



SWORD COAST

LEGENDS

Preview & Review Guide



DUNGEONS & DRAGONS



N-SPACE



TABLE OF CONTENTS

| | |
|----------------------------------|----|
| Modes of Play..... | 3 |
| Key Map – Player..... | 5 |
| Player HUD..... | 6 |
| Story Mode Tips..... | 7 |
| Dungeon Master Mode..... | 10 |
| Key Map – Dungeon Master..... | 11 |
| DM HUD..... | 12 |
| Create Module..... | 13 |
| Creating Masterful Modules | 16 |
| Being the Consummate Host..... | 17 |
| Useful Online Links | 18 |

MODES OF PLAY

Players have 2 paths to take in *Sword Coast Legends*: **Player** and **Dungeon Master**.

Player

“Story” – This is the Story Campaign, which can be played solo (offline) or cooperatively with 2-4 Players. Each Player creates their own customized character that can also be used in Dungeon Crawls and Modules / Campaigns.

“Module / Campaign” – Players looking to adventure with a new or existing character come here, choosing a Module or Campaign to Start, Join, or Continue.

“Dungeon Crawl” – This is the quick and easy way for Players to jump into a randomly generated dungeon with or without a DM host. The parameters of the dungeon (size, complexity, location, monster types, etc.) are chosen by the initiating Player or DM to create a quick and custom crawl.





MODES OF PLAY, CONTINUED

Dungeon Master

“Create Module” – This is where DMs build and edit their own Modules, which can consist of dungeons and surface areas populated with custom monsters / vendors / NPCs, hand-crafted traps and enemy layouts, original story text and dialogue, custom quests, and more. Modules downloaded from other DMs can also be edited if the original creator allowed for it.

