



# EVENT INSTRUCTIONS: YOUR ADVENTURE BEGINS!

## HELLO ORGANIZER!

Thank you for participating our first D&D event of the year, “Your Adventure Begins!”. This event is a part of the “All Adventurers Welcome” 2023 in-store program. What follows is a guide to help you create a fun D&D play experience for new and returning D&D players, using the materials in this kit and spotlighting the new D&D Starter Set: *Dragons of Stormwreck Isle*. Build a loyal D&D community by starting here! What follows is a guide to help you create a fun D&D play experience for new and returning D&D players, using the materials in this kit and spotlighting the new *D&D Starter Set: Dragons of Stormwreck Isle*. Build a loyal D&D community by starting here!

## KIT MATERIALS

The Your Adventure Begins! Kit should contain the following materials:

- Organizer Instructions (this document)
- Two (2) D&D Demo Encounter sheets
- Two (2) Rules Quick Reference sheets
- Two (2) character packs, each containing five (5) ready to play characters
- An All Adventurers Welcome poster (double-sided)

## EVENT DESCRIPTION

There are two activities associated with Your Adventure Begins!

1. Welcome new and returning players with a short demo of D&D called “Voyage to Stormwreck Isle.” This demo leads right into the adventure in the new *D&D Starter Set*!
2. Excite your existing players with “Prisoner 13,” an adventure featured in *Keys from the Golden Vault*, an adventure book filled with heists!

## EVENT SETUP, STEP-BY-STEP

1. Open your kit materials and review everything to ensure you have what you need. Provide what to do if they don’t? Contact Retail Support if your kit is missing any materials.
2. Ensure you have Dungeon Masters available for your selected days & times during the event dates (April 7-9). For tips for finding Dungeon Masters, see below.
3. Schedule your D&D play in EventLink. You can name your demo sessions “D&D Learn to Play” or “D&D Demo.” If you’re planning to offer “Prisoner 13” for play, use that name for those sessions. You can schedule one open session per day and provide specific times for play as appropriate. There’s no need to schedule every “time slot” of play in the same day separately.
4. Provide demo materials to your Dungeon Masters at least one week prior to the event date. “Prisoner 13” is available for free for D&D Beyond account holders ([dndbeyond.com](https://dndbeyond.com)); they can access the adventure there.
5. The kit supports two demo tables of up to 5 players concurrently playing. If you think you’ll have more playing at the same time, you made download additional PDF files from the resources page of the WPN site.

## WHAT DO PLAYERS NEED?

*Make it easy on new and returning players by letting them know to just bring themselves – and prepare for adventure!*

You may want to have extra dice sets on hand for demo participants as well as wet- or dry-erase markers (to write on the characters). The kit should provide everything else. The ready to play characters are provided to get them into the action quickly, and the quick reference sheet can assist with rules uptake.

If you’re running “Prisoner 13” for veteran D&D players, please instruct them to bring a 4th-level character for play, or give some time at your event for players to create a character using D&D Beyond.

## FINDING DUNGEON MASTERS

The most critical part of hosting Your Adventure Begins! is finding Dungeon Masters (DMs) to run your game sessions. Here are a few tips on how to recruit DMs for your games:

- Look for enthusiastic regular patrons of your store who are buying DM-focused product (adventures, etc.) to ask for help.
- Do outreach on your social channels to recruit DMs.
- Use the official D&D Discord's ([discord.gg/dnd](https://discord.gg/dnd)) looking-for-dm channel to post your information.
- Check with local school and library clubs to see if they have DMs interested in running games in store.

## EVENT REPORTING

Make sure all your participants (including DMs) have a Wizards Account and are added to the event. Input all your tables of play into your events. There's no need to report each table of play separately. This is important as it helps Wizards determine future D&D support for your store!

## CONTINUING PLAY

After the event ends, invite participants to play in future D&D sessions. You can schedule regular D&D play in EventLink and can choose Learn to Play featuring the *D&D Starter Set: Dragons of Stormwreck Isle*, *Adventurers League*, and other formats to give your players an easy understanding of what's available in your store on the Store and Event Locator.

## WANT MORE MATERIALS?

You can get any of these materials, plus D&D Adventurers League items, in a digital format by visiting the Marketing Materials section under the Resources tab at [wpn.wizards.com](https://wpn.wizards.com).