised a reward from the villagers for ridding the countryside of their menace.
- **Investigate a strange cult.** At night, villagers often see torchlit figures traveling to the cavern complex near the waterfall. Those that dare get close enough to the caverns hear strange chanting sounds and occasional screams.
- **Seek out a valuable treasure.** For many years, the villagers have spread tales of a great treasure that lies hidden within the nearby caverns. However, no one that has ventured forth to claim the treasure has returned. The adventurers arrive to test their mettle against the dangers that await and claim the treasure for their own.

### STEP 2: SELECT MONSTERS FOR ENCOUNTERS

**Time:** 20 minutes

You won't use all the monsters provided in the kit for the 2 encounters. However, we've provided you with enough monsters to pick and choose what you'd like to use for the adventure. The kit provides you with the following monsters and quantities (stats for the monsters are at the end of this document):

- **x1 doomdreamer:** level 8 controller (leader)
- **x1 duergar cleric of Asmodeus:** level 7 controller (leader)
- **x3 duergar guard:** level 4 soldier
- **x1 foulspawn hulk:** level 12 brute
- **x1 foulspawn mangler:** level 8 skirmisher
- **x1 hoard scarab larva swarm:** level 7 lurker
- **x3 minotaur thug:** level 9 skirmisher
- **x1 scarecrow stalker:** level 6 soldier

**Cool Themes:** A few good themes include the two foulspawn, which are aberrant creatures corrupted by the mad plane known as the Far Realm; the duergar cleric and his guards, which are a race of dwarves tainted by infernal forces, and the doomdreamer (a human that follows the insane tenets of Tharizdun, the chaotic evil deity of entropy and annihilation) with his minotaur thugs.

### STEP 2A: PICK A BOSS

The **doomdreamer** (good for a hard adventure) and **duergar cleric of Asmodeus** (good for an easy or average adventure) make great "boss villains," since they're both leaders and could be the masterminds behind your theme. The **doomdreamer** likes to use the **minotaur thugs** as muscle, and the **duergar cleric** often uses the **duergar guards** for protection. If your theme doesn't involve a leader-type, you don't have to choose one.

### STEP 2B: FILL OUT YOUR ENCOUNTERS

You'll want to choose monsters for 2 encounters. Since this is a short adventure, you should make the encounters between 6th and 9th level. Pick 3-8 monsters for each encounter that fit your theme. An encounter's final level can be easily figured out by simply totaling up the XP of all the monsters you'll use. The XP totals for each monster can be found on the cards at the end of this document. Use the following guide below, keeping in mind that you don't have to hit the XP totals exactly.

- **Easy adventure:** A level 6 encounter (total about 1,250 XP) and a level 7 encounter (total about 1,500 XP)
- **Average adventure:** A level 7 encounter (total about 1,500 XP) and a level 8 encounter (total about 1,750 XP)
- **Hard adventure:** A level 8 encounter (total about 1,750 XP) and a level 9 encounter (total about 2,000 XP)

### STEP 2C: CUT UP AND DISTRIBUTE MONSTER STATS

Fold and tear or cut the monster stats that you'll use for the monsters you've selected. The monster stats are provided at the end of this document. Place them into 2 piles - one for the monsters for the first encounter and one for the monsters in the second one.

## STEP 3: WRITE OUT THE ENCOUNTERS

**Time:** 20 minutes

The best way to do this is to break up into 2 smaller groups, with each group taking one encounter. Pass out the encounter worksheets for both encounters and the monster stat pile for each. Have one person with good handwriting in each group; that person will be the “scribe,” writing out the encounter on the encounter worksheets provided. The groups will discuss the following:

- **Monster setup.** Write the names of the monsters being used (and the quantities) in the space provided in the setup section. Mark the monsters’ starting locations on the worksheet map; it’s best to assign each monster a letter and note the letter on the worksheet map.
- **Read-aloud text.** Write out 2-3 sentences of what the adventurers see when they enter this area. You can also write another sentence or two if the adventurers continue around a bend and see more than they could initially view when they started the encounter.
- **Monster tactics.** Write out a sentence or two in the space provided for each monster (or small group of monsters, like the duergar guards or minotaur thugs) telling the DM what the monsters do during the combat - which powers it likes to use first, how it uses some of the terrain elements, or what characters it likes to attack.

## STEP 4: PUTTING IT ALL TOGETHER

**Time:** 10 minutes

Gather up the 2 encounter worksheets and monster stat piles and come back together as a whole team. Briefly talk over the whole adventure together, and create a few sentences of conclusion text for the players if their characters were successful in completing the adventure. Hand all the materials over to the team lead, who will DM the adventure for another team.

**Team Lead/DM:** The DM should get the double-sided poster map, monster miniatures, character cards, and character miniatures from the organizer and move to another table to run the adventure for a different team.

**Remaining Team Members:** A DM should come over to your table and run the adventure his/her team created for you! That DM should pass out the character cards and character minis for your use.

## STEP 5: PLAY A *PASSAGE INTO MYSTERY!*

Spend the next 2-3 hours playing through the adventure! At the conclusion of the adventure, the DM should be receive the monster minis pack and poster map for their service, and the players should get to keep their character card and character miniature.

## STEP 6: TELL US ABOUT YOUR EXPERIENCE!

Did you enjoy participating in DMG 2 Game Day? What did your team write up for an adventure? How was the adventure you played or ran for another team? Do you have any great stories? Tell us! Visit [www.dndgameday.com](http://www.dndgameday.com) after the event and you’ll find a place to leave us feedback, comments, and stories about your event.

# ADVENTURE WORKSPACE

Write out the following information as you go through the steps outlined above. Hand this to the DM along with the encounter worksheets and monster stats.

## ADVENTURE THEME

Write out the theme of the adventure below.

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## ADVENTURE READ-ALoud START

Explain to the players why their characters have come to the caverns in the space below. The DM will read this text to the players when they are ready to begin the adventure.

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## ADVENTURE READ-ALoud CONCLUSION

Give a brief conclusion that explains what happens if the characters succeed in the adventure. The DM will read this text to the players when they finish the adventure.

