True DUNGEON®

Coach's Guide

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last updated May 18, 2023

Greetings Coaches!

A warm welcome to all our new and returning coaching staff! If you have received this guide, it means that you were selected for one of the most critical positions in the TD experience: the player coach! As a player coach, you have the very important task of getting players set up and ready for their True Dungeon experience. Everyone at True Dungeon wants to thank you for rising to the task and hopes you are excited to participate in the position that players have voted time and again as the thing that enhanced their True Dungeon experience the most!

This guide gives all our coaching volunteers the resources and information regarding what coaching entails. Being prepared for this event makes coaching less stressful for you and the players you are helping. This includes things like token rules knowledge, combat mechanics knowledge, taking good care of your body, keeping a light-hearted attitude, and pointers to on-line resources.

Coaching Rooms

True Dungeon at Gen Con is held in the Lucas Oil Stadium, just South of the Indianapolis Convention Center. The coaching areas are near the entrance and restrooms. The physical layout of the coaching areas usually looks similar to the illustration at the bottom of this page, but the location of the training room is often different than what's shown below.

Players may sit in their designated Coaching Room (determined by the time on their wristbands) up to 30 minutes before their scheduled event time. At the beginning of their official start time, their Coach enters and spends 24 minutes filling out the party card. After that, the party moves into the Training Room for 12 minutes to learn about combat and skill tests before embarking on their adventure.

Location	Minutes	Staff
Coaching Room	<30	Coach Assistant
Coaching Room	24	Coach & Coach Assistant
Training Room	12	Coach

Dungeon X Coaching Rooms

Dungeon X Training Room

Dungeon Y Coaching Rooms

Dungeon Y Training Room
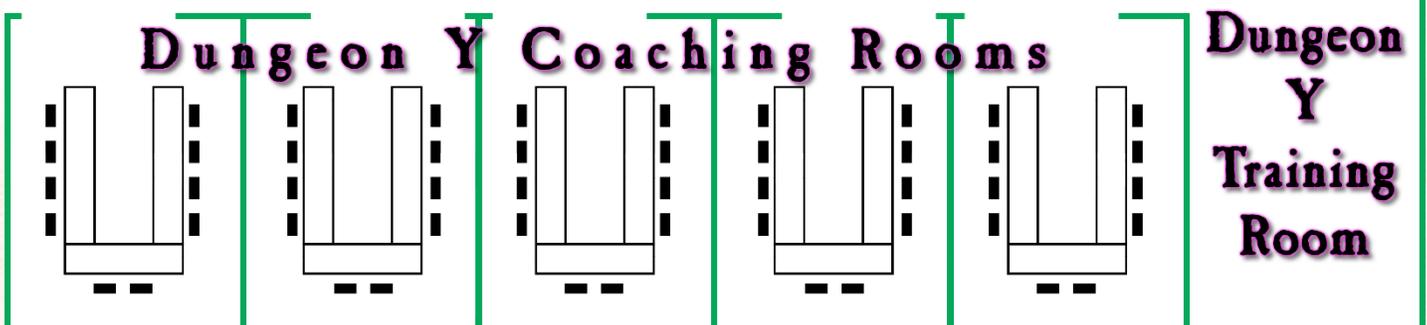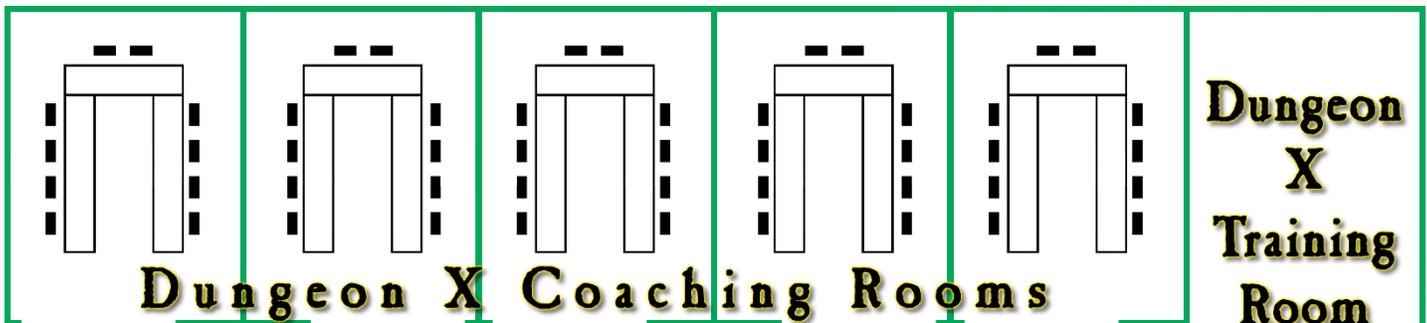
Roles

Coach

The primary responsibility of a Coach is to fully complete the party card within 24 minutes. So long as you are prepared before the event, coaching can be very rewarding and a lot of fun.

As a coach, you are the "face" of True Dungeon more than anyone else. Players interact with you more than with a given DM or other staff, and count on you to tally & record all their relevant abilities as well as inform them what tokens they need to keep handy and what tokens can be put away.

Coach Assistant

You have three primary responsibilities: prep and restock the Coaching Rooms, assist the coach with getting the party card filled out, and retrieve turned-in lights and HP counter clips from the Epilogue Room.

Ensure the party gets to the correct Training Room on time. Some groups need more help than others. Return to the room that party just vacated. Remove the unused class cards from the table, replace them with a fresh pack of 12 class cards, make sure there are enough lights, HP counter clips, and lanyards for the next group. Ensure there are plenty of party cards and scratch sheets with pens. Neatly arrange the chairs around the tables. Straighten-up the token mats. Clear any debris the party left behind.

Once that room is fully prepped, join the Coach in the next room and assist with getting the party card filled out. If you're familiar with tokens, use one of the pre-printed scratch sheets so the coach can quickly and easily merge its info with the actual party card. If you're not yet familiar with tokens, assist the players with getting organized and making their class selections.

You are also the backup in case a Coach is somehow indisposed. This doesn't happen often, but it does happen. Make sure you thoroughly review this guide, as you might need to cover for Coaches if they need a "bio break", or worse, go missing.

True Dungeon is always looking for more coaches. Being a Coach Assistant is the best way to prepare yourself to be a Coach next year.

Trainer

If necessary, lead the party from the Coaching Room to your Training Room. Teach the players about the basics of True Dungeon: combat, spell-casting, and skill tests. Make sure the players watch the introductory video. This may seem daunting at first, but once you get into the groove you may find yourself with time to spare, allowing you to chat with the players. Just make sure you always yield to any NPCs so they can give their spiel when the time comes.

Let's not forget that the players have paid a good chunk of money for this event, and the amount of fun they have is highly dependent on knowing how to play. The more they know, the easier it is on the DMs in each room to streamline combat, fight less with mistaken rules lawyers, and have players maximize their time in each 12 minute room to succeed in the challenges set before them.

How to Prepare

What to read before Gen Con

As a member of the coaching crew, you'll be fielding a myriad of player questions, from "What does this token do?" to "I have a +2 SLING OF IMPACT and BRACERS OF SUPREME ARCHERY. Do those bonuses stack even though I'm not using a bow?" It is going to help you immensely if you know your stuff! Coaches need to know about rules as much as DMs. Everyone needs to be on the same page to ensure consistent application of the rules. This guide is designed to cover the ins and outs of coaching, not token mechanics. Make sure you click on the Resources and Tokens links found near the top of the TD website. There you can find all your required study aids. And if you're ever in doubt as to what a token does, look it up on the TDb.

These pages contain critical things you need to familiarize yourself with. Even if you are an experienced player or avid tokenholic, there is probably at least one rule you're not conversant with. Nobody expects you to memorize absolutely

everything, but knowing as much as you can saves you a lot of time and headaches. Please read over each of these well before coming to Gen Con. Expect the players to test you on these, so make sure you know your stuff!

Token Database: Head over to tokendb.com for a fast way to look up the details for a particular token.

Dungeon Master's Guide: This is the biggest one. This guide goes over combat and its assorted nuances. You can skip over the room specific material, but you must be able to explain and summarize information in the DMG to players in the training area—so know it well! Though it's not required, taking the DM quizzes is highly recommended.

Quick Token Reference: Coaches spend more time dealing with token mechanics than any other volunteer position. You need to know a lot about tokens—new and old. Even though there may not be printed copies of the Quick Token Reference around, you should be familiar with them before Gen Con starts. They're free to download onto any device that can view standard 8½" × 11" PDFs.

Players Guide: Be sure to familiarize yourself with this guide to help you accurately answer most questions regarding the various classes.

Character Cards: character cards can be viewed or downloaded on the Resources page. In 2023, the 4th and 5th level versions of each class are on the same physical card. Make sure the players display them with the correct side facing out. On the back of all Sub-level cards there are details about the unique abilities associated with that class.

If you know the guides & cards well, you'll find you, your players, and everyone at TD are much happier and more relaxed as things run more smoothly. Remember, we must all provide clear, consistent rules to avoid player conflicts and wasted time in the adventure rooms. Now that you are armed with the required materials, let's go over in detail what you do as a coach!

Coach Care

First and foremost, let's talk about what you are going to need to make your coaching experience comfortable and ensure you're able to speak. Volunteering at TD can be physically and mentally draining—especially for coaches! These little things can really make your coaching experience a lot more enjoyable.

