

ADMINISTRATIVE GUIDANCE: CORRUPTION IN KRYPTGARDEN

This document provides guidance on running *Corruption in Kryptgarden*. Depending on the location this can be a large, logistically challenging event with different tables all working towards the same goal. There are three different tracks for the players to choose from. For large locations such as Gen Con Indy, tracking which tables are on the same path is essential and requires a larger staff than most recent interactive events have had.

Each squad will be comprised of 6 players, most likely representing different factions. Each of these factions will be unwittingly competing with one another over possession of the **Green Dragonmask**; the item currently being sought by the Cult of the Dragon and in the possession of **Claugiyliamatar**, also known as Old Gnawbones.

OVERVIEW

Each squad will, after a short introduction to the adventure and the faction representatives, be presented with the choice of one of three adventure “tracks”. Because of the interactive nature of this adventure, each track possesses different interactive elements that will impact not only their squad, but the other squads as well. Because of this coordinated effort, squads may call upon one another for aid, provided each squad is participating in the same adventure track.

This adventure requires many different people to ensure that it runs smoothly and for the mutual enjoyment of all involved. There are five different levels of participation in this adventure:

- **Tables (Squads).** Each player should understand that the adventure is a collaborative, team-based event, and players who are intentionally disruptive run the risk of comprising the enjoyment of all involved.
- **Table Leaders (Squad Leader).** Each squad will have one representative (elected, determined by dice, or simply chosen by the DM in the event that the squad cannot come to an agreement) who will be responsible for reporting Interactive Elements to the Captain (see, Section Administrators, below).
- **Dungeon Masters (DMs).** DM are responsible for running the adventure appropriately, but also act as the first defense against conflict at a table.
- **Section Administrators (Captains).** Admins act as first-responders to questions posed by DMs and act as liaisons between the individual squads themselves as well as with the highest echelon of the interactive, the Commander (see Interactive HQ, below). Admins are also be responsible for keeping track of changes in individual attendance and tracks as well as collecting Scoring Reports and calculating their section’s total score at the end of Part 3. It is to the **There should be no less than 1 Captain per 15 Squads.**
- **Interactive HQ (Commanders).** HQ is comprised of a central authority and a small group of assistants and act as a central point of contact for the Captains. Commanders will make announcements regarding interactive elements based on the information obtained and collected by the staff. Commander will also be responsible for ensuring prompt and accurate changes of element flags. **There should be no less than 3 Commanders.**

It is recommended that each Commander be responsible for collecting scoring and track reports for a specific track. If possible, a large poster or easily viewable display should be used to allow HQ personnel and admins the ability to make quick assessments.

1. SETTING UP

There are a couple of things that must occur before a squad may begin play. Mostly administrative, but important once the adventure concludes.

MARSHALLING

Because of the strict timelines that each part of this adventure needs to abide by, it is imperative that tables should be marshalled and sat as quickly and efficiently as possible.

PARTIAL VS. FULL TABLES

Tables should be sat as soon as they are legal. That is to say that once a group of four complementary players is formed, they should be seated. The rest can be filled in as players arrive.

CLASSES

If possible, each table should have a character with the ability to heal. This is a tough adventure, and has the potential to get deadly quick.

FACTIONS

Additionally, the adventure will work better when there is an even distribution of faction representation.

DUNGEON MASTERS

While the tables are being marshalled, it is advised that a short meeting of the Dungeon Masters, Captains, and Commanders be held. This is when you can ask or answer questions, identify which items are being used as flags and identify one another. For larger venues, it might be expedient to have the Captains actually conduct this meeting with smaller groups.

Remind DMs that they are responsible for making sure that their table is ready to play. This includes making sure that the table is relatively free from clutter to allow for the possibility of additional players from other tables.

FACTIONS

Before play can commence, the squad's DM should record the number of each faction represented by the player's characters. There is no need to ensure that each faction is equally represented. Some squads may feature an interesting mix of factions while other squads may consist of players from only one faction.

SCORING REPORT

The scoring report is used at the end of the adventure to calculate the total number of points accumulated by each of the five factions during the course of the adventure. At the end of the adventure, the faction with the highest score will receive possession of the Green Dragonmask.