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**Doomdreamer** **Level 8 Controller (Leader)**  
Medium natural humanoid, human XP 350

INIT +6	Senses Perception +9 <b>Blessing of the Elemental Eye</b> aura 2; elemental and demon allies within the aura gain a +2 bonus to attack rolls.
AC 22	⊕ <b>Mace</b> (standard; at-will) ♦ <b>Weapon</b> +13 vs. AC; 1d8 + 7 damage.
FORT 18	☞ <b>Chilling Ray</b> (standard; at-will) ♦ <b>Cold</b> Ranged 5; +12 vs. Reflex; 1d8 + 7 cold damage, and the target is immobilized until the end of the doomdreamer's next turn.
REF 20	
WILL 21	
HP/Bloodied 87/43	<b>Speed</b> 6 <b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common, Primordial

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**Doomdreamer** (New)  
Dungeon Delve Stat Card Side 2

⚡ <b>Touch of Insanity</b> (standard; recharge ☞ ☞) ♦ <b>Psychic</b> +12 vs. Will; 1d6 + 7 psychic damage, and the target must move at least 1 square during its turn or take 10 psychic damage at the end of its turn (save ends).
⚡ <b>Maddening Howl</b> (standard; encounter) ♦ <b>Thunder</b> Close burst 5; targets enemies; +12 vs. Will; 2d8 + 7 thunder damage, and the target is dazed until the end of the doomdreamer's next turn.
<b>Equipment</b> purple robes of Tharizdun, mace, holy symbol of Elder Elemental Eye

**STR** 14 (+6) **DEX** 15 (+6) **WIS** 20 (+9)  
**CON** 15 (+6) **INT** 19 (+8) **CHA** 17 (+7)

**Duergar Cleric of Asmodeus** **Level 7 Controller (Leader)**  
Medium natural humanoid, dwarf (devil) XP 300

INIT +3	Senses Perception +7; darkvision <b>Immune</b> illusion; <b>Resist</b> 10 fire, 10 poison
AC 20	⊕ <b>Morningstar</b> (standard; at-will) ♦ <b>Weapon</b> +12 vs. AC; 1d10 + 5 damage.
FORT 20	☞ <b>Iron Bolt of Obedience</b> (standard; at-will) ♦ <b>Charm</b> Ranged 10; +11 vs. Will; the target slides 3 squares and makes a melee or ranged basic attack against a target of the cleric's choice with a +4 power bonus to the attack roll.
REF 19	
WILL 20	
HP/Bloodied 82/41	<b>Speed</b> 5 <b>Alignment</b> Evil <b>Languages</b> Common, Deep Speech, Dwarven, Supernal <b>Skills</b> Arcana +11, Diplomacy +10, Religion +11

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**Duergar Cleric of Asmodeus** (New)  
Dungeon Delve Stat Card Side 2

☞ <b>Demand Tribute</b> (standard; encounter) ♦ <b>Healing, Necrotic</b> Ranged 10; +11 vs. Fortitude; 1d8 + 4 necrotic damage. Until the end of the encounter, whenever the target spends a healing surge or allows another creature to spend a healing surge, the cleric regains 10 hit points.
☞ <b>Tyrannical Judgment</b> (immediate reaction, when an ally within 5 squares of the cleric misses with an attack; at-will) Ranged 5; the ally takes 5 damage and rerolls the attack.
⚡ <b>Wave of Despair</b> (standard; encounter) ♦ <b>Psychic</b> Close blast 5; targets enemies; +11 vs. Will; 2d8 + 5 psychic damage. Allies in the blast gain 5 temporary hit points and a +2 power bonus to attack rolls until the end of the cleric's next turn.

**STR** 13 (+4) **DEX** 11 (+3) **WIS** 19 (+7)  
**CON** 18 (+7) **INT** 16 (+6) **CHA** 14 (+5)

**Duergar Guard** **Level 4 Soldier**  
Medium natural humanoid, dwarf (devil) XP 175

INIT +5	Senses Perception +4; darkvision <b>Immune</b> illusion; <b>Resist</b> 10 fire, 10 poison
AC 21	⊕ <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b> +11 vs. AC; 1d10 + 3 damage.
FORT 18	
REF 15	
WILL 16	
HP/Bloodied 60/30	<b>Speed</b> 5 <b>Alignment</b> Evil <b>Languages</b> Common, Deep Speech, Dwarven <b>Skills</b> Dungeoneering +11

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**Duergar Guard** (H2 Adventure)  
Dungeon Delve Stat Card Side 2

☞ <b>Beard Quills</b> (minor; encounter) ♦ <b>Poison</b> Ranged 3; +11 vs. AC; 1d8 + 3 damage, and the target takes ongoing 2 poison damage and a -2 penalty to attack rolls (save ends both).
<b>Infernal Anger</b> (minor; recharge ☞ ☞) ♦ <b>Fire</b> Until the start of the duergar guard's next turn, it deals 4 extra fire damage with its melee attacks, and if an adjacent enemy moves or shifts during this period, the duergar guard can shift 1 square as an immediate reaction.

**STR** 17 (+5) **DEX** 13 (+3) **WIS** 14 (+4)  
**CON** 20 (+7) **INT** 10 (+2) **CHA** 7 (+0)

**Foulspawn Hulk** **Level 12 Brute**  
Large aberrant humanoid XP 700

INIT +8	Senses Perception +9; low-light vision <b>Bloodied Vigor:</b> +2 AC while bloodied <b>Immune</b> fear
AC 24	⊕ <b>Slam</b> (standard; at-will) Reach 2; +15 vs. AC (+17 while bloodied); 2d8 + 7 damage, or 3d8 + 9 damage while bloodied.
FORT 27	
REF 22	
WILL 22	
HP/Bloodied 150/75	<b>Speed</b> 8 <b>Alignment</b> Evil <b>Languages</b> Deep Speech, telepathy 10

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**Foulspawn Hulk** (MM page 113)  
Dungeon Delve Stat Card Side 2

<b>STR</b> 24 (+13)	<b>DEX</b> 14 (+8)	<b>WIS</b> 7 (+4)
<b>CON</b> 20 (+11)	<b>INT</b> 7 (+4)	<b>CHA</b> 14 (+8)