Stay hydrated: This is very, very important! You are going to get a bit hot. Keep a bottle of water near you and take swigs throughout your shift. This helps to prevent your mouth and throat from getting dry and help you keep that cheery coach voice in working order. At Gen Con, there are water fountains by the entrance and restrooms. Bring a bottle so you can take advantage of the free refills. Bottles with re-sealable openings are best. Cups are not recommended because they spill easily. Be sure to write your name on your bottle so it can be returned to you should it become separated from you.

Wear comfortable shoes: Comfy shoes are paramount. You are on your feet a lot. Padded insoles are a great investment and can save you from numb, sore feet. Please don't wear high-heels!

Bring soothing throat lozenges: Ricolas are fantastic for this. As a Coach, you speak nearly non-stop at elevated volumes. This wreaks havoc on your vocal chords if you're shouting. If you're fortunate enough to have had choral or vocal projection training, use it! Use a lozenge of your preference before the first sign of vocal weariness. It's much easier to prevent a vocal injury than to recover from it. Listen to what your body is telling you.

Eat well: Before your shift, make sure you have a good meal and don't crash during your shift. But this is a gaming convention, and let's face it, donuts are yummy. If you're well fed before your shift, you'll be a much happier coach. Keeping a small snack on your person to wolf down during the shift doesn't hurt either. Granola bars are nice because they are easily stored in a pocket, non-perishable, and at least somewhat nutritious.

Sleep well: Please try to get at least 7–8 hours of sleep each night. Hotel rooms can be noisy, so ask in the volunteer area if you need some earplugs. If you need other things to sleep well, be sure to bring them. You'll thank yourself later.

Dress comfortably: You may get a volunteer t-shirt to wear during your training shift. Please wear either your official TD volunteer shirt or a medieval/fantasy costume. (Keep it family friendly!) Please don't kill yourself wearing a set of full plate armor or a corset you can't breathe in! You need to be comfortable throughout your shift.

Start with an empty bladder: Even though you get a 24-minute break approximately every two hours, make sure you use the restroom just prior to your shift. This is important, as you probably won't have time between one group and the next to take an unscheduled break as it all eats into the training time. If you cannot wait and you really have to "go", ask the Coach Assistant if they can cover for you while you hit the restroom. If you can hang tight until there's an experienced group who has all their ducks in a row, please do so. <u>Always</u> let your shift-mates and the Coach Coordinator know <u>before</u> you leave your post. No matter when you relieve yourself, you need to wash your hands afterward.

Keep your mouth and body fresh: Let's make sure we don't contribute to the stereotype of the stinky convention-goer. Please bathe, wear deodorant, and brush your teeth regularly. We'll be in close proximity to each other and to the players. If you even think you *might* have a halitosis issue, bring breath mints. Don't make people be afraid to inhale when near you.

Room Timelines

While waiting for their adventure to start, players may sit in the Coaching Room that matches the time written on their wristband up to 30 minutes before their run. Official start times for a given dungeon usually correspond to one of these sets:

- :00, :12, :24, :36, :48 (Dungeon X)
- :01, :13, :25, :37, :49 (Dungeon Y)
- :02, :14, :26, :39, :50 (Dungeon Z)
- :03, :15, :27, :40, :51 (Dungeon N)

Times are clearly displayed at the entrance to each coaching room. In reality, all staggered dungeon runs start at the exact same time (e.g., :12, :13, :14, and :15 all enter the dungeon simultaneously at :12), but the staggered start times help to make it clear which dungeon a player should report to.

To illustrate the time-flow, we'll track the progress of a group whose adventure is scheduled to start at 10:00. Time stamps with an asterisk (*) indicate approximations.

Coach Assistant

10:06*: Join the coach in the coaching room. Let the players know you are assisting the coach with getting the party card filled out.

Follow this checklist:
1. Verify the group has the full complement of 10 people. If not, check with the Innkeeper for that dungeon.
2. Check the wristbands of all the players to make sure they're in the correct group.
3. Assist players with sorting their tokens on the mat, if necessary.
4. If the players already have an electronically generated party card, explain that tokens which affect stats need to be verified by the Coach. A [sample party card](#) and [token mat printout](#) are included for reference later in this guide.
5. Ensure all the players have attached lanyards to their class cards and are wearing them around their necks, with the correct side facing out. (e.g., 4th-level characters should have the 4th-level side facing out) Show them how to thread the lanyard if they need assistance.
6. If you are familiar with tokens, use the scratch sheet to record the stats of players whose information has not already been recorded by the coach. You need to check with the coach to avoid recording redundant info.

10:18 (or sooner): Give your scratch sheet to the coach so the information can be merged onto the party card.

10:24: Escort the party to the correct Training Room. As you're escorting them, ensure everyone has a class card around their neck, a light, and HP clips.

10:25: Prepare the area for the next set of players. Remove the unused class cards, straighten-up the other table materials, pick up any trash, and make sure chairs are all pushed in. Make sure all the token mats are arranged face-up and oriented toward the player side of the table. Restock the table with a complete set of class cards, lights, lanyards, and HP clips.

Whenever you have time (at least once/twice per hour): Go to the Epilogue Room and retrieve HP clips and lights that have been turned in by players exiting the dungeon.

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Coach

10:00: Verify that every player is wearing a wristband and that the wristband displays the correct time for the adventure they're about to play through.

10:01*: Ask if anyone intends to play a sub-class. If yes, ask your Assistant to get the Coach Coordinator who verifies the token and delivers the correct green sub-class character card. Make sure the player is wearing the correct class card.

Note: Sub-classes are only playable after the token has been verified by the CC. No exceptions! See the ROD OF SEVEN PARTS/SKULL OF CAVADAR section later in this guide for details.

10:02–10:23: Spend two dungeon room cycles completing the party card and getting the group ready to enter the Training Room. These are the things you need to cover during that time.

1. Introduce yourself as the group's Coach and welcome them to True Dungeon. Explain that you are going to be with this group for the next 20 minutes or so. You're going to get them ready for their training session and will be filling out their party card.

2. Ask the group if anyone has trouble with strobe/bright lights or loud noises (epilepsy or anything of that nature) or if anyone has trouble with being in confined spaces. This is important! If they do, at the top of the party card write a short but clear note for the DMs. Specific cautions may be detailed during training before the event proper begins.

3. Go over TD Policies:
   A. *Restrooms:* Ask the group if everyone has had a chance to use the restroom. Once they enter the dungeon, there are no bathroom breaks. If they leave the dungeon for <u>any</u> reason, they cannot rejoin their party. It's best if they take care of their "business" before entering.
   B. Small or medium size backpacks are allowed in the dungeon, but large backpacks or any kind of wheeled carrier is prohibited for safety reasons. (Use your best judgement to determine the dividing line between medium and large, or call for a Coordinator or Director if you're not sure.) Canes, wheelchairs, and other mobility-assisting devices are just fine.
   C. *Photography:* Flash photography is absolutely prohibited. Non-flash photography is only permitted with the express permission of a Director. This prohibition is also applicable in the Training Room. (I.e., photography is disallowed in both the dungeon and the Training Room.) However, players are welcome to take photos in the storyscape or a dedicated photo op zone.
   D. *Lights:* Non-TD issued light sources (including phones) are prohibited.
   E. *Silence & stow phones:* All electronic devices should be silenced and put away.
   F. *Age Limit:* Only mention this if it looks like there's a very young person trying to go into the adventure. For legal reasons all players must be at least 12 years old, so use your best judgment. Infants & toddlers are not allowed to go in the dungeon. If you're not sure or if anyone gives you any grief, call for a Coach Coordinator or Director.

2. Ask if anyone in the group has played TD before. Make a mental note of who the newbies are and give them additional assistance, if needed. Veteran players sometimes help out the new players, so use that resource if it's available to you. Keep your ears peeled to make sure they don't pass on incorrect information.

3. Demonstrate how to use the player lights and HP tracking clips.

4. Ask if everyone has made their class selection. Ensure all players are wearing their character card around their neck with the correct side facing out. If they're still undecided, help them to make a selection. <u>Players who are 3rd-level or higher no longer get to select their class before 1st or 2nd-level players</u>. If a class choice dilemma can't be resolved by civil discourse, suggest a similar class, roll a die, or rock/paper/scissors for it. Don't let them waste time arguing.

5. Verify the group's difficulty setting. Remember, the decision to play on anything other than Normal difficulty must be unanimous. If needed, try to help the party decide. If they're all new players and have nothing but Commons, Nightmare is not a good choice so advise against it. Don't allow the party to spend a lot of time debating.

   Make sure their difficulty setting has been checked on the party card. <u>Actively discourage poorly equipped parties from selecting a high difficulty</u>. That said, ultimately, it's their choice.

If they're feeling suicidal, let them run on Nightmare or Epic.

6. If they have not done so already, ask the players to arrange their tokens on the mats provided. Go over the token mat instructions if necessary. If they have a pre-made party card from [Cranston's mobile Character Generator](), [Amorgen's Excel-based Character Generator](), or [Acherin's TD Character Creator](), review it and verify the players really do have those items. Work with players here, as we are helpers, not police. We want them to have a fair shake at the dungeon but we need to confirm they have what they say they have. Always keep a cordial attitude.

7. Inform any players who have their stats pre-printed that as a "token" of our appreciation for making our lives easier, they may add +1 to their character's max HP. The pre-printed stats must come from one of the aforementioned three electronic aids. "Handmade" stat summaries do not qualify.

8. Go to each player and write down (or verify) their stats. For details on how to complete the party card, see the appendix called [How to Fill Out the Party Card]() at the end of this guide.
   Note: Completing the party card takes up nearly all of the 24 minutes. That's why we highly recommend you fill out practice party cards <u>before</u> Gen Con! You can download a blank party card [here]().

