

# Totaling Treasure in VTD

- All players receive at least three Treasure Draws.
- All Treasure Enhancing tokens must be removed from their enclosures for visual inspection.
- Unless otherwise specified, the bonuses at each step are cumulative.
- **The maximum possible treasure for non-artifact owners is 21.**
- This document is two pages long. You must read, understand, and abide by the rules on all pages.



**Step 1:** A player who has attained at least 6<sup>th</sup>-level gets **+1 Draw**. The player must show either their MEDALLION OF NOBILITY token, their official 7<sup>th</sup>-level purple TD “Elite Level Player” badge holder, their 8<sup>th</sup>-level pin, or their BADGE OF NOBILITY token as proof of being at least 6<sup>th</sup>-level.

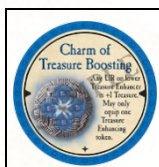
Examples of the level proofs are shown to the left. They are not to scale—the pin and tokens are about the same size, but the badge holder is much larger.

*Note:* No matter how many levels above 6<sup>th</sup> the player is, this perk grants a grand total of one extra treasure chip—not one chip for every level over 6<sup>th</sup>.



**Step 2:** If a character equips CLOAK OF MANY POCKETS or CROWN OF TREASURE FINDING or LENSES OF FORTUNE (no player may equip more than one of those), that player gets **+1 Draw** and may not equip any other treasure-enhancing token. Therefore, if either of these tokens are equipped, skip steps 4–10.

(CHARM OF TREASURE BOOSTING is compatible with these three tokens, see Step 3 below.)



**Step 3:** If a character equips CHARM OF TREASURE BOOSTING and at least one other treasure-enhancing **Ultra Rare** or **Rare** token, that player gets **+1 Draw**.

No player may equip CHARM OF TREASURE BOOSTING and CHARM OF AVARICE—not even artifact owners.

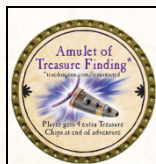
CHARM OF TREASURE BOOSTING requires a Treasure-Enhancing token to be equipped. A player-level treasure boost (as seen in Step 1) is not a Treasure-Enhancing token.



**Step 4:** If a character equips IOUN STONE SILVER NUGGET, that player gets **+2 Draws**.



**Step 5:** If a character equips IOUN STONE GOLD NUGGET, that player gets **+2 Draws**.



**Step 6:** If a character equips AMULET OF TREASURE FINDING, that player gets **+4 Draws**.

No player may equip AMULET OF TREASURE FINDING and CHARM OF AVARICE—not even artifact owners.



**Step 7:** If a character equips either a HORN OF PLENTY or CHARM OF AVARICE, that player gets **+6 Draws**.

No player may equip HORN OF PLENTY and CHARM OF AVARICE—not even artifact owners.

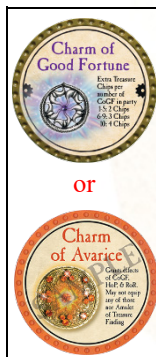
*Note:* The flat +6 treasure bonus is different from what the text on the HORN OF PLENTY token says.

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.



**Step 8:** If a character equips either RING OF RICHES or CHARM OF AVARICE, that player gets **+3 Draws**.

No player may equip RING OF RICHES and CHARM OF AVARICE—not even artifact owners.

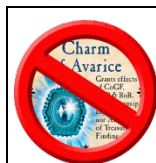


**Step 9:** If one or more characters in the group equip either CHARM OF GOOD FORTUNE or CHARM OF AVARICE, each player equipping one of those earns either **+2, +3, or +4 Draws**.

- 1–5 = +2
- 6–9 = +3
- ≥10 = +4

No player may equip CHARM OF GOOD FORTUNE and CHARM OF AVARICE—not even artifact owners.

## Charms of Avarice Notes:



The **2015 Relic** version of CHARM OF AVARICE is no longer usable and will not be accepted. The exchange period for that token expired a long time ago.



As of June 12, 2019, the **2016 Legendary** version of CHARM OF AVARICE (shown to the left) is not usable in game. Owners of a v2016 CoA have until December 1, 2020 to exchange their v2016 for a v2019. However, that does not mean a v2016 may be used in game.

# Special Situations for VTD

## Treasure Enhancers

Before the group enters the dungeon, the Coach or DM must verify final Treasure Draw counts with each player in the group. Each person's total is displayed on screen. It is the player's responsibility to communicate to the Coach/DM if they feel their total is inaccurate **before** entering the adventure. Once the players enter the adventure, Treasure Draw totals may not be altered.

TD does not participate in "side deals" made between players. If players want to trade treasure or work out special Treasure Draw arrangements, that's their business. No matter what kind of arrangements players work out amongst themselves, **True Dungeon staff and volunteers will neither authenticate nor participate in any kind of token trade arrangements made between players.** E.g., until additional Treasure-Enhancers are released, the highest total you'll ever see recorded in your Treasure Draw total is 21—unless you are the owner of a certain Artifact.

Only players in the group may use or lend Treasure-Enhancing tokens to members of the group. If a player is not part of the group, that person may not lend Treasure-Enhancing tokens to anyone in that group. A player is considered part of the group if BOTH these conditions are met:

1. The player must be a ticket holder for a slot in that group.  
*Note:* A ticket holder is not necessarily the person who paid for the ticket.
2. The player must actively participate in the **entire** adventure. Even their character dies and can't be revived, the player needs to stay engaged in the game until the end of the adventure.

As is the case for all tokens used in an adventure, a Treasure-Enhancing token must be "carried" through the entire adventure by a person in that group.

## Challenge Rating

Any challenge rating other than Normal must be unanimously agreed upon by the group. The group's chosen challenge rating is recorded before a group enters the adventure. **It is the players' responsibility to inform their Coach/DM if they want to change to a different challenge rating.** Once a group enters the adventure, they may not change their challenge rating. If a group intended to play on a non-Normal challenge rating but forgot to inform the Coach/DM about their choice, that group will face Normal-level challenges within the adventure and receive Normal-level rewards after their adventure.