**Foulspawn Mangler**

Medium aberrant humanoid

**Level 8 Skirmisher**

XP 350

INIT +5	Senses Perception +7; low-light vision <b>Bloodied Vigor:</b> +2 AC and +2 Reflex while bloodied.
AC 22	⊕ <b>Bone Dagger</b> (standard; at-will) ♦ <b>Weapon</b> +13 vs. AC; 1d4 + 3 damage.
FORT 19	➤ <b>Bone Daggers</b> (standard; at-will) ♦ <b>Weapon</b>
REF 20	The foulspawn mangler makes two bone dagger attacks; ranged 5/10; +13 vs. AC; 1d4 + 3 damage with each hit.
WILL 19	
HP/Bloodied 86/43	Speed 7 (9 while bloodied) <b>Alignment</b> Evil <b>Languages</b> Deep Speech, telepathy 10 <b>Skills</b> Athletics +10, Stealth +12

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**Foulspawn Mangler**

Dungeon Delve Stat Card Side 2

(MM page 112)

⊕ **Dagger Dance** (standard; recharges when first bloodied) ♦ **Weapon**

The foulspawn mangler makes four bone dagger attacks and shifts 1 square after each attack.

**Combat Advantage**

The foulspawn mangler deals 2d6 extra damage against any target it has combat advantage against.

**Mangler's Mobility**

The foulspawn mangler gains a +5 racial bonus to AC against opportunity attacks provoked by movement.

**Equipment** 8 daggers

STR 13 (+5)    DEX 17 (+7)    WIS 6 (+2)  
CON 14 (+6)    INT 10 (+4)    CHA 14 (+6)

**Minotaur Thug**

Medium natural humanoid

**Level 9 Skirmisher**

XP 400

INIT +9	Senses Perception +6
AC 22	⊕ <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b> +14 vs. AC; 2d6 + 5 damage.
FORT 22	⊕ <b>Slashing Charge</b> (standard; at-will) ♦ <b>Weapon</b> The minotaur thug makes a charge attack; +14 vs. AC; 2d6 + 5 damage, and the target is pushed 1 square. <i>Effect:</i> The minotaur thug shifts 2 squares after the attack.
REF 21	
WILL 20	
HP/Bloodied 95/47	Speed 6 <b>Alignment</b> Unaligned <b>Languages</b> Common <b>Skills</b> Acrobatics +12, Athletics +13

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**Minotaur Thug**

Dungeon Delve Stat Card Side 2

(New)

⊕ **Goring Rampage** (standard; encounter) ♦ **Weapon**

The minotaur thug moves 6 squares and makes up to three attacks at any point during this move, attacking a different target each time; +15 vs. AC; 1d6 + 5 damage, and the target slides 1 square.

**Ferocity** (when reduced to 0 hit points)

The minotaur thug makes a melee basic attack.

**Equipment** short sword

STR 18 (+8)    DEX 17 (+7)    WIS 14 (+6)  
CON 15 (+6)    INT 9 (+3)    CHA 10 (+4)

**Hoard Scarab Larva Swarm**

Medium natural beast (swarm)

**Level 7 Lurker**

XP 300

INIT +13	Senses Perception +5; tremorsense 4 <b>Resist</b> half damage from melee and ranged attacks; <b>Vulnerable</b> 5 against close and area attacks <b>Swarm Attack</b> aura 1; makes a swarm of mandibles attack as a free action against any enemy that starts its turn within the aura.
AC 21	
FORT 18	⊕ <b>Swarm of Mandibles</b> (standard; at-will) +10 vs. Reflex; 1d6 + 1 damage, and ongoing 5 damage (save ends).
REF 19	
WILL 16	
HP/Bloodied 51/25	Speed 8, burrow 4, fly 6 (maximum altitude 3) <b>Alignment</b> Unaligned <b>Languages</b> – <b>Skills</b> Stealth +9 (+19 amid gold coins or similar material)

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**Hoard Scarab Larva Swarm**

Dungeon Delve Stat Card Side 2

(Draconomicon™)

**Combat Advantage**

If the swarm has combat advantage against the target, the target is also blinded on a hit (save ends).

STR 8 (+2)    DEX 22 (+9)    WIS 15 (+5)  
CON 19 (+)    INT 1 (-2)    CHA 9 (+2)

**Scarecrow Stalker**

Medium fey animate (construct)

**Level 6 Soldier**

XP 250

INIT +7	Senses Perception +9
AC 22	<b>Immune</b> disease, poison, sleep; <b>Vulnerable</b> 5 fire
FORT 18	⊕ <b>Razor Claws</b> (standard; at-will) +13 vs. AC; 1d8 + 6 damage.
REF 17	⊕ <b>Disemboweling Strike</b> (standard, slowed or immobilized target only; at-will) +13 vs. AC; 2d8 + 6 damage.
WILL 17	
HP/Bloodied 62/31	Speed 6 <b>Alignment</b> Unaligned <b>Languages</b> Common <b>Skills</b> Stealth +10

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**Scarecrow Stalker**

Dungeon Delve Stat Card Side 2

(MM2)

⊕ **Frightening Gaze** (standard; recharge ☒ ☒) ♦ **Fear, Gaze, Psychic**

Close blast 5; +11 vs. Will; 1d4 + 6 psychic damage, and the target is slowed until the end of the scarecrow's next turn.

**Restuff** (minor; at-will) ♦ **Healing**

The scarecrow stalker picks up handfuls of debris and stuffs itself or an adjacent scarecrow; the target regains 5 hit points. This action provokes opportunity attacks.

STR 16 (+6)    DEX 14 (+5)    WIS 13 (+4)  
CON 16 (+6)    INT 7 (+1)    CHA 8 (+2)

# DMG 2 WORLDWIDE D&D GAME DAY

## INSTRUCTIONS – PLEASE READ CAREFULLY!

### IMPORTANT INFORMATION!

Unlike past D&D Game Days, this version of the event has some significant differences. Instead of a provided adventure, we're giving DMs and participants a chance to create their own adventure with the instructions presented in this kit! Make sure that you read over this material carefully to ensure that your event runs smoothly.