HQ should keep track of this as reports are sent in to spread the work out over the course of the event.

MISCELLANEOUS DM AIDS

Things like character tents and index cards will make the DMs job easier. Additionally, the DM should acquaint themselves with their Commander—something that will make picking him or her out of the crowd much easier. The DM should also let their players know who their Commander is as they may need to know as well should they be elected as the table's Squad Leader.

CHOOSING A SQUAD LEADER

If time permits, the players may elect a Squad Leader to report their progress to their Commander. Otherwise, the DM will use any method of deciding on one that they

choose, such as rolling dice, or even picking someone who was nice enough to bring a few snacks for the whole table to enjoy. This choice shouldn't be forced on the unwilling, however; if someone does not wish to be the Squad Leader, then someone else should be picked.

CAPTAINS

Depending on the size of the event, Captains may be assigned tables (no more than 15) or just asked to range freely in a general area. Ideally, a few additional Captains will be available to run messages to and from HQ.

BE VISIBLE

Ideally, a Captain will bear some sort means of easy identification. Otherwise, ensure that your DMs and players know who you are so they know who to go to for guidance or for reporting.

EQUIPMENT

It is advisable that for the Captains to have a clipboard and/or a pad of paper to help keep track of requests and status of their sections. The Captains should, upon request from DMs, obtain materials such as pencils, dice, etc., from HQ if such support is available.

TRACKING CALLING FOR AID

Once play begins, tables may start asking for assistance. To facilitate this, use the attached Faction Tracker to know which tables reinforcements can be requested from.

COMMANDERS

Commanders are responsible for making sure the adventure runs smoothly.

ELEMENT FLAGS

There should be a single, visible location for element flags to be posted.

TURN-IN SPOTS

Having a single spot for report turn-ins will make it easier for Captains to turn in their reports and return back to their sections. Captains shouldn't have to wait and having a sort of "inbox" will make everything quicker.

TRACKING THE TRACKS

Ideally, there should be one Commander for each track. As Interactive Reports are turned in, the track's Commander will be able to easily keep a running count of the interactive elements originating in that track. This will ensure that elements are accounted for quickly and accurately.

2. BEGINNING PLAY

Depending on the size of the venue and what additional equipment is available (such as P.A. systems) the first part of the introduction may be acted out by HQ staff or the section captains. In this instance the DMs should be instructed ahead of time to ready their table for play and await developments.

After a few minutes of readying the table for play, the DM will begin the Player Introduction of the adventure.

INTERACTIVE RULE REVIEW

Before the Player Introduction portion of the adventure begins, and while players and the DM are getting set up, the DM should quickly review as much of the interactive components as possible such as calling for aid, choosing a track, etc. Repeat this information as new players join the table.

PLAYER INTRODUCTION

This should not be allowed to take more than **20 minutes** of narrative and roleplaying. DMs should allow a quick trip around the table and allow each player to introduce themselves along with the names and a brief description of their characters. Once done, the DM should jump right in with the narrative and the Gathering Information portion of the intro.

GATHERING INFORMATION

If time is of no concern, feel free to fully narrate each of the different factions. But if running on a tight schedule, consider introducing the PCs only to those factions that are represented by players at the table. This will ensure that the PCs interests are addressed while saving a bit of time.

ADVENTURE TRACKS

Once the squad has completed the Player Introduction, the squad will need to decide which track they are going to play. Most will vote based on their faction Member Missions received.

This adventure is comprised of three adventure tracks, each with 2 or 3 Member Missions assigned by the factions. While a party should be encouraged to make the initial choice, it is possible that the Commanders may **strongly suggest** a change to ensure that each track is represented in a proportional manner.

Ideally, each track should maintain a ratio of 1:3. That

is, if there are 15 squads playing the adventure, each track should ideally be represented by 5 squads. This **representation ratio** may go up or down depending on the allure of the track, but it should not be permitted to go below 1:5 (one track played for every 5 squads). That is, if there are 15 squads playing the adventure, each track should ideally be played by no less than 3 squads.

