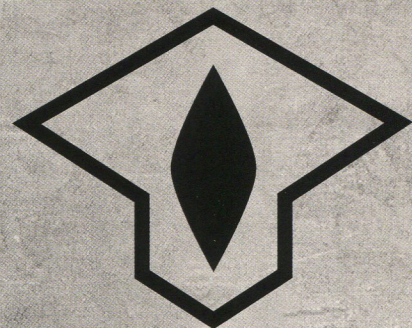


# ELEMENTAL EVIL™





We are how this world ends.  
Their ramparts and walls, their courts and towers; these are illusions in the face of our illimitable truth.

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We are how this world ends. In the merciless glare of the Elder Elemental Eye we are reborn,  
and we offer you the choice. Will you seek knowledge of your enemies to strike them low,  
or will you unleash a maelstrom of raw power?

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We are how this world ends. Join your hand to ours and take the ultimate revenge against those who've  
oppressed you, harmed you, mocked you, or stolen what you desired.  
Will you choose to reshape your world with air, earth, fire, or wave?

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Join Aerisi Kalinoth, the winged Air Prophet, voice of Yan-C-Bin who is served by the invisible.  
She grants dominion over the clouds themselves, to those she favors.

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If you dare, look upon the stony face of Marlos Urnrayle, the Earth Prophet, as he summons the terrible  
Prince Ogremoch who can lead you to riches, or shake the very ground beneath your feet.

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Scar yourself with flame in the ranks of Imix, whose smoldering Prophet Vanifer pledges to burn the lands  
to cinder. Both pain and passion are found in her fire.

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You might choose to anoint your allegiance in the watery cult of Gar Shatterkeel who, crusted in barnacles,  
speaks for the Princess Olhydra. Earn the ocean's trust, if you can.

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All is foretold. All paths lead to the glorious end for we are how this world ends: In rot and rust; ashes and  
dust. In fire and flood; in avalanche and storm; by volcano, tornado, sinkhole, and smoke.  
All paths lead to the temple. We will unleash the Princes of Apocalypse and lay waste to order itself.

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We are how this world ends. Scorched by oceans; smothered in air; boiled in dirt; drowned in flame.



# ENCOUNTERS™

## THE ADVENTURE BEGINS HERE!

Welcome to Elemental Evil™, a new storyline for the fifth edition of Dungeons & Dragons® and your players' opportunity to be a part of the grand events that help to shape the Forgotten Realms®! Through D&D Encounters™, your players will become part of the D&D Adventurers League™, our ongoing organized play program. They'll join one of five heroic factions and thwart the machinations of the prophets of Elemental Evil.

## CONTINUOUS PLAY IN THE D&D ADVENTURERS LEAGUE

D&D Encounters is a store play program that's part of the overall Organized Play experience, called the D&D Adventurers League. Players create characters and can continue to play their character at stores and conventions worldwide, earning experience and treasure all along the way. Any adventure with the D&D Adventurers League logo on it is legal for play!

## ADVENTURE DETAILS

Here's what you need to know about this season's adventure.

- › All of our D&D Adventurers League adventures, including this season of Elemental Evil, are available as a complimentary digital file. **You can receive this digital file by contacting Game Support using the contact information presented on the last page of these instructions.** Feel free to distribute this digital adventure to your Dungeon Masters prior to the start of the first session.
- › The adventure for this season is the first part of *Princes of the Apocalypse*™, the adventure product for Elemental Evil. It is not the entire adventure. It is designed for characters levels 1–4. Players must bring a legal D&D Adventurers League character of the appropriate level to play during the season.
- › The adventure might run shorter than the entire duration of the season—that's okay. This provides you with the flexibility to take a week off for holidays, or allows players to continue to play other D&D Adventurers League adventures while they're waiting for the next season to begin.
- › At the end of the adventure, players can continue to play the published product by purchasing *Princes of the Apocalypse* off the store shelves, start up with the next storyline, or participate in D&D Expeditions™, a continual "campaign style" play program with longer sessions and more advanced content.