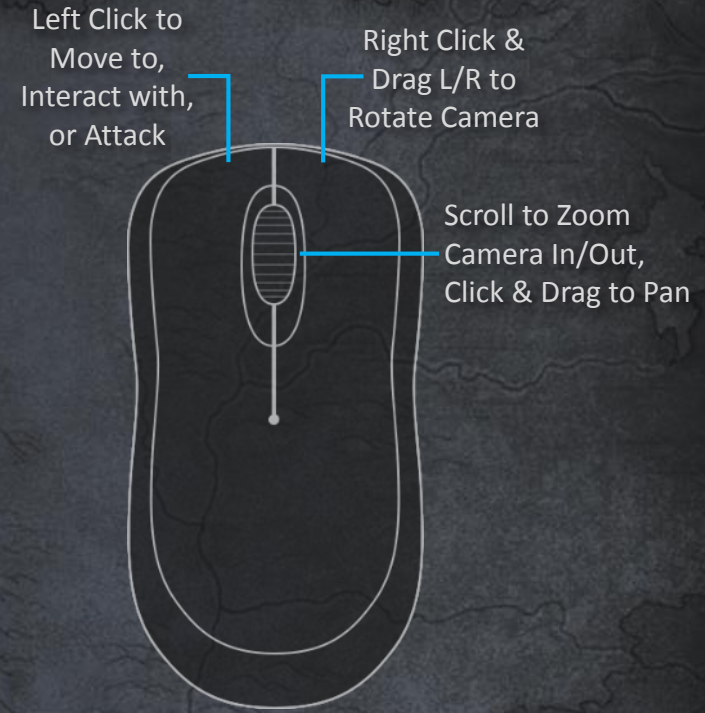
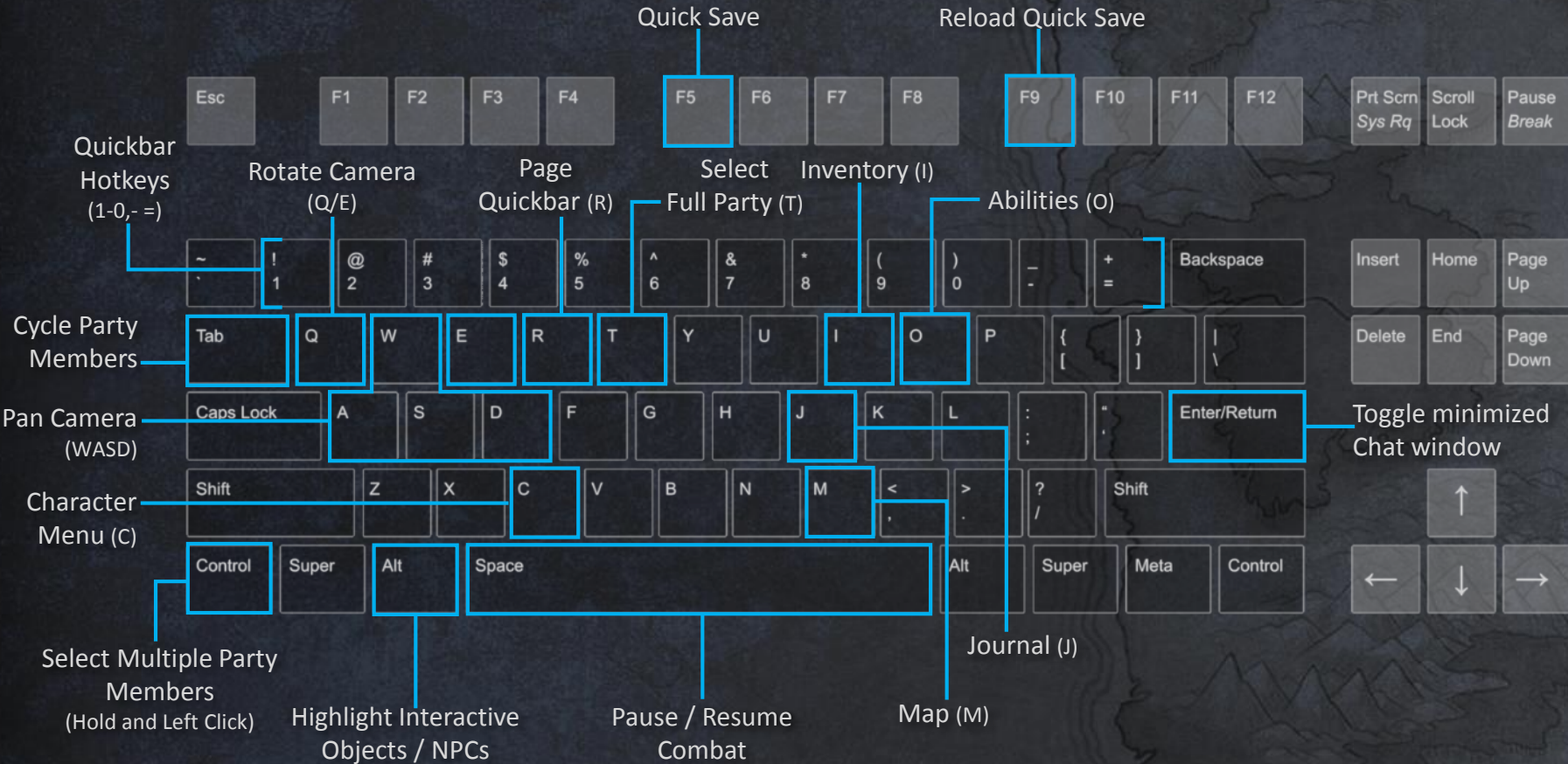
“Play Campaign” – Here Dungeon Masters can Continue any active Campaigns or choose a Module from their library, inviting adventuring Players to join in.

“Dungeon Crawl” – Similar to the Player option, DMs can choose to create a single, randomly generated environment to host a quick game with 1-4 adventuring Players.

Manage Modules

Here DMs can browse and download user-generated Modules, upload and share their own creations, and edit high-level Module parameters.