### KIT CONTENT DESCRIPTION

Each kit supports play for up to 12 participants (2 tables consisting of 5 players plus a DM each). The kit contents are as follows:

- **The adventure creation instructions and encounter worksheets (2 copies).** This information is given to the DM before the event or given out to the participants on the day of the event.
- **A double-sided poster map detailing all of the combat encounter locations in the adventure (2 copies).** These maps are all to scale, making it very easy for the DM to get right to the action with minimal set-up. Give these to the DMs that will be running the adventure.
- **5 pregenerated character cards to play with the adventure (2 copies of each).** Give these 6th-level characters out to the players when they sit down to play the adventure after it has been created.
- **Monster miniatures for all the foes in the adventure (2 packs).** All the possible monsters that could be used in the adventure are present in the pack. Give these packs to the DMs running the adventure.
- **5 player character miniatures for the adventurers (2 of each).** These miniatures go with the character pictured on the character sheet. Hand these out to the players of the appropriate characters.
- **Flyers promoting the next Game Day event and upcoming D&D releases (50 copies).** Hand these out to anyone at your location, whether they're playing the adventure or just showing up to hang out.
- **This instruction and reporting sheet.**

### ORGANIZING THIS EVENT

This event has two ways in which it can be run; both are explained below. Note that larger venues or turnouts can use the method described for smaller ones.

**Event time:** Schedule 3 hours of play time if you're letting the DM create the adventure beforehand, or 4 hours

if you're having the players create the adventure the day of the event.

### DM PREPARED ADVENTURE - 1 TABLE

If you expect only about 1 table's worth of players, give the adventure creation instructions and encounter worksheets to your DMs at least a few days before the event. Let them create the adventure and bring it with them on the day of the event. Then, the Game Day runs much like past events - players show up, break into groups, and the DMs run their adventure.

### PLAYER CREATED ADVENTURE - MULTIPLE TABLES

A unique experience, this method of running the Game Day allows everyone to get in on the fun of creating an adventure! Here's how to run it:

- **Once your participants arrive for the event, have them divide up into teams of 5-7.** Get everyone seated into teams, and explain to them that they will be creating 2 encounters as a team for play after the time allotted for adventure creation is up.
- **Have each team pick a team lead.** The team lead is the person that's responsible for guiding the team's adventure creation process and is the DM for the team's adventure.
- **Hand each team lead the adventure creation instructions and encounter worksheets.** Instruct the teams that they will have 1 hour to create a 2-encounter adventure using the materials provided. Once their adventure is created, the team lead DMs the adventure for another team, and the rest of the team plays another team's adventure.
- **After adventure creation, team leads are the DMs for other teams.** After the hour is up, have the team leads collect the encounter worksheets from their team, and give them the materials (character cards, poster map, miniatures) to DM the adventure. They then go to another team's table and spend the next 3 hours or so running the adventure.

### NOVEMBER 6-8 – WEEKEND IN THE REALMS

In support of our largest shared-world campaign *Living Forgotten Realms*, Weekend in the Realms returns for its second year! A unique adventure playable only that weekend for new and low-level characters will be available. Sign-ups for the event start in September, so keep an eye on your email inbox and our website at [www.dndgameday.com](http://www.dndgameday.com).

# 2009 WORLDWIDE D&D GAME DAY EVENT REPORTING

To report your Worldwide D&D Game Day activity, please follow the instructions below:

- Go online to <https://membership.wizards.com/login.aspx>
- Sign in using your **DCI/RPGA number**
- Make sure you are at the **DCI and RPGA Personal Information Center**
- On the next screen select **Event Reporting** on the right side of the page in the box headed **My Links**
- Now select your Game Day event to be reported
- Click **Report Event**
- Add the Dungeon Master
- Add each player
- Once you have added all the Dungeon Masters and players click **Add a Session (table)**
- Add the appropriate Dungeon Master and Players for each session (table) from those you added to the complete roster above
- Also add the Adventure to each session (table)
- Repeat the above for each new session (table) until all Dungeon Masters and players have been added to a session (table)
- Once all this is complete click **Report Event**
- You should get a message that your event has been successfully reported

To check your event reporting status you can click on **My Events** on the right in the **My Links** box.

- On the next screen sort by **Coordinator** and **All**
- You should now see a full list of your coordinated events
- The status of your Game Day event should now read **Processed** confirming the report went through correctly
- You should also receive an email stating "Event upload notice"

## Note:

- You can save the reporting at any time and can return at a later date by clicking **save**
- Once you click Report Event you **cannot** add any more players, Dungeon Masters or sessions (tables)

Thank you for reporting your Worldwide D&D Game Day event!

- The Wizards of the Coast Organized Play Team



# WORLDWIDE DUNGEONS & DRAGONS GAME DAY

## XANDROSS

MALE HUMAN FIGHTER / LEVEL 6 / UNALIGNED

*“More souls for the Raven Queen to judge! Hah!”*

ABILITY SCORES

MOD

DEFENSES

INITIATIVE

TRAINED SKILLS

STR 20

+8

AC 25

+3

ATHLETICS +11

CON 15

+5

FORT 22

SPEED  
(in squares)

ENDURANCE +8

DEX 10

+3

5

HEAL +10

INT 8

+2

REF 17

VISION  
normal

INTIMIDATE +8

WIS 14

+5

WILL 17

LANGUAGES  
Common &  
Dwarven

CHA 10

+3

HIT POINTS

(Bloodied 30)

60

SECOND WIND



HEALING SURGES

value  
15



EQUIPMENT

+2 vicious bastard sword

bashing heavy shield

+2 magic rimefire plate armor

crossbow, bolts

+1 amulet of resolution

adventurer's kit

OTHER EQUIPMENT



**Melee Basic Attack** Standard / Melee Weapon / At-Will

Requires bastard sword; +15 vs. AC; 1d10 + 7 damage.

**Ranged Basic Attack** Standard / Ranged Weapon / At-Will

Requires crossbow; Ranged 15/30; +5 vs. AC; 1d8 damage; load minor.

**Cleave** Standard / Melee Weapon / At-Will

+15 vs. AC; 1d10 + 7 damage and an enemy adjacent to you other than the target takes 5 damage.

**Footwork Lure** Standard / Melee Weapon / At-Will

+15 vs. AC; 1d10 + 7 damage and shift 1 square and slide the target into the square you left.

**Tide of Iron** Standard / Melee Weapon / At-Will

Requires shield; +15 vs. AC; 1d10 + 7 damage and push the target 1 square. You can move into the square the target left.

**Covering Attack** Standard / Melee Weapon / Encounter

+15 vs. AC; 2d10 + 7 damage and an ally adjacent to the target can shift 2 squares.