# ELEMENTAL EVIL™

MARCH 18 - AUGUST 26, 2015 • EACH WEDNESDAY

## CHARACTER CREATION RULES KIT CONTENT DESCRIPTION

Players can create new 1st-level characters or bring any existing D&D Adventurers League™ character of levels 1–4 to participate in the adventure.

- › For the character creation rules, advise players and Dungeon Masters to head to **DungeonsandDragons.com**. There are quick-start rules available, as well as a comprehensive player's guide.
- › At the end of the complimentary adventure, a character that has gone through the entirety of the adventure should be either 4th or 5th level. The character can continue the adventure through the rest of *Princes of the Apocalypse*™ or participate in a D&D Expeditions™ adventure suitable for their level.

Each kit contains enough material to support up to twenty players and four Dungeon Masters (DMs). Each table consists of one DM and three to seven players. Your kit contains the following materials:

- › A poster advertising the D&D Encounters™ program, with a D&D Adventurers League promotion on the reverse.
- › This instruction sheet. The adventure is available by contacting Game Support, and the character creation rules are found on **DungeonsandDragons.com**.
- › 20 faction packs (four of each of the five factions). Each faction pack contains materials for a player, including a blank character sheet, adventure logsheet, table tent, faction sticker, faction welcome letter, a faction certificate, and a special Elemental Crystal certificate. Each player receives a faction pack when creating a character or showing up for the first session of play.
- › 4 Dungeon Master packs. Each DM pack contains materials for the DM, including a table tent, DM welcome letter, and a DM certificate. Each DM receives a DM pack when showing up for the first session.
- › A pack of treasure and reward certificates. The current certificate pack contains enough certificates to give out to four tables' worth of play. It includes certificates for *Princes of the Apocalypse*, the D&D adventure product that forms the first part of the Elemental Evil roleplaying adventure series.

**The entire adventure is legal for play in the D&D Adventurers League; certificates are provided for treasure beyond the complimentary adventure.**

## RUNNING WEEKLY SESSIONS

Follow these steps to ensure a great weekly play experience!

- › **Set aside a start time on Wednesdays for your D&D Encounters™ sessions.** Maintain the same time throughout the season. Each session should be scheduled for at least two hours.
- › **Print out or photocopy blank character sheets and logsheets.** In case you run out of faction packs, you'll want to have these on hand. They can be found online at [DungeonsandDragons.com](http://DungeonsandDragons.com) or on the Wizards Play Network site at [wpn.wizards.com](http://wpn.wizards.com).
- › **Find Dungeon Masters.** If you're looking for Dungeon Masters, head to [DungeonsandDragons.com](http://DungeonsandDragons.com) or the WPN site for more information on how you can put out a call to get DMs for your game.
- › **Distribute the adventure one week prior to the start of the season to the DMs.** You can send the DMs the file you receive from Wizards of the Coast so they can prepare the adventure.
- › **New players are welcome at any time.** The adventure is for levels 1–4, so new players can create a new 1st-level character and jump in at any point.
- › **Don't forget to report each session!** We've made it easier than ever to report your D&D Encounters play—you only need to register each player on a list.

## PLAY LENGTH NOTES

The D&D Encounters program allows players to participate in an ongoing play experience that feels a lot more like a home game, stopping and starting where the DM chooses from session to session. Here are some notes to keep in mind throughout the season.

- › A session may run a little longer or shorter than two hours. Players and DMs should find appropriate break points for the end of each session. The digital adventure has some guidelines on break points.
- › The season available as part of the digital adventure is shorter than the total length of time allocated for the season. This means that you'll have extra time to take a week off for holidays or spend more time roleplaying without worrying about finishing.

## DISTRIBUTING REWARDS

You'll give the players and DMs their packs prior to the start of the first session (or when first arriving at your store, if after the first session). In addition, the certificate pack contains all the certificates for *Princes of the Apocalypse*.

- › Certificates are representations of permanent magic items and special accomplishments earned throughout play. They are signed by the DM at the time they are awarded.
- › Whenever a magic item or certificate is awarded, give out one (1) certificate for the table; only one player's character gets an item. You can let the DM distribute certificates.
- › Rules for determining who gets a magic item are available in the D&D Adventurers League™ Player's Guide on [DungeonsandDragons.com](http://DungeonsandDragons.com).