KEY MAP - PLAYER



PLAYER HUD



STORY MODE TIPS

Online Play

Before the start of a new Story game, players can choose the following options under “Settings”:

- Private – The player intends to play Story Mode alone.
- Public – The player’s game is visible on the server and open to anyone who wants to jump in. Other players can join in (or be Invited) within the Lobby screen or in the middle of gameplay.
- Friends – Only Friends of the player can see and join the game.

Difficulty Selection

You can adjust the game’s difficulty to best suit your experience and play style.

- Easy – Enemy levels are typically lower, which means they deal less damage and have lower HP. Friendly Fire is disabled and, due to the weaker enemies, it’s unlikely you’ll need to Pause during combat.
- Medium – The level of enemies is boosted, making them more powerful and tougher to defeat. Pausing the game to queue up buffs, heals, and attacks should now be more common. Friendly Fire is also enabled at 50%, requiring the player to be cautious about where they cast spells that have an area of effect.
- Hard – Enemies are significantly more powerful, making even smaller skirmishes more likely to need a tactical Pause & Play approach (players will gain more XP and earn higher level loot, however). Friendly Fire is at 100%, which means the offensive spells that can level of group of enemies can also level your own party.

STORY MODE TIPS, CONTINUED

Party Management

- Be sure to keep your entire party leveled up, spending ability and skill points as they are awarded within the “Character” and “Abilities” menus. The character portraits in the top left corner will indicate when a character has leveled up.
- When venturing forth, choose your companions carefully in favor of a well-balanced party. If you tend to die often in battles, having a skilled Cleric can make a big difference. Or if ranged attackers are proving to be a nuisance, use your Wizard to Entangle, Charm, or cause them to Sleep from a distance.

Quickbar and Abilities

- Stabilize – Every character in your Party has the ability to Stabilize (revive) a fallen comrade. Try to disengage or heal party members who are close to death – or Stabilize them quickly once they fall. Losing 1 or more members in a battle can easily turn the tide against you.
- Cantrips – Some classes like Wizards and Clerics have Cantrips which can replace a character’s default attack, often with a ranged ability. Look for the Cantrip icon in the lower right corner of the Quickbar and switch to it using the swap button.
- Search – Traps can be devastating to a party. Listen to your Rogue(s) and use the Search ability to sniff out signs of trap. Search can also find hidden switches, doors, loot, and even NPCs.
- Prepare for the worst – If a battle is proving too difficult, try activating abilities that will boost and aid your party just before the fight. Numerous spells will boost HP, AC, add additional values to dice rolls, and more. Others can summon AI helpers like spiritual weapons or creatures or even revive and control dead enemies. Worst case, if a battle is still too tough to beat, you can always perform Side Quests to further level up and earn better gear.



STORY MODE TIPS, CONTINUED

Auto-Pause and Tactical Combat

- For challenging battles, try manually pausing the action using Spacebar. Attacks, targets, buffs, and healing spells can all be queued, making your party's performance in battle significantly more efficient and effective.
- Auto-Pause can be enabled via the Options menu, which contains a great deal of options for when and how the game is paused. Experiment with these settings to see which best fits your playstyle.
- Use F5 to Save before a tough fight and F9 to reload. Most larger encounters will have an Auto-Save point shortly before, but manually saving can reduce any replay time if your party is wiped.

Inventory and Character

- Be mindful of the total weight your party is carrying (indicated next to the scale icon in the bottom right of the Inventory). If you exceed this limit, your party is "Encumbered" and will move more slowly. Frequent use of the "Move to Junk" action and "Sell All Junk" option when dealing with vendors can help keep your weight down and your gold bank full!
- At later levels, try equipping Armor, Weapons, and items like Rings or Amulets with boosts that complement each other. A weapon might be infused with magic and deal 9-27 points Cold damage over time while an Amulet adds an additional +6 to all Cold damage dealt.



DUNGEON MASTER MODE

Who are you?