**Shield Slam** Minor / Melee 1 / Encounter

Requires shield; target enemy hit with a melee attack; +10 vs. Fortitude; push target 1 square and knock it prone.

**Shielded Sides** Minor / Personal / Encounter

Until the end of your next turn, you gain a +2 bonus to AC and Reflex and don't grant combat advantage to creatures flanking you.

**Villain's Menace** Standard / Melee Weapon / Daily

+15 vs. AC; 2d10 + 7 damage and you gain a +2/+4 power bonus to attack rolls/damage rolls against the target until the end of the encounter. Miss: Gain a +1/+2 power bonus to attack rolls/damage rolls against the target until the end of the encounter.

**Cometfall Charge** Standard / Melee Weapon / Daily

Requires charge, make in place of melee basic attack; +15 vs. AC; 3d10 + 9 damage. Miss: Half damage.

**Defensive Training** Minor / Personal / Daily

Gain a +2 power bonus to Fortitude, Reflex, or Will defense until the end of the encounter.

**+2 Vicious Bastard Sword** +2d12 Critical**Bashing Heavy Shield**

**Daily / Free Action:** When you hit an enemy with a melee attack, push the enemy 1d4 squares after applying the power's other effects.

**+1 Amulet of Resolution**

**Daily / No Action:** When you fail a saving throw, reroll the saving throw. Keep the second result.

**OTHER ABILITIES\*****Combat Challenge:**

Mark an enemy when you attack; enemy takes a -2 penalty to attacks that don't include you until the end of your next turn. If the marked enemy is adjacent to you and shifts or makes an attack that doesn't include you, make a melee basic attack as an immediate interrupt.

**Combat Superiority:**

+2 bonus on opportunity attacks; on an opportunity attack hit, target stops moving.

**Shield Defense:**

+1 AC and Reflex defense until the end of your next turn when you hit with a power that requires a shield.

**Steel Vanguard Veteran:**

You score critical hits on a 19 or 20 when using your at-will powers with your bastard sword.

\*Some character options not present on character sheet for brevity.

Use the Character Builder to create and modify this character!  
See [www.wizards.com/dnd/insider](http://www.wizards.com/dnd/insider) for more information.

# WORLDWIDE DUNGEONS & DRAGONS GAME DAY

## TOWER

WARFORGED ARTIFICER / LEVEL 6 / LAWFUL GOOD

“Rally to me! I can mend you!”

ABILITY SCORES

MOD

DEFENSES

INITIATIVE

TRAINED SKILLS

STR 13

+4

AC 21

+0

ARCANA +12

CON 18

+7

FORT 19

SPEED  
(in squares)

DUNGEONEERING +11

DEX 10

+3

6

HEAL +11

INT 18

+7

VISION  
normal

HISTORY +12

WIS 12

+4

REF 18

LANGUAGES  
Common

THIEVERY +8

CHA 10

+0

WILL 17

HIT POINTS

(Bloodied 30)

60

SECOND

WIND

HEALING  
SURGES

value  
15

EQUIPMENT

+2 rod of elemental shielding

2 tanglefoot bags

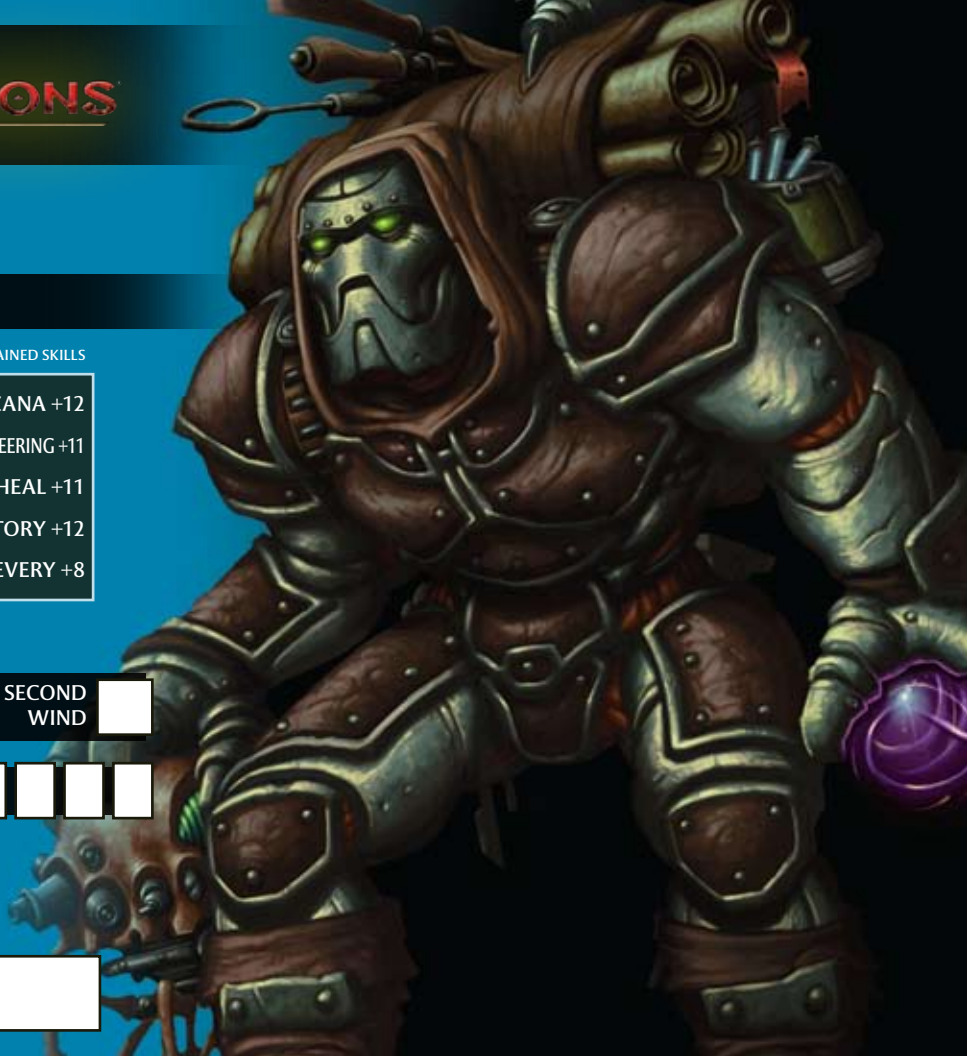
+2 magic leather armor

crossbow, bolts

+1 disk of energy resistance

adventurer's kit

OTHER EQUIPMENT



**Melee Basic Attack** Standard / Melee Weapon / At-Will

Requires mace; +6 vs. AC; 1d8 + 1 damage. Requires mace; +6 vs. AC; 1d8 + 1 damage.