In order to ensure that the tracks are being represented appropriately, use the following steps:

- 1) Squads make their individual choices.
- 2) Squad Leader reports their squad's choice to their section's commander.
- 3) Captains will add the total number of squads for each track.
- 4) Captains inform HQ of the ratio of their section.
- 5) HQ determine the appropriate number of changes needed to obtain a ratio of 1:3.
- 6) Commanders themselves inform DMs of recommended track changes.

While a DM may disregard a suggested name change, the Commander issuing the suggestion should stress to both the DM and the players that there are very real and potentially fatal repercussions to an objective not being met.

BEGIN THE ASSAULT!

It is important not to delay the war effort! Any squads who, after 20 minutes, have not selected a track will be asked to stop what they're doing and assigned one. The Captain will then report to the Commanders that their section is ready.

Once the Commanders have received a ready report from each section, the call to battle will be sounded and the DM will begin part 1 of the adventure track.

3. DURING THE ADVENTURE

HQ should note the start time of Part One.

At this time HQ should tally total number of PCs per faction. Each member of the HQ staff should act as the Commander for a specific track (hence the need for a minimum of 3 staff). As reports are brought in from the tables they are divided up by track. The Commander for each track is responsible for determining when changes in the general battlefield condition occur. Note these changes can impact the entire event not just that track.

INTERACTIVE ELEMENTS

Each track has different interactive elements, allowing

each party's actions to impact the war effort as a whole. These opportunities are contained in a sidebar as such:

INTERACTIVE ELEMENT

This sidebar will contain information specific to each element present in the adventure track.

The header may direct the Squad Leader to report the result of a specific encounter or act to their Captain or to look for a visual cue from the Commanders—indicating that the element is active.

WHEN ELEMENTS BECOME ACTIVE

An interactive element becomes active for the entire interactive when 30% of the tables report activating it. That is to say, if 30% of the tables playing Track 2 fail to prevent the hobgoblin from blowing the horn, that element is active for all of the other tables. The alarm is raised across the stronghold and the black element flag is raised. Similarly, if 30% of the Squads playing Track 2 manage to convince King Witchthorn to help, the purple element flag is raised—inferring all bonuses therein.

That is to say if 15 tables of a 45-table convention are playing Track 1, the alarm is activated if five or more tables report having aroused suspicion at the stronghold's gate. The black element flag is then raised; granting a +1 bonus to initiative checks to the monsters at all 45 tables.

IMMEDIATE INTERACTIVE ELEMENTS

Some elements, like alarms, should be reported to Captains and Commanders immediately. These are typically elements that arise in combat, such as destroying the siege weapon in Track 2 or killing the necromancer in Track 3.

Immediate elements are not tracked using the interactive reports. The Captain reports them directly to the track's Commander, who in turn keeps a running total as the adventure progresses. Once an immediate element becomes active (30% or more tables reported), the element flag is raised (or lowered).

DELAYED INTERACTIVE ELEMENTS

Other elements occur in earlier parts of the adventure, but do not have an impact until the final battle. For example, if the 30% of the tables are successful in freeing the ghost in Part 2 of Track 3, there is no immediate effect; instead the white flag is raised during the final battle and the ghosts help protect the PCs from the dragon's attacks.

Delayed elements are tracked using the Interactive Reports and turned in to the Commander of that

particular track after Part 2 has finished. During the Interlude, the Track's Commander will use the reports to determine which elements are active and which are not.

ELEMENT FLAGS

The primary way of representing interactive elements in this adventure is by the use of colored element flags. Each of these flags have a significant meaning and effect. For the sake of clarity, the element flags and their meanings are presented here:

