

DUNGEONS & DRAGONS

ENCOUNTERS™

UNDERMOUNTAIN PLAY TRACKER: PAGE 1

Character Creation: You may create a 1st-level character in the standard method using any published Wizards of the Coast 4th Edition D&D® books, with the following restrictions. **Races:** You may only choose a race that has received a full write-up, such as presented in the *Player's Handbook* series. **Other Information:** You cannot start play with magic items (consumables are OK, if you can afford them). You also might want to create a character that feels like it has a place in the FORGOTTEN REALMS®, to make it easy to draw your character into the adventure.

SESSION 1 PLAY	
Starting XP 0	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 2 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 3 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 4 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 5 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 6 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

RENOWN POINT AWARDS

Many accomplishments are awarded only once per season. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. When you earn 10 Renown Points, you receive the **Delver Reward**. At 30 Renown Points, you qualify for the **Explorer Reward**. At 50 Renown Points, you qualify for the **Adventurer Reward**. Check with your organizer or DM for more details.

- Complete an Encounter 1/Session
- Hit a Milestone 2/Chapter
- Complete All Quests
- Moment of Greatness

- Create a Character Builder Character
- Choose a *Player's Handbook* 3 Race or Class
- Choose a *Player's Handbook* 3 Feat
- Survive 8+ Sessions without Dying

- Revive a Dying Adventurer Ally
- Hit for 15+ Damage vs. 1 Enemy
- Kill 3 Minions in 1 Attack
- Take 50 Enemy Damage in 1 Session

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UNDERMOUNTAIN PLAY TRACKER: PAGE 2

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SESSION 7 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 8 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 9 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 10 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 11 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

SESSION 12 PLAY	
Starting XP _____	Starting Gold _____
XP Gained _____	Gold Gained _____
Total XP _____	Total Gold _____
Starting Renown Points _____	
Renown Points Gained _____	
Current Renown Points _____	
Notes (Including Magic Items Gained)	

DM Name _____	
DM Number _____	

RENOWN POINT AWARDS

Many accomplishments are awarded only once per season. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. When you earn 10 Renown Points, you receive the **Delver Reward**. At 30 Renown Points, you qualify for the **Explorer Reward**. At 50 Renown Points, you qualify for the **Adventurer Reward**. Check with your organizer or DM for more details.

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|--|---|--------------------------|-----------------------------------|--------------------------|
| Complete an Encounter 1/Session | Create a Character Builder Character | <input type="checkbox"/> | Revive a Dying Adventurer Ally | <input type="checkbox"/> |
| Hit a Milestone 2/Chapter | Choose a <i>Player's Handbook</i> 3 Race or Class | <input type="checkbox"/> | Hit for 15+ Damage vs. 1 Enemy | <input type="checkbox"/> |
| Complete All Quests <input type="checkbox"/> | Choose a <i>Player's Handbook</i> 3 Feat | <input type="checkbox"/> | Kill 3 Minions in 1 Attack | <input type="checkbox"/> |
| Moment of Greatness <input type="checkbox"/> | Survive 8+ Sessions without Dying | <input type="checkbox"/> | Take 50 Enemy Damage in 1 Session | <input type="checkbox"/> |