

DUNGEONS & DRAGONS[®] ENCOUNTERS

SEASON 5: DARK LEGACY OF EVARD

START DATE: 05/11/2011



RAVENBLOOD GAMES

D&D Encounters, Season 5: Dark Legacy of Evard

"Dark Legacy of Evard" brings the legendary wizard and master of Shadow magic out of the game's past and firmly establishes his heritage for the current age. Someone disturbs the tomb of the creator of shadow spells such as Evard's black tentacles, and suddenly an entire town begins to slide out of the natural world and into the Shadowfell. Can you unravel the mystery and fend off the dangers of Shadow before it's too late?

The Shadowfell is a dark reflection of the natural world and the source of Shadow magic. Undead overrun the plane of Shadow, along with darker, deadlier creatures. Step into the corner here, where the shadows are deepest, and you suddenly find yourself in a place much like the one you just left. The differences are subtle, but you begin to notice them shortly after you arrive. Where light should exist, there is only shadow, and a dark pall of melancholy covers the land. Things move in the darkness around you, flitting from view before you can get a good look at them. But they never totally disappear. They seem drawn to your warmth, the tiny spark of light that glows within you. They circle like moths around a flame - or more aptly, like sharks around a swimmer...

D&D Encounters is an exciting, weekly campaign that plays out one epic encounter at a time. As you defeat enemies, solve puzzles, finish quests, and perform heroic deeds, you'll earn Renown Points that you can use to get exclusive rewards. Each session only takes 1-2 hours to play, so it's easy to fit your game in after school or work. And each week there's a new and exciting challenge.

Each week, as you face monsters and overcome obstacles, you'll gain experience points that will enable you to eventually level up your character. If you manage to play most or all of the sessions this season, you can hit 3rd level by the conclusion of the story.

At the end of each session, your DM will award your Experience Points, as well as your Renown Points (which earn you Rewards). You can track your character's progress from week to week by asking your organizer for a Play Tracker.

Joining the D&D Encounters play at Ravenblood Games

If you, or someone you know is interested in participating in D&D Encounters at Ravenblood Games, there are a few things to keep in mind:

The new season begins on May 11th, 2011. Normally, we begin the actual sign up process 2 weeks in advance. This date may change, based on the commitments we receive from our Dungeon Masters. The only day of the week that Encounters is played is Wednesday.

There is no per-session fee charged for Encounters. However, in order to participate, you will need to purchase one of the following *D&D Essentials* books:

- Heroes of the Forgotten Kingdoms
- Heroes of the Fallen Lands
- Heroes of Shadow (*April release*)

Also required for gameplay is a 7 piece set of “polyhedral dice”.

Optional for gameplay are the D&D Fortune Cards. Fortune Cards enhance the D&D experience by allowing random factors to alter the course of events, sometimes to the player’s benefit, and sometimes to their demise. See the instructions for using Fortune Cards on the following page.

In order to sign up, players must have an account on Meetup.com. This online social network is currently free to use. Since Meetup.com incorporates content that is not moderated, minors should ask their parent’s permission before signing up. Instructions for joining Encounters sessions will be available at <http://www.meetup.com/longislandroleplayers/>

Players will also be required to join the Wizard’s Play Network, also known as DCI. This too, is a free service. A DCI membership card will be issued at the first session. If you are already a WPN / DCI member, please remember to bring your card. This membership will allow you to participate at other WPN sanctioned events, such as D&D Game Day, and Magic: The Gathering events nationwide.

We will be running sessions at varying times, to accommodate players arriving directly from school or work. Once you have committed yourself to a specific table, you should continue to play at that table. If your schedule presents a problem in arriving on time for your session, please speak to the DMs about switching to a later session.

Outside food and drink is permitted in the store at the discretion of management. Beverages and light snacks are available for purchase in the store, and there are several local eateries within walking distance.

Parents considering D&D Encounters as an activity for their children should bear in mind that this is a game that adults also play. It is likely that your child will be seated at a table that includes adults, and their participation will not be directly monitored by store personnel. While no behavior inappropriate for minors is tolerated in the store, we cannot (and do not) guarantee that your child will be insulated from conversations of an adult nature. Also, if your child is currently affected by any condition that inhibits their attention span, participation is not recommended.

Dungeons & Dragons Fortune Cards

AN ONGOING D&D GAME ENHANCEMENT

D&D Fortune Cards, sold in booster packs, are a game enhancement featured as a part of the **D&D Encounters** play program, as well as all other official D&D roleplaying game play programs through Wizards of the Coast.

HOW TO PLAY WITH FORTUNE CARDS

- At the start of each encounter, shuffle your Fortune Card deck and draw a card. You can play one Fortune Card per round. It requires no action to play.
- The rules on each card state when you can play it and what effect it has.
- A Fortune Card takes effect just once unless its rules state otherwise, and you discard the card when its effect ends.
- You can have only one Fortune Card in your hand at a time. At the start of each of your turns, you can do one of the following:
 - Discard the card in your hand and draw a new one.
 - Draw a new card if you don't have one in your hand.
 - Keep the card that's in your hand if you haven't played it.
- You can use one or more **Dungeons & Dragons Fortune Card** boosters as your deck. We recommend 2 booster packs as a start, creating a 10 card deck containing at least 3 of each type of card (attack, defense, tactic).
- You can also build your own deck, using the rules in the Fortune Card Rules and FAQ, available in booster packs and online at: www.DungeonsandDragons.com/fortunecards