9. If players have [tokens that must be turned in before the start of their adventure]() (e.g., runestones, totem paints, or a Folio), collect them at this time and make the appropriate adjustments on the party card. Take any tokens that were turned in and place them in the collection bucket when you are done gathering all of them. If you would like a pouch to hold tokens, ask your CC.

10. Deal with variable-effect tokens. The specific effects for variable tokens are gone over during training. You may also refer to the crib sheets located on the party card clipboard. These are the current variable effect tokens and their relative power levels:
    A. AMULET OF WONDER or some other "__ of Wonder" item: medium-large effect
       All other "__ of Wonder" items duplicate the AMULET OF WONDER's effect (A player may equip more than one "__ of Wonder" item,

but it's pointless to do so because the effects do not stack.)
    B. ELDRITCH RUNESTONE: minor effect
    C. UR SPECIAL: major effect
    D. For RING OF WISHES, UR SPECIAL, or other extremely rare items, radio the Coach Coordinator or a Director.
    E. *Note:* If a player tries to turn in a LORE, POTION DARKVISION, RUMOR, SCROLL LIGHT, or a Common/Uncommon/Rare SPECIAL token, let them know these items are no longer used. Do not accept [obsolete tokens]().

11. Record treasure totals. This should be the very last thing you fill out. Inform players with a CHARM OF AVARICE that they are <u>required</u> to electronically verify that token in the Epilogue Room at the conclusion of their adventure. All their other TEs are verified by you, the coach. Other than CHARM OF AVARICE, **TEs must be removed from any kind of enclosure** for inspection. Because it can be electronically verified, under most circumstances players are not required to remove CHARM OF AVARICE in either room.

12. After you've finished the party card, ask the group for a volunteer to be in charge of it. Explain to them that the party card person needs to give it to the DM at the beginning of every room, and retrieve it from the DM at the end of each room. The party card person should always be the first person who enters a new room.

13. Let the players know what tokens to stow and what tokens to keep handy. Tokens which only affect AC or saving throws can be put away. Weapons, expendable items, or items which may need to be shown to the DM should be kept handy. Weapons should be kept in a front pocket or some other place where they can be quickly retrieved.

10:23: If needed, the Assistant can escort the party to the Training Room. See the [map on page 3]() to see how the rooms are laid out. As you're escorting the players, ensure all of them have class cards, lights, and HP clips.

As the party is heading out of the Coaching Room, ensure that no one leaves personal items behind. Equally important, if not more so, be certain they don't take anything that needs to stay in the room, including the token mats, clipboards, or any other

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non-player property from the table. These items have a habit of "following" players. Nobody wants to use a table with only half the necessary materials on it.

The Coaching Room is the most critical on time, as there is a lot to do. If the party card is not filled out in time, it reduces the time players have in the Training Room. It is important to give players time to practice their skills, so do your best to ensure completing the party card does not take away from the party's practice session. Once you become more experienced and your token knowledge broadens, you'll be able to quickly and accurately complete the party card. The more you know going in, the quicker you'll master it.

If you get into a cycle of not being able to complete party cards on time because one group ran long and you haven't been able to catch up, contact your Coach Coordinator ASAP. The CC can get someone to help you get caught up. There is no shame in asking for help. Please don't be afraid to do so.

As always, have fun with the players. Be consistent, but if you need to wing something, wing it. Use your best judgment but don't go overboard. We are all here to have a great time.

Trainer

The Training Room is critical for players, as it's the only place they are able to practice their abilities. It is imperative that the Trainer explains things accurately, completely, and consistently in this room so that combat proceeds smoothly for our DMs. The following is a guideline for how to explain all the nuances of TD combat:

10:24: Gather all the players and have them watch the video. Physically go over combat for all players. Veterans who already know how combat works are free to study at the training station for their class. However, if a non-practicing veteran is playing a monk or ranger, ask them to demonstrate their special slides to verify they're doing them correctly. This is particularly important for monks.

10:26*: Go over initiative. At the start of combat, the DM and one player representing the entire group roll for initiative with the d20 provided in that room. CHARM(S) OF AWARENESS, the Spell *alertness*, and the Drunken Master ability Imbiber's Luck are the only things that affect the initiative roll. (Dexterity does not affect initiative.) <u>Ties must be re-rolled</u>. Warn the party not to waste precious time discussing

a tie—just quickly re-roll the die until a winner is determined.

10:27–10:29*: Explain the sliders. A player's weapon token goes label-up into the slider with their class name on it and is slid from one end of the board to the other in an attempt to hit the monster. This slide represents the player's attack roll. Do a practice slide (to help with the example, adjust the slide's AC if you miss the target) to show players exactly what to expect. Cover all these combat details:

1. Physical weapons—missile or melee—as well as Spell slides (if applicable) use the same sliders.

2. Assure players that they need not worry about firing a ranged weapon into melee. A failed ranged attack can't hit a member of their party.

3. If a slider winds up straddling more than one AC section, the highest number is what counts. Demonstrate this by placing a slider so it's on the border of two AC zones.

4. Damage is determined by whatever number on the weapon token's damage wheel lines up with a small dot somewhere on the board. The DM uses the party card to quickly calculate the total damage dealt. Use your hand to draw an imaginary line going from the token to the damage dot.

5. A natural 20 always hits and usually counts as a "critical hit", doing double damage. Constructs, elementals, oozes, plants, undead, and other creatures without a vital anatomy cannot be <u>critically</u> hit, but a natural 20 never misses, no matter what type of monster it is. However, if the creature is incorporeal, the 50% miss chance also applies to a natural 20.

6. Damage is calculated after <u>everyone</u> has performed their action for the round. This means that tokens can and will get bumped around. If a fellow player bumps a token into a better or worse spot, that is the new value. Demonstrate a bumped puck.

7. If an attack slide hits the back of the board, it always counts as a miss. Demonstrate how a token can rebound off the backstop.

8. If an attack slide falls off the back or side of the combat board, it's an automatic miss and the player may not re-slide that attack.

9. Two weapon attack slides:
   A. Rangers making melee attacks must slide two weapons <u>at the exact same time</u>—one puck in each hand. (If a player does not have the use

of two hands, both pucks may be slid simultaneously with the same hand.) This does not apply to ranged weapons. When performing a ranged attack, Rangers slide only one puck.

B. Monks using *flurry of blows* (their standard, "open hand" attack form) also use two weapon pucks, but slide differently than Rangers. When making *flurry of blows* attacks, Monks must slide their pucks in immediate succession with the same hand. The second puck must leave the player's hand before the first one stops moving. Monks may not slide both pucks at the same time. Monks may not slide one puck in each hand. The bare fist damage wheels are located on the slider, so they need not worry about having "fist" weapon tokens. If a Monk attacks with anything other than bare hands, cestuses, punch-daggers (e.g., Viper Strike fang), or a Monk bracer weapon, only one puck is slid. You can see a list of *flurry of blows*-compatible weapons here.

10. Sliders must remain at the combat board! Each combat room is stocked with sliders for the whole party. Make sure no player accidentally takes a puck or there won't be any sliders by the time Saturday rolls around! An easy way to make sure all 14 combat sliders are accounted for is to quickly arrange them into two rows of three and two rows of four before the party enters the adventure—that makes it immediately clear if one of the 14 pucks has accidently "wandered off".

10:29*: After all the players know about combat, tell the heavy melee classes (Barbarian, Dwarf Fighter, Fighter, Monk, Paladin, Ranger) to remain at the combat board to practice. This represents their characters' years of experience. If a non-heavy melee class player already knows their skill test and wants to practice sliding, let them. We are not the practice police.

10:30: Explain to players that the bell that just rang marks the halfway point of the room's time limit.

10:29–10:31*: Guide each of the casters (Bard, Cleric, Druid, Elf Wizard, and Wizard) to the appropriate casting station. Go over each skill test with them individually. If the party has both wizards, discuss their skill tests simultaneously.

1. *Planar Chart:* Whenever one of the Wizards wishes to cast a spell from their card that has a varying damage value (5/8, for example), the DM names a plane and asks them to point to that plane on the planar chart. If they correctly identify the plane, they get the higher damage. If not, the lower damage number is dealt. Either way, the DM marks the spell off the player card. Spells cast from items, scrolls, or wands do not have a skill check. Make sure the players know the face of the planar chart and its obverse are not mirror-images of each other. Therefore, right is right and left is left from the perspective of the viewer. (This makes more sense in person.)

2. *Leaf Identification:* Much like the Wizards, a Druid must also succeed on a skill check to maximize spells cast from the character card. When called for, the DM shows the Druid a leaf and it must be correctly identified.

3. *Prayer Beads:* When a Cleric wants to cast a healing spell or turn undead, the DM gives the player a string of beads and then names a virtue. If the Cleric correctly identifies the bead representing that virtue, the spell heals at maximum efficiency. Ask players to be gentle with the bead training board and not pull the beads off the board.

4. *Bardic Runes:* Explain to the player that memorizing these runes represents their vast knowledge of monsters. If they take a full round to study the monster during combat and they correctly identify the rune presented, they can gain valuable information about the monster. Explain how *bardsong* works. As long as the bard continues to perform, the entire party gains a bonus to their attack slides and weapon damage. Be sure to emphasize that while the player is highly encouraged to sing, recite poetry, or in some way perform the whole time *bardsong* is active, a literal performance by the bard player is not required.

5. *Rogue's Box:* The player must grip the insulated part of the stylus. The metal end must touch the bottom at all times while working from one end to the other without touching the sides. It's somewhat similar to the game Operation. If they touch the side, it flashes red and the Rogue fails the test. If they succeed, the DM opens the box and the player can either pick a clue to help the party, or a random token to fill their pocket.