- **Black Flag.** The alarm was raised. Foes gain a +1 bonus to initiative checks.
- **Red Flag.** Thayan necromancers are still alive. At the start of each round, one defeated foe rises as a **zombie**. If this flag is not present, PCs gain a morale boost: each character may spend a Hit Die to regain hit points (no action) once at any point during the final encounter.
- **Yellow Flag:** Hobgoblin archers still man the walls. At the start of each round the DM makes one ranged weapon attack against one randomly-determined and visible character: +3 to hit, one target. *Hit:* 3 (1d6) piercing damage.
- **Blue Flag:** Other key leaders of the Cult and hobgoblins have been defeated. All foes suffer a -1 penalty to attack rolls.
- **White Flag:** When the dragon appears at this table, an elven ghost appears at this table, dressed in ancient armor. One time, at the party's request, the ghost intercepts a dragon's attack (including its breath weapon) and is destroyed by the attack – preventing all harm to the party.
- **Green Flag:** The horn never sounded. The dragon may not attack a table during the first round of initiative.
- **Purple Flag:** The fey bargain was accepted. See the Running the Dragon end-notes.

Ideally, the Commanders will have some manner of notifying all of the tables simultaneously of element flag changes, be it a whistle, a horn, or even an .mp3 played over some sort of public address system. Upon hearing the call to attention, DMs will **immediately** direct their attention to the Commanders and make sure that they understand the change before resuming play. If they do not, the DM will direct the Squad Leader to ask their Captain for clarification. If the Captain is unaware, they will get clarification from the Commander and report back to the inquiring squad's DM.

Once an element flag has been activated or deactivated, it is effective immediately unless otherwise specified.

OFF THE RAILS?

Players are unpredictable creatures and sometimes, whether intentionally or not, take the adventure in an unanticipated direction. If a DM feels that their party has taken an unscripted path, they are expected to roll with it. But if that path could potentially impact other tables, they should immediately contact their Captain who will in turn report it to the Commanders for a final ruling.

TIME

Time is essential, and there may be times when a squad either finds it has finished too quickly, or not quickly enough. This adventure is designed to consume a standard 4-hour slot. This takes into account:

- Marshalling
- Intros
- Playing
- Scoring

It is vitally important that everyone—from the individual player to the Commander—in this adventure is aware of the importance of time. Even little things like rolling attack rolls and damage rolls together can mean the difference between finishing on time and missing an encounter due to time.

FINISHED EARLY? HELP YOUR FRIENDS!

If a squad finds that it has finished a particular portion of the adventure before time has been called, the players at that table may join other squads to help them finish. Players may only join other squads if the players agree to the help.

It is especially important for the DM to recommend this option during Part 2.

INTRODUCTION (20 MINUTES)

Hard Cap

The introduction will consist largely of a brief introduction to the adventure by the Commander(s), followed by briefings by the leaders of the represented factions and, ideally, the players themselves.

At the end of this portion of the adventure, the players will choose which track they would like to play. Squads who have not chosen a track after 20 minutes has lapsed will be assigned one.

PART 1 (60 MINUTES)

Soft Cap

After 60 minutes have lapsed, the Captains will notify

their squads of the time. DMs do not need to stop the game immediately and proceed to the next Part, but should start looking for creative ways of concluding the portion of the adventure that the players are on. Each additional minute spent during Part 1 is a minute that will be lost during Part 2.

PART 2 (45 MINUTE)

Hard Cap

Part 2 will have a **hard** time cap (at least 45 minutes). This means that once time has been called, play will stop immediately, reports will be generated and turned into Captains. This hard cap should occur 1½ hours before the end of the gaming slot.

Because of this cutoff, however, if a squad has accomplished **most** (2/3+) of the track's objectives, it will be counted as complete. The exception to this is Member Mission points. No points will be awarded for objectives that were not reached.

INTERLUDE (15 MINUTES)

Hard Cap

There should be a 15 minute (or however much time is permitted) interlude between parts 2 and 3 to allow the Commanders to determine what interactive elements are present during the final battle. It is imperative that DMs, Captains, and Commanders get their information turned in and calculated in time for Part 3.

PART 3 (45 MINUTES)

Soft Cap

While not a **hard** time-cap, DMs should start getting really creative once notified of time. It is imperative that the Commanders have enough time to calculate the final scores before the slot is over.

BOOKKEEPING

As with any adventure, there is some bookkeeping involved with this Epic adventure. But due to its interactive nature, there is a bit more than usual.

