

ADMINISTRATIVE GUIDANCE: BLOOD ABOVE, BLOOD BELOW

This document provides guidance on running Blood Above, Blood Below: a D&D Epics™ adventure.

OVERVIEW

Each group will play one of the three adventure tracks in the adventure. **This adventure supports the following tiers of play:**

- **1st through 4th-level characters** (optimized for five 3rd-level characters)
- **5th through 10th-level characters** (optimized for five 8th-level characters)
- **11th through 16th-level characters** (optimized for five 11th-level characters).

Each table must seat characters of the same tier.

This is a special three-hour interactive adventure, designed for many tables playing together. Because of the interactive nature of the adventure, each track possesses interactive elements that will impact not only the characters, but other groups as well.

The adventure requires the following participants to run smoothly.

- **Groups:** a table of 3-7 players representing different factions
- **Group Leaders:** each table has one representative that is responsible for reporting events to the Captains.
- **Dungeon Masters:** each table has one Dungeon Master.
- **Captains:** Each section has captains who are responsible for adjudicating interactive events and answering questions posed by DMs. The captains forward their results to their individual Commander.
- **Commanders:** Each track has a commander who is responsible for counting victories and announcing important interactive elements.

PACING

Each track follows similar sequence of events:

Time	Track 1	Track 2	Track 3
0-20 mins	Muster and Briefing	Muster and Briefing	Muster and Briefing
20-30 min	Track setup (create player ship)	Track setup (introduce drow guide)	Track setup (choose spider mounts)
30m-1hr	Flag capture*	Cloaker assault	Giant Slaying*
1hr-2hr		Explore hidden library	
2hr-2 hr 10m	Victory Count		
2 hr 10m - 3hr	Final Battle	Final Battle*	Final Battle*

* Features assistance between tables

ASSISTANCE BETWEEN TABLES

Blood Above, Blood Below is a dangerous adventure. If players get into trouble, they can visit nearby tables on the same track to request aid. Each track handles this differently.

TRACK 1: FIRE SUPPORT

During Part 2, the group can request fire support from a neighboring table. To make the request, the Group Leader should contact the administrators. The administrators then locate a table that is willing to help.

Each table may only call for fire support once.

When firing to assist another group, the gunner loses their next action if they're currently engaged in combat. Fire support always hits, but the gunner still makes an attack to see if they score a critical hit. Once they've rolled damage, the administrators relay the result back to the other table.

Certain events in the adventure allow groups to support other tables without request. When these occur, the administrator should take note of the damage and allow play to continue. They can then find a table to apply the damage to in their own time.

TRACK 2: JOINING OTHER TABLES

In the final battle, a group can request help from a neighboring table if they get into trouble. To make the request, the Group Leader should contact the administrators. The administrators then locate a player that is willing to help. **Each table may have no more than one "borrowed" character at a time.**

When the new player has taken their seat, their character appears and acts at the end of the initiative count. The character can rejoin their original table at any time, reappearing at the end of the current initiative count. If the DM rules that the danger has passed, the visiting player must rejoin their original table. When they return, they gain Inspiration.

TRACK 3: JOINING OTHER TABLES

Throughout track 3, the party can request help from a neighboring table if they get into trouble. This is functionally the same as track 2, but the player brings their spider mount with them.

SCORING VICTORIES

Blood Above, Blood Below features three important interactive events. To indicate the resolution of these events, the Commanders raise flags on the central table.

Flag	Track Affected	Event
White	1	Gheriot remains in Hillsfar Arena
Black	1 + 2	Gheriot returns to Fane of Lloth for final battle
Orange	2	Alarm raised for final battle
Green	3	Oromoth remains in Maerimydra Coliseum.
Green	3	Oromoth remains in Maerimydra Coliseum.
Red	3 + 2	Oromoth returns to Fane of Lloth for final battle

The following events determine when flags should be raised.

TRACK 1: FLAG CAPTURE

When time is called after the Flag Capture stage, the Group Leaders return their Ship Record Sheets to the administrators. **Administrators must take the sheets to their Commander.**

During the Victory Count stage, victories are counted for recovering flags and sinking enemy ships. Ships lost are subtracted from the final score. **The victory count must not take longer than 10 minutes.**

- **If the final score is equal to or greater than half the amount of tables on this Track, raise the White flag.**
- **If the final score is lower than half the amount of tables on this Track, raise the Black flag.**

TRACK 2: CLOAKER ASSAULT

After the Vrock Chase, the Group Leaders will notify the administrators of their success or failure in stopping the Vrock. **Administrators must relay the result to their Commander.** Note that this does not stop play!

If at least half the tables stop the Vrock, the alarm is not raised for the final battle. **If fewer than half stop the Vrock, the Commander should raise an orange flag to show that the Vrock has raised the alarm. The announcement must be made before the beginning of the final battle, so there's plenty of time.**

TRACK 3: GIANT SLAYERS

After the Giant Slayers stage, the Group Leaders will return their Giant Slayer Record Sheets to the administrators. **Administrators must take the sheets to their Commander.**

Victories are counted for killing giants. **The victory count must not take longer than 10 minutes**

- **If the final score is equal to or greater than twice the amount of tables on this Track, raise the Green flag.**
- **If the final score is lower than twice the amount of tables on this Track, raise the Red flag.**

WINNING THE EVENT

The event has terrible consequences for failure! To determine if the event was won, the administrators on Track 2 must check to see if any table killed Vheloch. If Vheloch was not killed by any group, the event is a failure.