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MASTERWORK THIEVES' TOOLS allow one retry per adventure—not one retry per room. Having multiple MASTERWORK THIEVES' TOOLS does not grant them additional retries.

Note: This test is an abstraction of the various skills a rogue would perform while searching a room. It is not a literal chest and is not affected by a *knock* spell.

Spell Skill Tests Note: Be sure to let the player know a spell skill test could be administered in one of two ways. The DM may either show an object & ask the player to name it or name an object & ask the player to find it.

Important: Taking photographs and/or note-taking are not permitted in the training room. The only notes about their skill test or adventure information a player may make are mental. If you see someone trying to take a picture or write notes, politely inform them it's prohibited. If they do not comply, get a Coach Coordinator or Director. That said, if a player wants to bring notes about their specific character (e.g., a crib-sheet reminding them about the abilities their character possesses), that's fine.

10:32*: At some point during training there may be a story event. Ask players to stop what they are doing and pay attention to the story, as it is important to their adventure. Sometimes there is an NPC assigned to speak to the party, other times you may read the information from a script.

10:33–10:35*: Ask the players if they have any questions about their class abilities (Monk's *stunning fist*, Barbarian's *rage*, Paladin's *guard*, Wizards' *instant safeguard* spell, Rogue's *sneak attack*, etc.) Let the players train for the remainder of the time available, and take the opportunity to rest your feet if you can.

10:35: When the "Horn of Gondor" sounds, stop what you are doing and explain to the players what that sound means—if you haven't done so already. When in the dungeon, they have less than one minute remaining in that room. If they do not solve the puzzle or kill the creature in the next few seconds, they are forced into the next room and everyone in the party takes damage. Tell the players to collect their things and get into party order in front of the dungeon entrance or before the door to the first room, whichever is applicable. Make sure they have their party card and that no one grabbed anything from the training area (especially sliders). Someone will be by to collect the party soon. Wish them well and good luck!

Note: An NPC's spiel takes precedence over anything else—no matter when they arrive. Please ensure the party gives the actor their full attention. If you were talking when the NPC arrives, stop talking and redirect the party to the important information the NPC imparts to them.

Before the party enters the dungeon, check the combat table to ensure all 14 sliders are there.

10:36: Once your party has departed, wet your whistle, maybe pop a throat lozenge, and then meet your next group coming from a Coaching Room. There are two 24 minute breaks per shift. Time flies pretty quickly, and you only see a couple dozen parties before your shift is over.

Rod of Seven Parts/Skull of Cavadar

Some players may use a ROD OF SEVEN PARTS token.

When equipped, the RO7P grants all of the following stat boosts:

- +1 to max HP
- +1 to Reflex saves
- +1 to Fortitude Saves
- +1 to Will saves
- +1 to Strength
- +1 to Dexterity
- +1 to Constitution

The completed RO7P does not stack with any of the individual Segments. Players may either equip the completed RO7P **or** 1–7 RO7P Segments.

In addition to the aforementioned stat boosts which are always active, once per year RO7P and SKULL OF CAVADAR owners may play a different version of one of the 12 standard character classes. To get to play one of these sub-classes, the Coach Coordinator needs to verify the token and mark its use. Neither Coaches nor Coach Assistants may verify RO7P or SOC tokens.

Because each ROD OF SEVEN PARTS or SKULL OF CAVADAR token enables its owner to play a sub-class once per year, if a player has both tokens, then can play a sub-class twice per calendar year. If a player has multiple copies of one or both of these tokens, they may play a sub-class once for each token. RO7P or SOC tokens are not soulforged and may be loaned to friends. But no matter whether the owner or a friend uses it, that act consumes that's year's use.

Each RO7P or SOC has its own unique serial number. This number is used by to ensure each token's sub-class is not used more than once per year.

The individual playing the sub-class must also equip the RO7P/SOC. The owner may not lend the RO7P/SOC token to another player when the owner is playing a sub-class.

A sub-class character may not duplicate a standard class character in the same party. E.g., a party may not contain both a rogue and an assassin.

All the sub-classes have the same base stats and saving throws as their standard class and are filled out using the standard party card. All sub-classes are 5th-level, so no other level-increasing items are required. (+level effects do not stack) When calculating the stats for a sub-class, be sure to add in the seven aforementioned boosts from the RO7P. SKULL OF CAVADAR does not give stat boosts, it enables them to use a psychic power once during their adventure.

Please familiarize yourself with the sub-classes. Some of them have effects or abilities which must be recorded on the party card. You can view the sub-class cards on-line.

Sub-class character cards are easily identified by their green hue. They have both the standard class name as well as the sub-class name at the top of the card.

Though a given RO7P token can only be used to play a sub-class once a year, the seven stat boosts are usable as often as desired. I.e., the RO7P may be equipped even if not playing a sub-class. But remember, +1 level is not one of the seven boosts. The same goes for SKULL OF CAVADAR. It can be equipped and empower the character's psychic ability without playing a sub-class.

last updated May 18, 2023

General Advice

As a part of the coaching staff, things can get stressful if you let them. Remember, you are one of the most valued and important people in True Dungeon, and a critical component to players' enjoyment of their adventuring experience. We are glad to have you here, and hope you come back next year! Keep these little tips in mind to keep yourself on your feet and enjoy the event.

Take care of yourself! If you adhere to the recommended health tips you should be fine.

Be positive with the players! Rarely (if ever) do players react poorly to a coach who is happy and willing to help. They'll come out of the event with fond memories of you. The mood you leave them with typically remains in place throughout their adventure.

Don't let the grumpy players get to you. If a player is dead set on not being cooperative, it's best to shrug it off and get to the other members of the party. If they are very persistent, contact the Coach Coordinator or a Director to help them. It is not your job to deal with very obstinate players. Move on to the happy people and try to limit that other player's bad vibe. That player will be gone in a matter of minutes.

Don't be afraid to ask for help! If you have a rules question or feel like you're getting behind, ask your Coach Coordinator, another Coach, or Coach Assistant for help. We're all in the same boat.

Do. Not. Spoil. The. Dungeon! Be very careful not to reveal any in-dungeon information to players. Many participants derive a great deal of pleasure from experiencing everything in the adventure from a fresh perspective. Never reveal clues or anything that might be considered a spoiler. We may occasionally need to discuss certain aspects of an adventure for safety reasons, but go out of your way to keep in-game revelations to a bare minimum. E.g., don't say, "The third room is a puzzle with latex tubes you have to connect." Instead, say something like, "If you encounter a room with tubes you can manipulate, don't touch them if you're allergic to latex."

Have FUN! Perhaps develop a character with a costume for your coach appropriate to TD. Joke around with the players. Do whatever you need to do to keep the mood light and fun.

Late Players

Because our event scheduling is so tight, it is imperative that all groups start on time. To that end, if a player does not show up on time, we reserve the right to sell that ticket to another person who is present and wanting to play.

We may be able to make exceptions if a player warns us ahead of time that they are going to be late. For example, if a player is going on back-to-back runs, we highly encourage them to register (sign waivers, turn-in/scan tickets, get wristband & token bag) for their second run at the same time they register for the first. This not only gives them a bit of breathing room; it lets us know that the person isn't a no-show and we won't sell their ticket.

We Don't Maintain a Wait List

In the early days of TD, we maintained a waiting list for people wanting to go on a run. If a spot opened up, the person at the top of the list could buy the unused ticket. Now that we've moved to electronic ticketing, players can, in essence, manage their own wait list experience. They just need to go to td.events or the convention's own ticketing site (e.g., gencon.com) to check for availability and purchase TD tickets—even at the last minute.

Room Transitions

Training Room Coaches perform their spiels in the same Training Room throughout their shift. Coaching Room Coaches cycle through the five Coaching Rooms for their assigned adventure.

If you grow weary being in the same job position, ask your Coach Coordinator if you can swap jobs during a bubble (break). If approved, make sure you inform the whole team of the change. Please be understanding if the CC is unable to grant your request. Though they do their very best to accommodate the needs of all the Coaches, there may be extenuating circumstances which you may not be aware of that preclude you moving.

Groups with < 10

In most circumstances, when the full complement of 10 players has not arrived before the official start time, we attempt to fill the group with other players. However, there are exceptions.

Some groups prefer to play their adventure with less than 10 people. That's permissible as long as all of these parameters are adhered to.

1) <u>All 10 hard tickets must be purchased</u> by one or more players in the group. They may not pay for the runs with generic tickets. A hard ticket is a single ticket that specifies the exact date and time of the event the participant paid for. A hard ticket isn't necessarily a physical item. At some conventions, electronic tickets are utilized.
Note: The aforementioned rule for hard tickets only applies to groups deliberately running with less than 10 people. Players who fill in an incomplete party may pay with generic tickets.

2) All 10 hard tickets must be turned in.

3) All 10 wristbands must be put on members of that group. E.g., if a group chooses to run their adventure with eight people, two players would each wear two wristbands or one player would wear three wristbands. Determining which player(s) wear the extra wristband(s) is decided by the hard ticket holder(s).

4) Up to 10 bags of tokens get distributed to the group, as determined by who is wearing the extra wristband(s). E.g., if a group chooses to run their adventure with eight people, two players would each receive two bags of tokens or one player would receive three bags of tokens. It's up to the hard ticket holder(s) to decide how the extra bags are allotted.
Note: Even if the party is comprised of more than five Ghost players, no more than five token bags are given to Ghost characters.

