

2016 D&D Open DM Instructions

Thank you for volunteering to DM at the 2016 D&D Open. This unique event's success will be directly attributable to your skills. Unlike other D&D Adventurers League games, this one has a competitive element. Teams of players earn points for succeeding at tasks, finding treasure, and performing well. They lose points for other elements, such as taking rests, character deaths, or poor sportsmanship. See the Open Scoring Sheet found at the end of Round 2.

Competition vs. Fun

In the past, the D&D Open has been a purely competitive event. To make the event fair then, players would use pregenerated characters and play the exact same encounters.

With this event, as players can bring their own D&D Adventurers League characters and play different encounters, the competition should be treated more as "friendly competition" rather than a carefully calibrated point system.

Keep all that in mind as you run the event. Run the event as written, and let the dice fall as they may. Character death is expected early and often, and the adventure design takes that into account. The players will be told the risks ahead of time. So treat this adventure as both a fun competition and as a wild and deadly ride.

One note on scoring: the more magic a party takes into Undermountain, the less they will score. They should be told about this before the game begins and allowed to choose how they want to proceed. Do not talk about other aspects of scoring.

Adjusting the Encounters

The adventure has three tiers: levels 1-4, 5-7, and 8-10. Within those tiers, the encounters are optimized for levels 3, 6, and 9. To keep the encounters simple to run, there is no guidance for adjusting the encounters for higher or lower tables. Because of the competitive nature of the event, no adjustment is necessary.

That said, if you are running, for example, a level 10 table, feel free to bump up the damage and hit points of the enemies slightly. Or if running a level 8 table, adjust damage and hit points down slightly. By slightly, we are envisioning bumping damage done up or down by only 1 hit point, and increasing or decreasing monster hit points by 10%.

The only exception to this rule is a table of level 1 characters. This event will be terribly deadly for them. To make up for that, decrease monster damage and monster hit points by 50%.

Character Death

The adventure explains this, but we will repeat it here. When a character dies during this event, it is brought back to life. Sometimes it is returned immediately, and sometimes it is as the end of the encounter. You must track character deaths. Each death results in a point deduction.

Maps

The maps for the final encounter will be provided to run combat, but all the other maps are not. It is expected that you run all combats as theater of the mind. If your party insists on running on a grid, feel free to do that. However, explain to them that doing so might slow down play.

For those tables that do run theater of the mind combats, two kinds of maps are provided. A player map to show the players to help them visualize the area, and a DM map showing all relevant information, including what they players may not know.

Puzzle Time Outs

A puzzle is presented simultaneously to all tables twice during this event, and the first 3 tables to complete the puzzle correctly will earn certificates. During this time, play is halted until we tell you to resume play. Timing:

- Halfway through Round 1 (2 hour mark)
- Halfway through the exploration portion of Round 2 (roughly 1.5 hours into the second round)

Special Encounters

During Round 1, the characters will find red gems. At the end of an encounter where a table finds a red gem, have your table captain contact Open HQ. These may trigger a special encounter with a different DM and may earn the table a certificate. If a special table is unavailable, a red gem triggers a boon, provided by HQ.

Open HQ

There will be an Open HQ team at a special table and also wandering the floor. If you or the players have any questions, flag one of the Open HQ staff or send the table captain to Open HQ for you.

Open HQ will announce the times when:

- Round 1 play begins
- Round 1 puzzle begins and ends
- Round 1 ends
- Round 2 play begins
- Round 2 puzzle begins and ends
- Round 2 final encounter begins and ends

Player Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

You do not need to calculate the experience of the event. All characters receive experience based on their current level.

Adventure XP per Character

PC Level	XP Earned
1	600
2	1,200
3	2,400
4	3,400
5	7,000
6	8,000
7	10,000
8	12,000
9	15,000
10	18,000

Note: Add any XP earned through Red Gems to this total.

Treasure

You do need to calculate the gold pieces earned by the party for the event. You may wish to make notes in the adventure margin or on the scoring sheet as you run, so as to calculate an accurate total. Gold is often tied to accomplishments in this adventure, and characters deserve to receive what they earn. Divide all gold equally amongst the characters.

Note: Add any gold earned through Red Gems to your total.

Magic Items should be used by the party as they are found. Allow some time at the end of the second round (and first if the party desires) to divide magic items up amongst the party. Use standard Adventurers League rules for dividing up consumable and permanent magic items.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Certificates

Certificates earned during play or as a result of scoring are provided to tables at the end of each round, but magic items may be used when found.

The scoring sheet provides a column indicating which accomplishments earn a certificate. **Please make sure you request, collect, and distribute the certificates earned by the party.**

Downtime

Each character receives **twenty downtime days** at the conclusion of this adventure.

Renown

Each character receives **two renown** at the conclusion of this adventure.

DM Rewards

You receive **4,500 XP, 2,250 gp, and ten downtime days** for running the D&D Open. Thank you!