SCORING REPORTS

The scoring reports are used to determine which faction takes possession of the Green Dragonmask. As the squad progresses through the adventure, the DM will ensure that the squad's scoring report is current. At the end of the adventure, these sheets are turned in to the Captain who, after tabulating the section's total, submits them to

HQ.

INTERACTIVE REPORT

Each track has track report that is used to track the progress of the adventure. As Parts 1 and 2 are completed, the Squad Leaders will turn in their squad's Track Report to their Captain.

Part 3, the Captains will collect the final track report from their DM and turn them in to the Commander in charge of the track each squad is playing. The Commanders tally the results of these and add them to the previous reports to determine the final outcome of the event.

IMMINENT FAILURE

Epics are challenging adventures. If an adventuring party is about to fail a task, the squad may visit surrounding tables and request assistance from them. This assistance is contingent upon the following:

- The squads are both playing the same track.
- Both squads have at least one common faction represented by a player.
- Both squads consent to the assistance.

If all the above is true, the DM of the requesting squad should immediately flag down a Captain, report the change, and one player of a common faction may temporarily join the squad in need; appearing and acting at the next initiative count. When they wish to rejoin their original squad, they may spend an action and appear back at their original squad at the end of that squad's current initiative round.

Captains should record such events. Note that this may cause a table to have more than 6 players at it. Captains should ensure that the DM of the requesting squad is confident in his or her ability to compensate for the increase in seated players.

CHARACTER DEATH

If a player character dies or cannot be revived during part one or two of the adventure, the player has a way to continue play. A member of the character's faction fighting in close proximity of the squad sees the character fall.

In the event of a character's death during the adventure, a NPC of that character's faction enters the scene at the beginning of the next round. Use one of the pre-generated characters as the recruit.

A recruit will not appear if a player character dies during part three of the adventure, or if the player is

already playing a recruit.

4. THE FACTION CHAMPION TABLE

The faction champion table is essentially the Final Battle of Track 1 with stronger monsters and officiated by a special Dungeon Master. Depending on the venue that the adventure is played, it may have special rewards given to those chosen to play at it.

MARSHALLING

At the end of Part 1, the Squad Leaders submit their table's interactive report to the Commander in charge of the track that they are playing. Once all of the reports have been turned in, the Commanders will choose two reports at random from each of the three tracks. This will represent the first group to sit at the faction champion table. Commanders should exercise judgment in ensuring that the special squad has a fair representation of the four, core classes and the five factions. At the very least, it should have a cleric to keep folks alive and at least one member of each faction to make the awarding of the mask easier.

NOTIFYING

Once the special squad has been marshalled, they must be notified. The Commanders themselves will go to notify the PC chosen to join the special squad before Part 2 is complete. If that player still wishes to participate, the Commander will inform the player of where to report and remind them that they must be seated and ready to go when play resumes after the interlude.

THE MARSHALLING LIST

Once the first group has been assembled and seated, the Commanders will create a list of reinforcements that will be called upon as members of the first group flee, are dragged off unconscious, or die.

This **marshalling list** will have the names, classes, faction, and table number of each character. There is no particular order in which this list must be filled, just that it be easy to find a replacement for characters as they leave the table.

When finding replacements, the first priority should be given to members of that same faction and general class. So if a Zhentarim cleric dies, another Zhentarim cleric should replace him. Similarly if a Harper rogue dies, she should ideally be replaced by another Harper rogue.

5. AWARDING THE DRAGONMASK

The Dragonmask found by the players of the faction champion table eventually falls into the hands of one of the characters. In order to determine the winner of the Dragonmask, the following statistics need to be identified and explained.

1. ATTENDANCE PERCENTAGE

This figure indicates the percentage of the total number of participating players that belong to each faction. Any faction whose attendance percentage is less than 10% is ineligible to win the Dragonmask.

2. ACTUAL SUCCESS

This figure indicates the maximum number of member missions that can be completed by each faction based on attendance and track selection. DMs determine this figure by comparing each faction to the Player Introduction of the adventure.

If there is at least one member of a given faction in the squad and the table succeeded at that faction's member mission in the track, the DM will put a 1 in that faction's "**Actual**" block under Actual vs. Potential Successes. If the member mission was not completed, the DM will put a 0 in the block.