5) No matter how many wristbands a player is wearing, no person may play more than one character. So yes, someone could buy all 10 slots and solo the dungeon, but that person may only play a single character, not ten.

6) Only [Treasure-Enhancing](#) (TE) or [Synergistic](#) tokens may be "equipped" on Ghost characters.
Note: Ghost characters cannot duplicate a class currently being played by a real person. E.g., if the party contains a bard, cleric, druid, elf wizard, and wizard, no Ghost character can equip a Cabal item because none of the remaining classes are eligible to equip a Cabal item.

7) Even though the maximum number of Ghost characters on a run is nine, no more than five Ghost characters may receive any TREASURE CHIP bonus. All Ghost characters can equip TEs if they wish, but only five Ghost characters can receive any TREASURE CHIPS.
Example 1: If one person buys out the slot of all 10 tickets, five of the Ghost characters can have a number entered in the Total Treasure (TE) cells on the Party Card, but four are left blank. The real player's TE bonus is, of course, that of the actual solo player. Synergistic TEs on non-eligible Ghosts count toward the synergy bonus on the eligible Ghosts. E.g., if someone solos the dungeon with 10 CHARMS OF AVARICE, only five Ghosts can get TREASURE CHIPS, but the CoA bonus for those five Ghosts is at its max.
Example 2: The party consists of five real players and five Ghost players. In this case, all 10 characters can have a number entered into Total Treasure on the Party Card.

8) Like token bags and TREASURE CHIPS, <u>Completion Token</u> reward(s) for Ghosts are capped at five, even if the party is comprised of more than five Ghost characters.

9) Ghost Character do not get Survivor Buttons.

10) Since Ghost players have no level, they cannot earn an extra TREASURE CHIP via the 6th-level bonus—only real players who are at least 6th-level can claim that bonus. E.g., a 6th-level player soloing the dungeon would receive +1 TREASURE CHIP for being 6th-level, in addition to whatever other bonuses that person was entitled to. (This rule was amended in 2020.)

Ghosting is permitted at all TD events.

TLDR: Each party is limited to a maximum of 5 Ghost characters and 5 sets of Ghost rewards. This includes token bags, TREASURE CHIPS, and Completion Tokens. Survivor Badges are only rewarded to real people, not Ghosts. Besides, it's clear from their spectral state that a Ghost did not survive! 😉

last updated May 18, 2023

Groups with > 10

True Dungeon is designed to be played with 10 players. It should be avoided, but on rare occasions it may be necessary to send in a group with 11 or 12 players. If this happens:

- Notify the Coach Coordinator
- Write "Party of X" at the top of the party card where X is the number of people in the group

If for some bizarre reason the group has more than 12 players, make sure the Coach Coordinator and possibly a Director is aware of the situation. They'll determine how to proceed. While the CC/D are dealing with the issue, use two party cards to record each player's stats. For duplicated classes, note on the party card who is who. You could write the player's name, shirt color, or some other non-offensive distinction. E.g., you might write under Fighter A that they're wearing a plaid shirt and Fighter B is wearing a red bandana. Avoid noting anyone's gender on the party card.

Party Card

The following page has an example of what a completed party card might look like. That one was filled out by hand, but party cards can also be created with Amorgen's Excel-based character generator, Acherin's TD Character Generator, or Cranston's iOS/Android generators. If you haven't experimented with any of those already, we highly recommended you check them out. They're all completely free. Amorgen's version requires Excel. TDCC is web-based (requires internet connection), and Cranston's character generator requires an iOS or Android device. Once the app is downloaded, no internet connection is needed to use it.

Players using electronic character tools must still show you the accompanying tokens for their characters. All the character authorized generators create a list of the tokens the character is using. You should verify all the tokens they claim to have, but be doubly sure the player has every treasure generating token they claim to own.

Sometimes only one or some of the group has a completed character sheet from an electronic generator. These individuals should show you their token list and the "party card" with just their character's stats filled out. After you have verified all their tokens, copy that individual's stats onto the main party card.

Note: Parties are not required to use an electronic character generator. In fact, you may find most players aren't even aware of them. Help us spread the word and let players know about them so they can use them on future runs.

Bonus for Pre-Generated Stats

When players present you with pre-generated stats **and** a verified token list, thank them and inform them that they get a +1 bonus to their max HP. These are the only acceptable stat generators:

- Acherin's web-based "TD Character creator"
- Amorgen's Excel spreadsheet
- Cranston's iOS or Android app

The stats may either be physically printed or displayed on screen. But no matter what, the player must show you the accompanying token list so you can verify they have what they claim to have.

Party Card Completion Tips

How are all those numbers and checks determined? Every Coach has their own personal rituals for calculating stats. As you gain more experience with filling out party cards, you'll develop your own routines. Below are some general suggestions for how to record stats.

Ignore the Irrelevant: If a token's ability is not recorded on the party card, push it aside. Don't let irrelevant (to the party card) tokens become a distraction. Also, if the player's chosen class can't use that token, it should be ignored after reminding the player that their class can't use it.

Practice before the event: Fire up your web browser and point it to the official TD Token Kit Generator. Pretend a player just opened up a pack and fill out the barbarian's stats with the tokens shown. Now, using the same random bag, do the bard's, then the cleric's, and continue down the card until every class's stats are filled in. Even if multiple classes can use a token, the final stats are usually different because of the base ability scores. Once you've done that a few times, try combining more than one virtual pack. (Use multiple browser tabs or windows to view each pack.) If you have real tokens to practice with, by all

means, use them! Check your work with one of the aforementioned electronic aids.

Manage Your Time: You have roughly two minutes per person. If a player doesn't have their stuff organized, move on to someone who does. If time is running out, getting the card filled out 100% completely should take precedence over getting it filled out 100% accurately. If you need to fudge a little, do so—just don't go crazy.

Completed Party Card Example

This is a somewhat generic party card. The one you may use may not be exactly the same.

Class	To Hit (Melee)	Damage (Melee)	AC (Melee)	Spell Bonus	To Hit (Ranged)	Damage (Ranged)	AC (Ranged)	FORT	REFLEX	WILL	Retribution Damage	Can't Be Surprised	Free Movement	Can Crit Undead	Other Notes	Total Treasure
Barbarian	8	6	16	n/a	4	2	16	12	4	2		Can't Be Surprised	Immune to Hold, Slow, Web, and similar hindrances			03
Bard	0	2	18	3/3	0	1	17	4	8	7		Can't Be Surprised				03
Cleric	5	4	21	2/4	0	0	19	3	4	11		Can't Be Surprised				06
Druid			12				12	6	3	8		Can't Be Surprised	Immune to Hold, Slow, Web, and similar hindrances			03
Dwarf Fighter	7	8	26	n/a	5	1	22	11	6	2		Can't Be Surprised	✓			03
Elf Wizard	1	0	13	5	2	0	12	3	4	9		Can't Be Surprised				03
Fighter			11	n/a			11	5	2	2		Can't Be Surprised	Immune to Hold, Slow, Web, and similar hindrances			03
Monk	5	5	21	n/a	5	0	21	9	8	10		Can't Be Surprised				03
Paladin	11	8	22	0/0	3	19	2	9	7	8		Can't Be Surprised				03
Ranger	4	3	16	0/0	7	4	20	7	11	5	1	Can't Be Surprised	✓			03
Rogue	3	2	18	n/a	4	1	18	2	11	3		Can't Be Surprised		✓		10
Wizard	0	0	11	2	0	0	11	3	3	12		Can't Be Surprised				03

Initiative Mod. **3**

Non-Lethal ☐ Normal ☐ Hard-Core ☐ Night-mare ☑ Epic ☐

— DM Use Only —

8/3/16 Date (M/D/YY) Or MM/DD/YY if needed

13:13 Ticket Time (HH:MM) "Military Time"

Note: There are two blank lines because the party card lists all 12 classes, but there are only 10 people in a standard size party. At some point in your coaching experiences, you'll very likely encounter a party comprised of more or less than 10 people.

Damage Icons Legend

❄ Cold   Darkrift 💀

♦ Eldritch   Fire 🔥

🍶 Poison   Sacred ★

⚡ Shock   Sonic 🔊

last updated May 18, 2023

Token Mat

The token mat should be facing up and oriented toward the player side of the table. If for whatever reason you want to download and print a high-resolution version of this mat, you can get a copy here.

CHARACTER EQUIPPING MAT

Try to place tokens on the **GREEN** circles – especially if your character is not a spell caster. **Scroll** and **Potion** tokens are always available if you carry the token. Gold-backed tokens function the same as Platinum-backed tokens. You do not need to cover all the circles – most players do not. The Coach can help answer your questions.

Melee Mainhand
(Sword, Mace, Club, Staff, etc.)

Melee Offhand
(Shield - or weapon if Ranger/Monk)

Ranged Mainhand
(Mystic Staff, Bow, Sling)

Ranged Offhand
(If using a 1-handed Ranged weapon in Mainhand)

Head
(Helm/Hat/Crown)

Eyes
(Goggles or Lenses)

Neck
(Amulet or Medallion)

Ear
(Earcuff)

Ear
(Earcuff)

Wrists
(Bracers or Bracelets)

Hands
(Gauntlets or Gloves)

Shirt
(Vestments or Shirt)

Torso
(Armor or Robe)

Back
(Cloak or Quiver)

Figurine

Bonus Figurine
(Only if CHA is 16 or higher)

Finger
(Ring)

Finger
(Ring)

Waist
(Girdle or Belt)

Runestone

Shins
(Greaves)

Legs
(Pants or Kilt)

Feet
(Shoes or Boots)

Bead

Bead

Bead

Charm

Charm

Charm

Ioun Stone

Ioun Stone

Ioun Stone

Ioun Stone

Ioun Stone

Great online resources at www.truedungeon.com/welcome

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How to Fill Out the Party Card

This is the True Dungeon Party Card used during 2023. You may download a copy for yourself here if you'd like to practice at home. Practicing at home is <u>highly</u> recommended.