**Ranged Basic Attack** Standard / Ranged Weapon / At-Will

Requires crossbow; Ranged 15/30; +5 vs. AC; 1d8 damage; load minor.

**Static Shock** Standard / Melee or Ranged 5 / At-Will

+10 vs. Reflex; 1d8 + 6 lightning damage and the next attack the target makes before the end of your next turn takes a -4 penalty to the damage roll.

**Thundering Armor** Standard / Close Burst 10 / At-Will

Primary target (you or 1 ally in burst) gains a +1 power bonus to AC until the end of your next turn and you make an attack against a secondary target adjacent to the primary target; +10 vs. Fortitude; 1d8 + 6 thunder damage and push the secondary target 1 square away from the primary target.

**Warforged Resolve** Minor / Personal / Encounter

You gain 11 temporary hit points and can make a saving throw against one effect that deals ongoing damage. If you are bloodied, also regain 6 hit points.

**Curative Admixture** Minor / Close Burst 5 / Encounter

**Healing Infusion:** You or one ally in burst regains hit points equal to its healing surge value + 3, and you expend an infusion.

**Resistive Formula** Minor / Close Burst 5 / Encounter

**Healing Infusion:** You or one ally in burst gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion. The target can end the bonus as a free action and gain healing surge value + 4 temporary hit points.

**Shielding Cube** Standard / Ranged 10 / Encounter

+10 vs. Reflex; 1d8 + 6 force damage and until the end of your next turn any ally gains a +1 power bonus to AC while adjacent to the target.

**Lightning Sphere** Standard / Area Burst 1 Within 10 / Encounter

Target each enemy in burst; +10 vs. Fortitude; 1d8 + 6 lightning damage and the target grants combat advantage until the end of your next turn.

**Swift Mender** Minor / Ranged 5 / Encounter

You or 1 ally makes a saving throw.

**Life-Tapping Darts** Standard / Ranged 10 / Daily

+10 vs. Reflex; 2d10 + 6 damage and 1 ally within 10 squares gains 10 temporary hit points. Miss: Half damage, and ally gains 5 temporary hit points.

**Icebound Sigil** Minor / Melee Touch / Daily

One weapon or implement you affect deals +4 cold damage on attacks until the end of the encounter. As a free action on a hit, the wielder can end the effect to immobilize (save ends) a creature.

**Corrosive Sigil** Minor / Melee Touch / Daily

One weapon you affect deals ongoing 5 acid damage (save ends) until the end of the encounter. As a free action on a hit, the wielder can end the effect to give the creature hit a -4 penalty to AC (save ends).

**+2 Rod of Elemental Shielding** +2d6 Critical

**Daily / Free Action:** When you hit an enemy with an attack using this implement, you and each ally adjacent to you gains resist 9 cold, fire, or lightning (your choice) until the end of your next turn.

**+1 Disk of Energy Resistance** Attached Component

**Daily / Immediate Reaction:** When you are hit by a fire, force, lightning, psychic, radiant, or thunder attack, gain resist 5 against one of the attack's damage types until the end of the encounter.

**Tanglefoot Bag** Consumable

**Standard Action:** Make an attack; Ranged 5/10; +10 vs. Reflex; target is immobilized until the end of your next turn, then is slowed until the end of its next turn.

**OTHER ABILITIES\*****Warforged Resilience:**

+2 to saving throws against ongoing damage and when making death saving throws, may take 10 or the die result.

**Augment Energy:**

On a short rest, give a weapon or implement wielder a one-use +2 bonus to an attack roll as a free action after making an attack. Use this ability or impart energy 1/day, regaining a use when you reach a milestone.

**Impart Energy:**

On a short rest, recharge the daily power of a magic item. Use this ability or augment energy 1/day, regaining a use when you reach a milestone.

**Arcane Rejuvenation:**

Whenever an ally uses a magic item daily power, that ally gains 3 temporary hit points.

**Healing Infusion:**

You possess two healing infusions, which can be expended to use either curative admixture or resistive formula. During a short rest, you or an ally can spend a healing surge to replenish one of your infusions.

**Combat Medic:**

Stabilize the dying as a minor action.

\*Some character options not present on character sheet for brevity.

Use the Character Builder to create and modify this character! See [www.wizards.com/dnd/insider](http://www.wizards.com/dnd/insider) for more information.

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WORLDWIDE  
**DUNGEONS & DRAGONS**  
 GAME DAY

# NAIVARA

FEMALE ELADRIN SWORDMAGE / LEVEL 6 / GOOD

“Those that hear my bladesong are doomed to suffer it.”

ABILITY SCORES

MOD

DEFENSES

INITIATIVE

TRAINED SKILLS

STR 9

+2

AC 24

+4

CON 18

+7

FORT 18

SPEED  
(in squares)

ARCANA +14

DEX 12

+4

6

HISTORY +14

INT 18

+7

REF 18

VISION  
low-light

INSIGHT +9

WIS 12

+4

WILL 18

LANGUAGES  
Common  
& Elven

NATURE +9

CHA 10

+3

PERCEPTION +9

HIT POINTS

(Bloodied 31)

63

SECOND

WIND

HEALING  
SURGES

value  
15

EQUIPMENT

+2 *pinning longsword*    *potion of clarity*    adventurer's kit

+2 *magic leather armor*    crossbow

+1 *cloak of distortion*    bolts

OTHER EQUIPMENT



**Melee Basic Attack** Standard / Melee Weapon / At-Will

Requires longsword; +13 vs. AC; 1d8 + 8 damage.

**Ranged Basic Attack** Standard / Ranged Weapon / At-Will

Requires crossbow; Ranged 15/30; +6 vs. AC; 1d8 + 1 damage; load minor.