## CONTINUING PLAY

This kit contains support for the remainder of *Princes of the Apocalypse*. Your players can continue the adventure in the for-sale product after they've finished the complimentary portion. You have enough certificates in this kit to support play of the remainder of this adventure for up to four tables.

In addition, you can order D&D Expeditions™ kits, which provide certificates for adventures tied to D&D Expeditions. D&D Expeditions play is perfect for players who want to continue to play on a regular basis and be engaged in an ongoing campaign-style game for years to come.

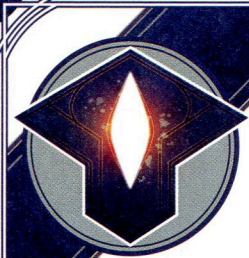
## CONTACT INFORMATION

To obtain the complimentary digital portion of *Princes of the Apocalypse* and for all other questions regarding in-store D&D play, please contact us!

- › WPN Home Page: [wpn.wizards.com](http://wpn.wizards.com)
- › D&D Adventurers League Information:  
[DungeonsandDragons.com](http://DungeonsandDragons.com) (for player and DM information)
- › Email: [wizards.com/customerservice](mailto:wizards.com/customerservice), click on "Email Us" tab
- › Call (800) 324-6496 (US/Canada) or (800) 204-8069 (other countries)



[DUNGEONSANDDRAGONS.COM](http://DUNGEONSANDDRAGONS.COM)



# SPECIAL STARTING ITEM

*Elemental Evil™*

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Your character starts play with one special item from the list below. It might be an heirloom from a family member, a gift from a friend, something you found or stole from someone else, or any other story reason you'd like to use. Choose one of the following, and mark your choice below.

- 300 extra gold pieces (gp)
- Breastplate (armor, not magical)
- Splint (armor, not magical)
- Brooch of shielding* (wondrous item, uncommon, requires attunement)
- Sending stones* (wondrous item, uncommon)

This item is not tradable. It is given to you as a thank you for being a Dungeon Master for D&D Encounters™ during *Elemental Evil*.



D&D  
**ADVENTURERS  
LEAGUE™**

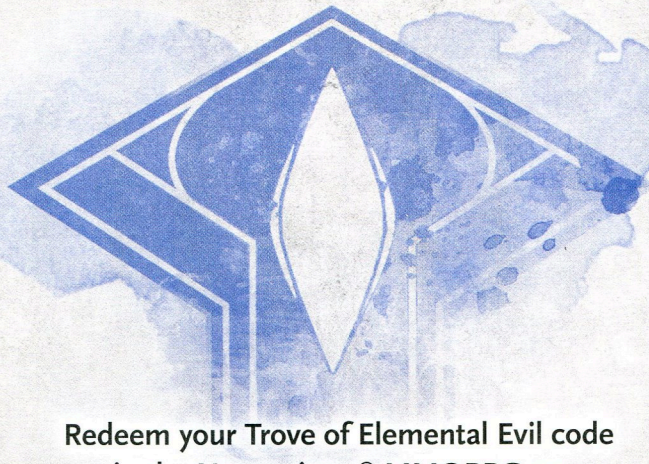
**ELEMENTAL CRYSTAL**

**ELEMENTAL EVIL™**

This tiny jagged crystal swirls with elemental energies. You can take an action to shatter the crystal and release its magic, casting a *protection from energy* spell with yourself as a target without using any other components. Once the crystal is shattered, this certificate is void.

This certificate is valid from March 1, 2015 until August 31, 2015.

*Wondrous item, rare*



Redeem your Trove of Elemental Evil code  
in the Neverwinter® MMORPG at:

<http://www.arcgames.com/en/games/neverwinter/news/detail/6005943>



**D&D**  
**ADVENTURERS  
LEAGUE™**



**ELEMENTAL EVIL™**

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**DUNGEON MASTER NAME**

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**DUNGEON MASTER DCI NUMBER**