The Party Card table includes the following columns and character rows:

Left side: Initiative Mod. (0), Difficulty checkboxes (Non-Lethal, Normal, Hard-Core, Night-mare, Epic), DM Use Only, Date (M/D/YY) "Or MM/DD/YY if needed", Masterwork Tool Used, Ticket Time (HH:MM) "Military Time"

Table columns: WHEN USING A MELEE WEAPON (To Hit, Damage, AC), Spell Bonus, WHEN USING A RANGED WEAPON (To Hit, Damage, AC), FORT, REFLEX, WILL, Special Abilities (Retribution Damage, Can't Be Surprised, Free Movement, Can Crit Undead, Other Notes), Exit Room (Total Treasure, RIP Rm. #)

Character rows: Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

General Party Card Items

The following items are unrelated to character information. Be sure to fill all of these out on every party card.

Initiative: If there are no Initiative bonuses write "0". Never leave this cell blank.

If the party has one or more CHARM OF AWARENESS, write in the total number of CoAs they're equipping. Drunken Master, the sub-class of the Monk, grants a +3 to the party's initiative.

Note: Dexterity does not improve initiative in TD.

Difficulty: Unless the party tells you they want to run on Non-Lethal, Hardcore, or Nightmare, or Epic, put a check next to "Normal". The party must unanimously decide to play on anything other than Normal difficulty level. On higher difficulty levels, monsters have more HP, higher AC, saving throw DCs are higher, and <u>sometimes the mechanics of the room change</u>.

Date: Write in the date. Either "MM/DD/YY" or "M/DD/YY" where M(M) is the month, DD is the day, and YY is the year. Please use the US format of writing the month first, day second, and year last.

Event Time: Write in the <u>exact time</u> written on the players' wristbands. Use the 24-hour format (aka "military time") that's written on the bands, down to the minute. E.g., if the wristband says "20:02", write "20:02", not "8:02 pm". If the wristband says "09:02", write "09:02", not "9:02 am" nor "9:02".

Individual Character Stats

The following areas are all dependent on the tokens the players equip on their characters. Many of these items are affected by Ability Score Bonuses. Please reference the section called Calculating Ability Score Bonuses for details on how to calculate relative Ability Score Bonuses.

last updated May 18, 2023

In all damage cells, circle any relevant energy icon if the player can deal that type of damage—even if the damage is "baked into" the weapon's damage wheel and is not included in the bonus damage number. Look for key words like Flaming, Frost, Venom, etc. The icons and their respective types are shown below. Click the name to see a list of tokens that deal that type of damage.

❄ Cold	Darkrift 💀
♦ Eldritch	Fire 🔥
🧪 Poison	Sacred ✪
⚡ Shock	Sonic 📶
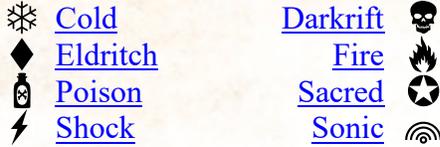
Do not sub-total the individual damage types. The only number you write in a Damage cell is the grand total.

Level: Check to see if the player has any tokens which affect character level. The Might set, the Elemental Eldritch set, and tokens with the word "Charming" or "Heroism" in their name affect level. A +level effect should be the first thing you check for when you get to a player. +Level effects never stack.

Melee To Hit: Affected by the ability score Strength (STR) or tokens that specify a Melee To Hit bonus. If a token says it gives "+X to attacks" or "+X to melee attacks", simply add that number to their bonus. If a token says "+X to Strength" (or STR), you need to calculate their relative Strength Bonus.

Melee Damage: Affected by the ability score Strength (STR) or tokens that specify Melee Damage. If a token says it gives "+X to melee damage", simply add that number to their bonus. If a token says "+X to Strength" (or STR), you need to calculate their relative Strength Bonus.

Don't forget to circle any relevant energy icons.

Note: Some tokens restrict the damage bonus to a particular type of weapon, typically 1-handed or 2-handed weapons. Ensure the player has equipped a compatible weapon.

Melee AC: Affected by the ability score Dexterity (DEX) or tokens that say, "+X to AC". Other than shields, nearly all tokens that grant an AC bonus apply that bonus to both Melee and Missile AC.

Spell Bonus: This only applies to spellcasters. Note the "photo corners" in these cells. For classes capable of casting healing Spells, this cell is bifurcated into Damage and Healing sections because sometimes their Spell damage bonus is different from their healing Spell bonus. If a token says if grants Focus, it affects both the damage and healing numbers in this

cell. Even though Focus also affects Polymorph damage, that's not written here, that's written in the special section of the Damage cell because attacking while polymorphed is a physical action.

Ranged To Hit: Affected by the ability score Dexterity (DEX) or tokens that specify either Missile or Ranged To Hit. If a token says it gives "+X to missile attacks" or "+X to ranged attacks", simply add that number to their bonus. If a token says "+X to Dexterity" (or DEX), you need to calculate their relative Dexterity Bonus.

Ranged (Missile) Damage: Influenced by tokens that specifically state they affect "missile" or "ranged" weapon damage—not Spell or Polymorph damage. These tokens affect this stat. If the player has equipped a "Mighty", thrown, or compound weapon, or be sure to include that character's relative Strength (not DEX) Bonus in this cell. DEX does not affect Ranged Damage.

Don't forget to circle any relevant energy icons.

Ranged AC: If the player equips a two-handed ranged weapon (but not an ARCHER'S BUCKLER*) or a one-handed ranged weapon and no shield, take the character's Melee AC and subtract any bonus from a Shield.

If the player equips a one-handed ranged weapon and a shield, include that shield's AC bonus in this stat.
Note: ARCHER'S BUCKLER only affects Ranged AC, not Melee AC. It may only be used with a two-handed ranged weapon. A SPIKED BUCKLER may be equipped in Melee and/or Ranged slots, but only with a one-handed weapon. A SPIKED BUCKLER may not be used with any kind of two-handed weapon.

(Missile AC Bonus): The party card no longer has a column called "AC BONUS if monster attacks with a missile". Any token that used to give that bonus has been errata'd to simply add that AC bonus to Ranged AC. The following tokens should be the only ones that are affected:

- ARMOR OF THE MIST
- BRACELETS OF BLOCKING
- BRACERS OF DEFLECTION
- COMMANDER'S LORICA SEGMENTA
- GLOVES OF REPULSION
- LENSES OF ALERT
- NECKLACE OF THE ELM
- SHIELD OF DEFLECTION

Fort (Fortitude): Affected by the ability score Constitution (CON) as well as tokens that state they give a bonus to Fort saves.

Reflex: Affected by the ability score Dexterity (DEX) as well as tokens that state they give a bonus to Reflex saves.

Will: Affected by the ability score Wisdom (WIS) as well as tokens that state they give a bonus to Will saves.

Note: If a token says it gives a bonus to saving throws but doesn't specify which one, it affects all saving throws. Be sure to add that token's bonus to all three Saving Throw cells.

Retribution Damage: If token says something like "does X damage if monster hits wearer in melee", that's Retribution Damage (RD). Add together all the RD the player has and record the total. Don't forget to circle any relevant energy icons.

Can't be Surprised: If a token specifies the user cannot be Surprised, check this box. If the character can be surprised, make no mark in this box.

Free Movement: Refers to being immune to movement hindrances, as seen on tokens like BOOTS OF FREE ACTION or AMULET OF THE WIND. If the character possesses a Free Movement effect, put a check in this box. If the character does not have a Free Movement effect, make no mark in this cell.

Other Notes: This is where you can write in any pertinent information not covered elsewhere on the card. This could be immunity to a damage type, something unique to that adventure, or anything else the DM needs to know about a character. Because this is a non-standardized cell, it is imperative that your handwriting be impeccably legible—more so than anywhere else on the card. Neatness and clarity are important everywhere, of course, but they're even more important here. It is pointless to write a note if the DM can't read it.

Total Treasure: Add up all the total TREASURE CHIPs the player is entitled to (including the base of 3) and record the total in this box. If the player has no bonus, write in "03". The full procedure is detailed below in the section called Totaling Treasure Chips. Warn players their TEs must be removed from enclosures for verification in the Epilogue Room.

Died in Room #: This is not filled out by coaches. Always leave this blank.

Totaling Treasure Chips

All players are guaranteed to get at least three TREASURE CHIPS at the end of their adventure. As part of filling out the party card, you are required to record the total number of TREASURE CHIPS each player receives at the end of their adventure. The steps below show you exactly how many bonus chips the player is entitled to receive. **Do not write the bonus, write the total, including the base three**. Therefore, if the player does not equip any treasure-enhancing tokens, that player gets three chips.

To reduce cheating, we utilize discrete boxes for each digit in the total. If the total is less than 10, use a leading zero. E.g., don't write "3", write "03". Write each digit in a separate box.

Total Treasure
03 ||||| ||||| ||||| -|

| 1 | 9 |

If you need to make notes (e.g., number of CHARMS OF AVARICE in the party), do so in the upper portion of the large black box. See the example to the left. **Don't write anything in the gray boxes until everyone's treasure tallies are absolutely finalized.** It defeats the purpose of having discrete boxes for treasure counts if the numbers are scribbled out and re-written.

When writing the total treasure, be sure to write large enough so each digit fills its box.