**Aegis of Ensarement** Minor / Close Burst 2 / At-Will

Target 1 creature; you mark the target until you use this power against another target. Marked target takes a -2 penalty to attacks that don't include you, and if the marked target makes such an attack and is within 10 squares, you may use an immediate reaction to teleport the target adjacent to you, and the target grants combat advantage to all creatures until the end of your next turn.

**Frigid Blade** Standard / Melee Weapon / At-Will

+13 vs. AC; 1d8 + 8 cold damage and if the target starts its next turn adjacent to you, it takes a -4 penalty to speed until the end of its next turn.

**Booming Blade** Standard / Melee 1 / At-Will

+13 vs. Fortitude; 1d8 + 8 damage and if the target starts its next turn adjacent to you and moves away during that turn, it takes 1d6 + 4 thunder damage.

**Fey Step** Move / Personal / Encounter

Teleport up to 5 squares.

**Chilling Blow** Standard / Melee Weapon / Encounter

+13 vs. AC; 1d8 + 8 damage and the target takes 4 cold damage each time it attacks until the start of your next turn.

**Unseen Gauntlet** Standard / Ranged 5 / Encounter

+9 vs. Fortitude; 1d10 + 12 force damage and the target is immobilized until the end of your next turn.

**Unicorn's Touch** Minor / Close Burst 1 / Encounter

Target you or 1 ally in burst; the target either rolls a saving throw or regains 9 hit points.

**Dance of the Sword** Standard / Close Burst 2 / Daily

+9 vs. Will; 1d8 + 8 psychic damage and the target cannot make opportunity attacks or shift (save ends). Miss: Half damage and the target cannot make opportunity attacks or shift until the end of your next turn.

**Purifying Wound** Standard / Melee Weapon / Daily

+13 vs. AC; 2d8 + 8 damage and ongoing 5 fire damage (save ends). When the target takes the ongoing fire damage, adjacent enemies take 5 fire damage. Miss: Half damage.

**Fear No Elements** Minor / Personal / Daily

Choose acid, cold, fire, or lightning; until the end of the encounter, gain resist 9 against that damage type.

**+2 Pinning Longsword** +2d6 Critical

**Daily / Free Action:** When you hit an enemy with this weapon, the enemy is immobilized until you are no longer adjacent to it.

**+1 Cloak of Distortion**

-5 penalty on ranged attacks against you from more than 5 squares away.

**Potion of Clarity** Consumable

**Minor Action:** Drink this potion; spend a healing surge. Instead of regaining hit points, you can reroll a d20 roll with a +1 bonus once during this encounter as a free action.

**OTHER ABILITIES\***

**Eladrin Will:** Gain a +5 bonus on saving throws against charm effects.

**Swordbond:** Use a standard action to call your longsword to your hand.

**Fey Escape:** Use fey step as an immediate reaction when grabbed, immobilized, or restrained.

\*Some character options not present on character sheet for brevity.

Use the Character Builder to create and modify this character!  
See [www.wizards.com/dnd/insider](http://www.wizards.com/dnd/insider) for more information.

WORLDWIDE  
**DUNGEONS & DRAGONS**  
 GAME DAY

# HOLKARN

MALE HALFLING BARBARIAN / LEVEL 6 / GOOD

*"The stalking panther is in my soul, and its claws are in my blades."*

ABILITY SCORES MOD

STR 18 +7

CON 11 +3

DEX 18 +7

INT 10 +3

WIS 12 +4

CHA 10 +3

DEFENSES

AC 24

FORT 20

REF 20

WILL 15

INITIATIVE

+7

SPEED  
(in squares)

6

VISION  
normal

LANGUAGES  
Common  
& Goblin

TRAINED SKILLS

ACROBATICS +13

ATHLETICS +11

PERCEPTION +11

HIT POINTS  
(Bloodied 28) 56

SECOND  
WIND

HEALING  
SURGES value  
14

EQUIPMENT

+2 *flesh seeking scimitar* +1 *cloak of the walking wounded*  
 +1 *magic scimitar* 2 *handaxes*  
 +2 *magic hide armor* *adventurer's kit*

OTHER EQUIPMENT



**Melee Basic Attack Standard / Melee Weapon / At-Will**

Requires scimitar; +12 vs. AC; 1d8 + 6 damage.

**Ranged Basic Attack Standard / Ranged Weapon / At-Will**

Requires handaxe; Ranged 5/10; +9 vs. AC; 1d8 + 4 damage.

**Pressing Strike Standard / Melee Weapon / At-Will**

Shift 2 squares before the attack (you may move through enemy spaces); +12 vs. AC; 1d8 + 6 damage and push the target 1 square. **Raging:** +1d6 damage.

**Whirling Rend Standard / Melee Weapon / At-Will**

+12 vs. AC; 1d8 + 6 damage and an enemy adjacent to you other than the target takes 1d8 + 1 damage. **Raging:** +4 damage to both damage rolls.

**Second Chance Immediate Interrupt / Personal / Encounter**

When an attack hits you, force the enemy to reroll, using the second result.

**Brutal Slam Standard / Melee Weapon / Encounter**

+12 vs. Fortitude; 2d8 + 6 damage and push the target 2 squares and knock it prone. Then 1 enemy adjacent to the target takes 1d8 + 4 damage.

**Whirling Frenzy Standard / Close Burst 1 / Encounter**

Target each creature in burst; +12 vs. AC or Reflex; 2d8 + 7 damage. **Miss:** You take 1d6 damage.

**Swift Charge Free / Personal / Encounter**

When your attack reduces an enemy to 0 hit points, charge an enemy.

**Tiger's Leap Move / Personal / Encounter**

Make an Athletics check to jump with a +5 bonus. You are considered to have a running start and can move as far as the check allows.

**Whirling Lunge Free / Melee 1 / Encounter**

When your attack reduces an enemy to 0 hit points, shift 2 squares and deal 1d8 damage to an adjacent enemy.

**Swift Panther Rage Standard / Melee Weapon / Daily**

+12 vs. AC; 3d8 + 6 damage. **Miss:** Half damage. Enter the rage of the swift panther, gaining +2 speed and shift 2 squares as a move action.