3. POTENTIAL SUCCESS

The DM will then enter the number of potential successes that are available in the track chosen by the squad. The tracks and the number of potential successes for each faction are:

- **Track 1.** Emerald Enclave: 1, Harpers: 0, Lord's Alliance 1, Order of the Gauntlet: 1, Zhentarim: 1
- **Track 2.** Emerald Enclave: 1, Harpers: 1, Lord's Alliance 1, Order of the Gauntlet 1, Zhentarim: 0
- **Track 3.** Emerald Enclave: 0, Harpers: 1, Lord's Alliance: 0, Order of the Gauntlet: 1, Zhentarim: 1

If there is at least one member of a given faction in the squad and the track that they are playing has a member mission for that particular track, the DM will put a 1 in that faction's "**Potential**" block under Actual vs. Potential Successes. Otherwise, the DM will put a 0 in the block.

DUNGEON MASTERS

Ensure that the table's scoring report is completely and accurately filled out. At the very least, the table's scoring report will include the following:

- Each squad's faction attendance breakdown.
- **Actual Successes.** If there is at least one member of a given faction in the squad and the table succeeded at that faction's member mission in the track, the DM will put a 1 in that faction's "**Actual**" block. If the member mission was not completed, the DM will put a 0 in the block.
- **Potential Successes.** If there is at least one member of a given faction in the squad and that faction has a member mission for the track that the squad is playing, the DM will put a 1 in that faction's "**Potential**" block. Otherwise, the DM will put a 0 in the block.

Once completed, the Squad Leader will give the table's scoring report to the section's Captain.

CAPTAINS

The Captain will, upon receiving the scoring reports for each of the tables in his section, tabulate the reports on a combined scoring report. At a minimum, the combined scoring report will include the following:

- Section's total faction attendance breakdown
- **Successes.** The Captain will record each squad's actual / potential successes; broken down by faction. Each faction's success ratio for the section total score will be added down to the "**Total**" block.
- Each faction's total actual successes.

Once each Captain has completed this worksheet it is given to the Commanders. They should also turn in squad scoring reports. Ideally, there should also be a separate receptacle for these to avoid confusion.

COMMANDERS

Commanders will, upon receiving scoring reports from the sections, combine all of the information from each section's combined scoring report to a single combined scoring report. Once this has been accomplished, the Commanders will determine the faction with the highest score using **attendance percentage**, **potential successes**, and **actual successes**. Once these figures are determined, they are used to determine each faction's score.

1. ATTENDANCE PERCENTAGE

This figure indicates the percentage of the total number of participating players that belong to each faction. To calculate each faction's attendance percentage:

- Add the total number of players of each faction;

- Add the total number of players participating in the interactive adventure;
- For each faction, divide the number of players of that faction by the total number of participating players and multiply the result by 100. This determines each faction's **attendance percentage**.

Any faction whose attendance percentage is less than 10% is ineligible to win the Dragonmask.

2. FACTION SUCCESS PERCENTAGE

Once these figures are calculated, it is simply a matter of calculating each faction's final score. To determine each faction's final score the Commanders will:

- Divide each faction's **actual successes** by the faction's **potential successes**;
- Multiply the result by 100. This **faction success percentage** is representative of the faction's overall performance.
- Whichever faction has the highest success percentage is the winner of the Dragonmask. In the event of a tie, the faction with the highest **attendance percentage** is the winner. In the event of a tie, the winner is determined by rolling a die.

Once the winning faction has been determined, announce the winner to the players gathered. The only thing remaining is to award the Dragonmask to one lucky player.

AWARDING THE DRAGONMASK

The winner of the Dragonmask is the first applicable player of that faction in descending priority:

- The member of the winning faction currently seated at the faction champion table.
- If more than one member of that faction at the table, whomever wins an opposed, unmodified d20 check.
- The first member of that faction in consulting the **marshalling list**.

Record the name, class and faction of the winner of the Dragonmask and include this in your responsive materials, if any, to the Adventurer's League Administrators.