Unless otherwise specified, the bonus tokens at each step are cumulative. CHARM OF AVARICE earns bonus chips at three different steps because it's equivalent to three different tokens.

Note: If the player is not entitled to any bonus chips, write "03" in the cells. Don't leave these cells blank. We'd like to prevent players from getting "creative" with that area of the party card.

Each person's Treasure Total can range from 3–25. It can **never** be less than three. Using all non-artifact treasure-enhancing tokens and the 6th-level player bonus, **the maximum Total Treasure in 2023 is 25**. Some Artifacts may increase that. On some occasions, variable effect tokens (e.g., UR SPECIAL, AMULET OF WONDER) may be capable of bestowing totals higher than 25. But if that's the case, it'll get covered during training—typically the evening before the con begins.

last updated May 18, 2023
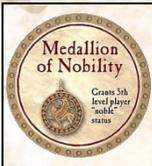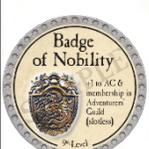
Step 1: A player who has attained at least 6th-level gets **+1 Treasure**. The player must show you either their Medallion of Nobility token, their official 7th-level purple TD "Elite Level Player" badge holder, their 8th-level pin, their Badge of Nobility token, or their 10th-level Amulet as proof of being at least 6th-level.

Examples of the level proofs are shown to the left. They are not to scale—the pin and tokens are about the same size, but the badge holder and amulet are much larger.

Note: No matter how many levels above 6th the player is, this perk grants a grand total of <u>one</u> extra treasure chip—<u>not</u> one chip for every level over 6th.
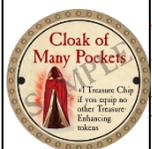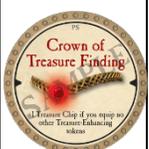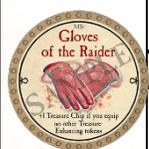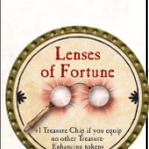
Step 2: If a character equips any one of these **Rare** treasure-enhancing tokens (no player may equip more than one):

- Cloak of Many Pockets
- Crown of Treasure Finding
- Gloves of the Raider
- Lenses of Fortune
- Ring of Treasure Finding
- Sandals of Humble Reward

that player gets **+1 Treasure** <u>**and may not equip any* other treasure-enhancing token.**</u> Therefore, if any one of these tokens is equipped, skip steps 4–10.

*Charm of Treasure Boosting <u>is</u> compatible with **Rare** treasure-enhancing tokens, see Step 3 below.
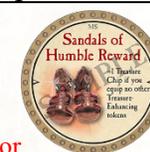
Step 3: If a character equips Charm of Treasure Boosting <u>and</u> just one other treasure-enhancing **Ultra Rare** or **Rare** token, that player gets **+1 Treasure**.

No player may equip Charm of Treasure Boosting <u>and</u> Charm of Avarice—not even artifact owners.

Charm of Treasure Boosting <u>requires</u> one other treasure-enhancing token to be equipped. Player-level treasure boosts (as seen in Step 1) do not count.

Step 4: If a character equips Ioun Stone Silver Nugget, that player gets **+2 Treasure**.

**Step 5:** If a character equips Ioun Stone Gold Nugget, that player gets **+2 Treasure**.

Step 6: If a character equips Ioun Stone Platinum Nugget, that player gets **+2 Treasure**.
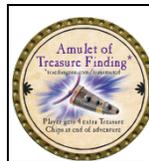
Step 7: If a character equips Amulet of Treasure Finding, that player gets **+4 Treasure**.

No player may equip Amulet of Treasure Finding and Charm of Avarice—not even artifact owners.
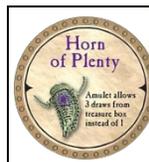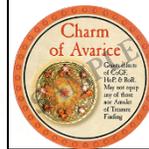
Step 8: If a character equips either a Horn of Plenty or Charm of Avarice, that player gets **+6 Treasure**.

No player may equip Horn of Plenty <u>and</u> Charm of Avarice—not even artifact owners.

Note: The flat +6 treasure bonus is different from what the text on the Horn of Plenty token says.

Amulet of Treasure Finding and Horn of Plenty are both neck-slot items. They may not be worn by the same character unless the player has an artifact which allows its owner to equip more than one neck item.

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Step 9: If a character equips either RING OF RICHES or CHARM OF AVARICE, that player gets **+3 Treasure**.

or
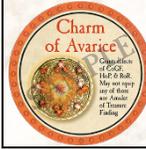
No player may equip RING OF RICHES and CHARM OF AVARICE—not even artifact owners.
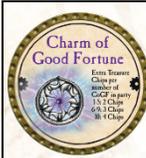
Step 10: If one or more characters in the group equip either CHARM OF GOOD FORTUNE or CHARM OF AVARICE, each player equipping one of those gets <u>either</u> **+2**, **+3**, <u>or</u> **+4 Treasure**.

or
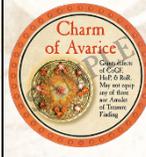
No player may equip CHARM OF GOOD FORTUNE <u>and</u> CHARM OF AVARICE —not even artifact owners.

1–5 = **+2**
6–9 = **+3**
≥10 = **+4**
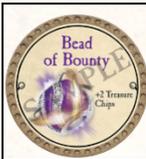
Step 11: If a character equips BEAD OF BOUNTY, that player gets **+2 Treasure**.
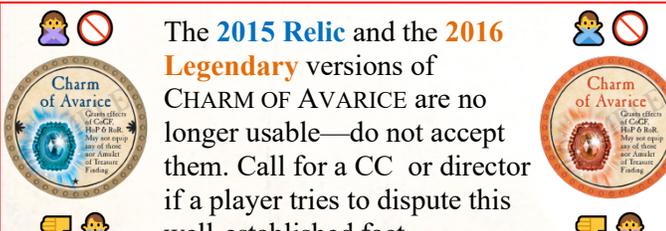
The **2015 Relic** and the **2016 Legendary** versions of CHARM OF AVARICE are no longer usable—do not accept them. Call for a CC or director if a player tries to dispute this well-established fact.

Procedures & Definitions

In general, there are two schools of thought regarding the method a coach uses to fill out the party card. Neither one of these methods is the right way nor is either one the wrong way. Use what is fastest and easiest for you to get the job done accurately. If you have a completely different method that you find to be more efficient, use it. In fact, please share it with your fellow coaches and the CC. Let other people benefit from your wisdom.

- Physically organize the player's tokens by function before recording their stats. E.g., group together AC-affecting, To Hit-affecting, Damage-

affecting, etc. Completely calculate each stat before moving onto the next stat.

Record each token's stat(s), one token at a time. After reading a token, make very small tally-marks for every cell on the party card that token affects. E.g., if a token gives +10 to Strength, make five tally-marks (卌) at the top of the Melee To Hit and Melee Damage cells (and the Ranged Damage cell, <u>if</u> that character's chosen ranged weapon is a thrown weapon.) Once you have recorded all that player's token's properties, total all your tally-marks and write in the total in the cell in standard (Arabic) numerals. This may work better when a player has a large quantity of tokens.

Weapons with a "+": If a weapon has a "+" in its name, the number next to the "+" needs to be added to the appropriate To Hit bonus. E.g., don't add a +1 sword's To Hit bonus to Missile nor a +2 bow's To Hit bonus to Melee. <u>Never</u> add a weapon's "+" to a damage bonus—it's already included in the token's damage wheel.

Melee: Refers to close-up, physical combat, with or without weapons: sword, club, mace, staff, etc.

Missile: Refers to any physical object (not a spell) that flies through the air as a weapon: bow, crossbow, blunder, sling, etc. It doesn't matter if the object was thrown by hand or ammunition fired from a weapon.

Compound: Some weapons can be used in melee or thrown as a ranged attack. These are called Compound weapons. When players equip one, ask if they intend to use it in melee, ranged, or both. Remind them that once thrown, that particular weapon token may not be used again that combat. DAGGER OF THROWING and THOR'S +5 RETURNING HAMMER OF SMITING are exceptions to this rule. They automatically return to their owner's hand. Simply having the word "Throwing" in their name does not automatically mean that weapon automatically returns to the thrower's hand. Thrown weapons may be retrieved after combat is concluded. Compound weapons may include: sling staff, dagger, throwing hammer, axe, spear, javelin trident, etc.

Mighty vs. Might: Ranged weapons with the word "Mighty" in their name gain the character's Strength Bonus to their Missile Damage. Don't confuse this with the word "Might". Might items comprise the Might Set which can grant the wearer +1 level.

Ability Score ≠ Ability Score Bonus: Don't confuse Ability Score with Ability Score Bonus. The latter is

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derived from the former, but they are not the same thing. Ability Scores are written in the upper left quadrant of the character card. Ability Score Bonuses are calculated by subtracting 10 from the Ability Score and then dividing by 2. (Yes, that sometimes results in a penalty.) Ability Score Bonuses increase by one point every time the Ability Score reaches a new even number. E.g., if an Ability Score goes from 16 to 17, there is no change to the Ability Score Bonus. If it goes from 17 to 18, the Ability Score Bonus increases by 1.

For additional details on dealing with Ability Scores and Ability Score Bonuses, see the section below called Calculating Ability Score Bonuses.

Retribution Damage: This comes from tokens like Amulet of Thorns, Cloak of Retribution, and some armor. RD from temporary items like potions or scrolls is not recorded on the party card. Any time the monster deals melee damage to a character with a number in this cell, the monster takes damage equal to that number. If the melee damage is completely negated (not just partially reduced), the Retribution effect does not trigger.