**Tiger's Claw Rage Standard / Melee Weapon / Daily**

+12 vs. AC; 2d8 + 6 damage. **Miss:** Half damage. Enter the rage of the tiger's claw; when you miss with an at-will melee attack, the creature takes 1d8 + 2 damage.

**Rage Strike Standard / Melee Weapon / Daily**

Requires raging and 1 unused rage power; +12 vs. AC; 4d8 + 6 damage and expend an unused rage power. **Miss:** Half damage.

**Combat Surge Free / Personal / Daily**

Requires raging; when you miss with an attack, reroll the attack.

**+2 Flesh Seeker Scimitar +2d6 Critical**

**Encounter / Free Action:** When you hit an enemy with this weapon, gain a +1 power bonus on your next attack against that target with this weapon.

**+1 Cloak of the Walking Wounded**

When you use your second wind while bloodied, you can expend 2 healing surges and gain hit points from both.

Use the Character Builder to create and modify this character! See [www.wizards.com/dnd/insider](http://www.wizards.com/dnd/insider) for more information.

**OTHER ABILITIES\*****Bold:**

Gain a +5 bonus to saving throws against fear effects.

**Nimble Reaction:**

Gain +2 AC against opportunity attacks.

**Lost in the Crowd:**

Gain +2 AC when adjacent to 2 or more larger enemies.

**Two Weapons:**

You wield 2 scimitars (1 off-hand), gain +1 damage, +1 AC, and +1 Reflex defense while doing so. Bonuses are already included above.

**Scimitar High Crit:**

Deal +1d8 damage on critical hits with scimitars.

**Rage:**

A rage ends when you use another rage power or end of the encounter.

**Rampage:**

Critical hit grants free melee basic attack (1/round, barbarian attack powers only).

**Whirling Slayer:**

1/round when your attack bloodies an enemy, shift 2 squares as a free action. Each enemy adjacent to you after shifting grants you combat advantage until the end of your next turn.

\*Some character options not present on character sheet for brevity.



WORLDWIDE  
**DUNGEONS & DRAGONS**  
 GAME DAY

# GLORINUS

MALE HUMAN INVOKER / LEVEL 6 / UNALIGNED

*"Your mere presence is an affront to Ioun's will!"*

ABILITY SCORES

MOD

DEFENSES

INITIATIVE

TRAINED SKILLS

STR 8

+2

AC 20

+3

ARCANA +13

CON 15

+5

FORT 19

SPEED  
(in squares)

ENDURANCE +9

DEX 10

+3

5

HISTORY +11

INT 16

+6

REF 20

VISION  
normal

INSIGHT +12

WIS 18

+7

WILL 21

LANGUAGES  
Common &  
Deep Speech

RELIGION +11

HIT POINTS

(Bloodied 25)

50

SECOND

WIND

HEALING  
SURGES

value  
12

EQUIPMENT

*distant shielding*

*potion of healing*

+1 *tactician's chainmail*

*adventurer's kit*

+2 *amulet of protection*

OTHER EQUIPMENT



**Melee Basic Attack** Standard / Melee Weapon / At-Will

Requires staff; +6 vs. AC; 1d8 + 1 damage.

**Ranged Basic Attack** Standard / Ranged 10 / At-Will

See sun strike below.

**Divine Bolts** Standard / Ranged 10 / At-Will

Target 1 or 2 creatures; +10 vs. Reflex; 1d6 + 6 lightning damage.

**Sun Strike** Standard / Ranged 10 / At-Will

+10 vs. Fortitude; 1d8 + 6 radiant damage and slide the target 1 square. You can use this power as a ranged basic attack.

**Grasping Shards** Standard / Area Burst 1 Within 10 / At-Will

Target each creature in burst; +10 vs. Fortitude; 4 damage and the target is slowed until the end of your next turn.

**Rebuke Undead** Standard / Close Burst 5 / Encounter

Target each undead creature in burst; +10 vs. Will; 2d10 + 6 radiant damage, push the target 2 squares and it is dazed until the end of your next turn.  
**Channel Divinity:** You can use only 1 channel divinity power per encounter.

**Preserver's Rebuke** Imm. React. / Personal / Encounter

When an enemy within 10 squares of you hits your ally, gain a +4 bonus to your next attack roll against that enemy until the end of your next turn. Your ally also gains 7 temporary hit points.  
**Channel Divinity:** You can use only 1 channel divinity power per encounter.

**Astral Terror** Standard / Close Burst 3 / Encounter

Target each enemy in burst; +10 vs. Will; 1d6 + 6 psychic damage and push the target 2 squares.

**Glyph of Imprisonment** Standard / Area Burst 1 Within 10 / Encounter

Target each creature in burst; +10 vs. Will; 1d8 + 6 radiant damage and if the target moves before the end of its next turn, it takes 5 radiant damage.

**Divine Call** Minor / Ranged 10 / Encounter

Target 1 or 2 allies; you pull each target 3 squares.

**Purging Flame** Standard / Ranged 10 / Daily

+10 vs. Reflex; 1d10 + 6 fire damage and ongoing 10 fire damage (save ends). **Miss:** Half damage and ongoing 5 fire damage (save ends).

**Searing Orb** Standard / Area Burst 1 Within 10 / Daily

Target each creature in burst; +10 vs. Fortitude; 1d8 + 6 radiant damage, the target is blinded (save ends) and dazed until the end of your next turn.  
**Miss:** Half damage and the target is blinded until the end of your next turn.

**Astral Step** Move / Close Burst 5 / Daily

Target you and each ally in burst; you teleport each target 7 squares.

**+2 Staff of Distant Shielding** +2d6 Critical

**Daily / Minor Action:** Choose 1 ally within 10 squares of you. The next enemy that makes an attack roll against that ally takes 10 radiant damage.

**Potion of Healing** Consumable

**Minor Action:** Drink this potion; spend a healing surge, regain 10 hit points.

**OTHER ABILITIES\*****Human Perseverance:**

Gain a +1 bonus to saving throws.

**Covenant of Preservation:**

When you use a divine encounter or daily attack power on your turn, slide an ally within 10 squares 1 square.

**Invoker Defense:**

When you hit an enemy within 3 squares of you with an invoker power, gain a +2 bonus to AC until the start of your next turn.

\*Some character options not present on character sheet for brevity.

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GAME DAY

— DUNGEON MASTER'S GUIDE 2 —