Free Movement: This means the character is immune to *hold*, *slow*, and *web* spells/effects, as well as spider's webbing or similar sticky substances. (This used to be called Free Action.)

Calculating Ability Score Bonuses

All classes have base Ability Scores between 9 and 19. All base Ability Scores are odd numbers. Each Ability Score is shown below, along with what stats it affects:

STR: 09 **Strength:** Melee To Hit, Melee Damage, and (if applicable) Thrown Damage

DEX: 11 **Dexterity:** Melee AC, Missile AC, Missile To Hit, and Reflex Saves

CON: 13 **Constitution:** Fort Saves and Hit Points Though coaches don't record HP, you should know that each point of CON **Bonus** increases the character's HP by 1 per level. E.g., a 4th-level character gets +4 HP for every +1 CON **Bonus**.

INT: 15 **Intelligence:** doesn't directly affect the party card

WIS: 17 **Wisdom:** Will saves

CHA: 19 **Charisma:** doesn't directly affect the party card, but if a character has a CHA of 16 or higher, that character may equip up to two Figurines of Power.

Some tokens require a minimum Ability Score (not Ability Score Bonus) to be equipped. If a token requires a minimum Ability Score, it's always printed on the token. Such prerequisites must be met by equipping permanent items, not via potions or other temporary effects.

Ability Score Bonuses (not to be confused with Ability Scores) are derived like this: take the Ability Score, subtract 10, then divide by 2. Round down if it doesn't divide evenly. E.g., if a character has a 15 Dexterity, that character's DEX Bonus would be +2.

$$15 - 10 = 5$$
$$5 \div 2 = 2.5$$
2.5 rounds down to 2

The bonuses associated with a character's base Ability Scores have already been printed on the party card. You need to concern yourself with the net gain of Ability Score Bonuses from tokens. Every Ability Score for every class is an odd number when the character is "naked". Ability Score Bonuses only increase when an Ability Score reaches an even number. Knowing that may help you when calculating Ability Score Bonuses.

Sum up the additional Ability Score points the character gets from tokens. If the sum from tokens is even, just divide it by two and add that number to the appropriate cell(s) on the party card. (E.g., if a character gained +4 to Wisdom from tokens, that character would get an additional +2 to Will saves.) We love even sums, they make our lives easier.

If the sum from tokens is an odd number, add 1 to the sum from tokens before dividing in half to get the additional bonus number. (Or if you prefer, don't add anything and round up the fraction after dividing by 2.) Here are some examples:

Note: An Ability Score of 9 yields an ASB of –1.

Base Ability Score: 13 (bonus = +1)
Sum of Ability Score points from tokens: 5
Because the AS sum from tokens is an odd number, it does not divide evenly (5 ÷ 2 = 2.5). Therefore, you round it up to 3 and add that to the relevant cell(s).
A base AS of 13, plus 5 AS from tokens = an AS of 18, so that works out to a total ASB of +4
$$(18 - 10) \div 2 = 4$$
The party card would have had a 1 as the pre-calculated bonus. 1 + 3 = 4

Base Ability Score: 13 (bonus = +1)
Sum of Ability Score points from tokens: 6
Because the AS sum from tokens is even, the quotient is a whole number (3), so just add 3 to the relevant cell(s).
A base of 13, plus 6 from tokens = an AS of 19, so that works out to a total ASB of +4
$(19 - 10) \div 2 = +4.5$ (round down)
The party card would have had a 3 as the pre-calculated bonus. $1 + 3 = +4$

Token Effects by Slot

These are very general tendencies, not hard and fast rules. Always refer to the text printed on the token or look the token up in the TDb if you're not sure exactly what it does.

- Boots typically affect movement
- Something with Armor, Helm(et), Robe, or Shield in its name typically affects AC
- Cloaks often affect saving throws
- Eyewear typically affects vision
- Rings often affect AC and saving throws

Not Recorded by Coaches

- "DM Use Only" boxes on the left, under the clipboard
- "Rm # Died?" on the far right
- Character Hit Points
- Circumstantial bonuses (things that only apply in specific or limited situations) E.g., you would not record a saving throw bonus vs. Fear saves nor a Melee Damage Bonus vs. giants.

Miscellaneous

Checks vs. Crosses: Use a check (✓) to indicate when an effect is true or possessed. A "✓" is equivalent to "yes". Use a cross (✗) to cancel something. A "✗" is equivalent to "no" or "not". E.g., if a cell is checked in the "Special Abilities" section, the character possesses that ability. If the cell is unmarked, they do not possess it. DMs know that if a special ability is not checked, the character doesn't possess it. We need to be consistent for the DMs.

Artifacts: Some players have very powerful tokens called Artifacts. These tokens have a light purple backing. These players should have a special laminated card that describes what their token does. These types of tokens can sometimes break the rules, so just go with what the card or TDb says.

Pre-Printed Numbers: Some cells on the party card have short, pre-printed numbers in them. This is what they represent:

- The number at the top of some cells shows that class's default value due to base stats. If the player has no other bonuses for that stat, write down the short, pre-printed number from the top as the value for that cell.
- If a cell has two short, pre-printed numbers at the top, the first number is the default value for 4th-level characters and the second number is the default value for 5th-level characters. It's not a fraction.
- Faint pre-printed numbers in the bottom right of AC cells are "gimme" AC values. If the player was not fortunate enough to get any usable armor token in their free bag and was not able to trade for one, use this number for their AC. It's not a bonus to be added to something else, it's the actual number you should write in the cell. *Note:* Gimme AC is for armor-less 4th-level characters. It is never used for 5th-level characters (if they have tokens to get them to 5th-level, they should have some kind of armor) nor characters of any level using an AC-boosting token.
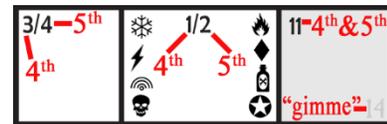

"Sterile" Training Rooms

In an effort to reduce token shenanigans, players may only enter a Training Room if they are wristbanded for that specific timeslot. E.g., if the 11:24 group is in the Training Room, only the players with 11:24 wristbands may be in that room. Obviously, volunteers whose positions legitimately require them to be in the room are exempted from this prohibition, but they may not engage in any kind of token transacting while doing so.

Rangers & Monks and Tankard of Health

If a ranger wants to equip a TANKARD OF HEALTH, explain to them why it's not a good choice for their class. If the player insists, put a big "X" through that ranger's melee stats because TANKARD OF HEALTH prevents a ranger from making melee attacks.

If a monk wants to equip a TANKARD OF HEALTH, explain to them why it's not a good choice for their class. If the player insists, write "May only slide

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ONE puck" in the "Monk" box on the left side of the party card, like this:

May only slide
Monk
ONE puck

Barbarian 2H Melee Damage Bonus

Barbarians get a +4 bonus to damage when wielding a 2-handed melee weapon. They do not get this bonus when wielding a 1-handed melee weapon. Since we want to include this bonus on the party card, barbarians have two sets of Melee Damage Bonuses pre-printed on the party card. However, you only write one number in the box. If the barbarian player equips a 1-handed melee weapon, use the first set of numbers, the one next to the 1-handed icon. As always, 4th-level characters use the number to the left of the slash and 5th-level characters use the number to the right of the slash. If the barbarian player equips a 2-handed melee weapon, use the second set of numbers (4th or 5th), the one next to the 2-handed icon. Other than being aligned vertically instead of horizontally, these icons are the exact same as the ones seen at the bottom of all weapon tokens.

 = one-handed   = two-handed

This is how it looks on the party card:

For the following example, we have an "armed but naked" 4th-level barbarian who has equipped a dagger (a 1-handed melee weapon). You would write "3" in the Melee Damage Bonus box and circle the like this:

If our "armed but naked" barbarian equipped a staff (a 2-handed melee weapon) instead of the dagger, you would write "7" in the Melee Damage Bonus box and circle the like this:

Do not write both numbers:

Wands

Wands printed before 2018 had a limited number of charges. The token was collected when the last charge was expended.

Chargeless wands were printed in 2018, but that turned out to be problematic.

Therefore, **all wands—old and new—are consumable, but do not have a fixed number of charges**. When a player wants to use a wand (no matter when the wand token was printed), they hand the wand token to the DM. Actions permitting, the player may use this wand as much as they desire for the rest of the room. At the end of the room, any wand token used gets collected by the DM.

Trainers Do Not Check Treasure

Coaches total and visually verify all treasure-enhancing tokens. If a player has a CHARM OF AVARICE, that token is also electronically verified in the Epilogue Room. CHARM OF AVARICE is the only token that gets verified in Epilogue. Be sure to notify Charm of Avarice users that that will have to show their CoA again at the end of their run.

Totaling Treasure Summary

- Total chips, not total bonuses
- Always write two digits, one in each box
- Use a leading zero if < 10
- Minimum of 3
- Maximum of 25*
- Don't write in gray boxes until totals are set
- Warn players about the Epilogue Room verification process for CoAs

*99.9% of the time

Bonus for Pre-Generated Stats

When players present you with pre-generated stats **and** a verified token list, they get a +1 bonus to their max HP. These are the only acceptable stat generators:

- Acherin's web site
- Amorgen's Excel spreadsheet
- Cranston's iOS or Android app

Spell Surge Clarification

We recently became aware that some players & DMs were incorrectly doubling bonus damage/healing when a druid uses Spell Surge. Only the base damage/healing (including skill check) gets doubled.

One-Sided Token Mats

The current token mats are one-sided. Please make sure the "business side" is always facing up and oriented so the player can read the text from their side of the table.