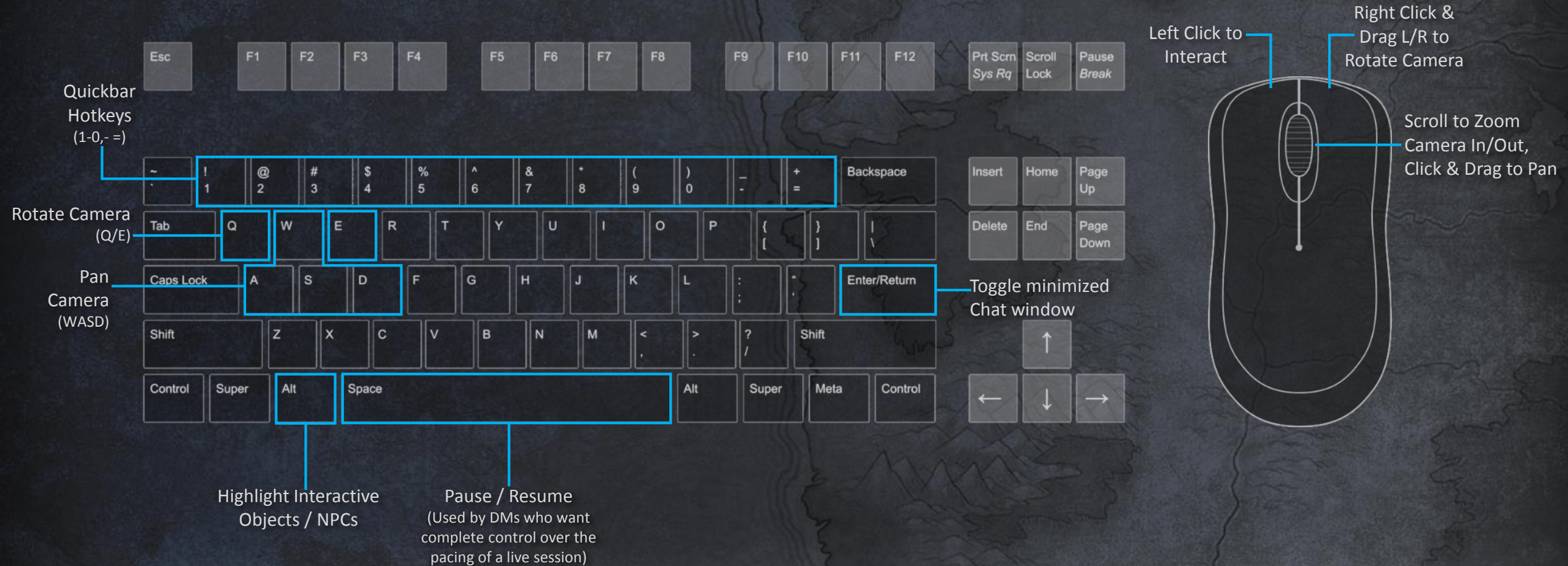
Just like traditional table-top D&D, the Dungeon Master is part creator, part guide, part host. When bringing the role of Dungeon Master to life, our goal was to create an experience that was easily scalable to fit varying player preferences and play styles.

DM Mode is designed to be enjoyed by players looking to create and host a quick Dungeon Crawl for a few of their friends on a Friday night – This is the DM looking for the immediate gratification of interacting with others as the overseer of an adventure that doesn't require a huge time investment beforehand.

DMs who are driven to craft the perfect adventure can also spend countless hours outside of Dungeon Crawls and online Campaigns, creating their own unique Modules, designing Quests and storylines, crafting custom enemies and Bosses, writing their own dialogue and flavor text, and ultimately setting up the perfect Module for launching an online Campaign. The choices are numerous and they're all yours.

Dungeon Masters and Players who are curious about the creations of others can also download Modules shared by other DMs.

KEY MAP – DUNGEON MASTER



DM HUD

DM-created Character
(Right Click to change
settings, add Quests, etc.)

DM Menu

D20 Menu
(Right Click to change encounter settings)

Edit high-level
parameters

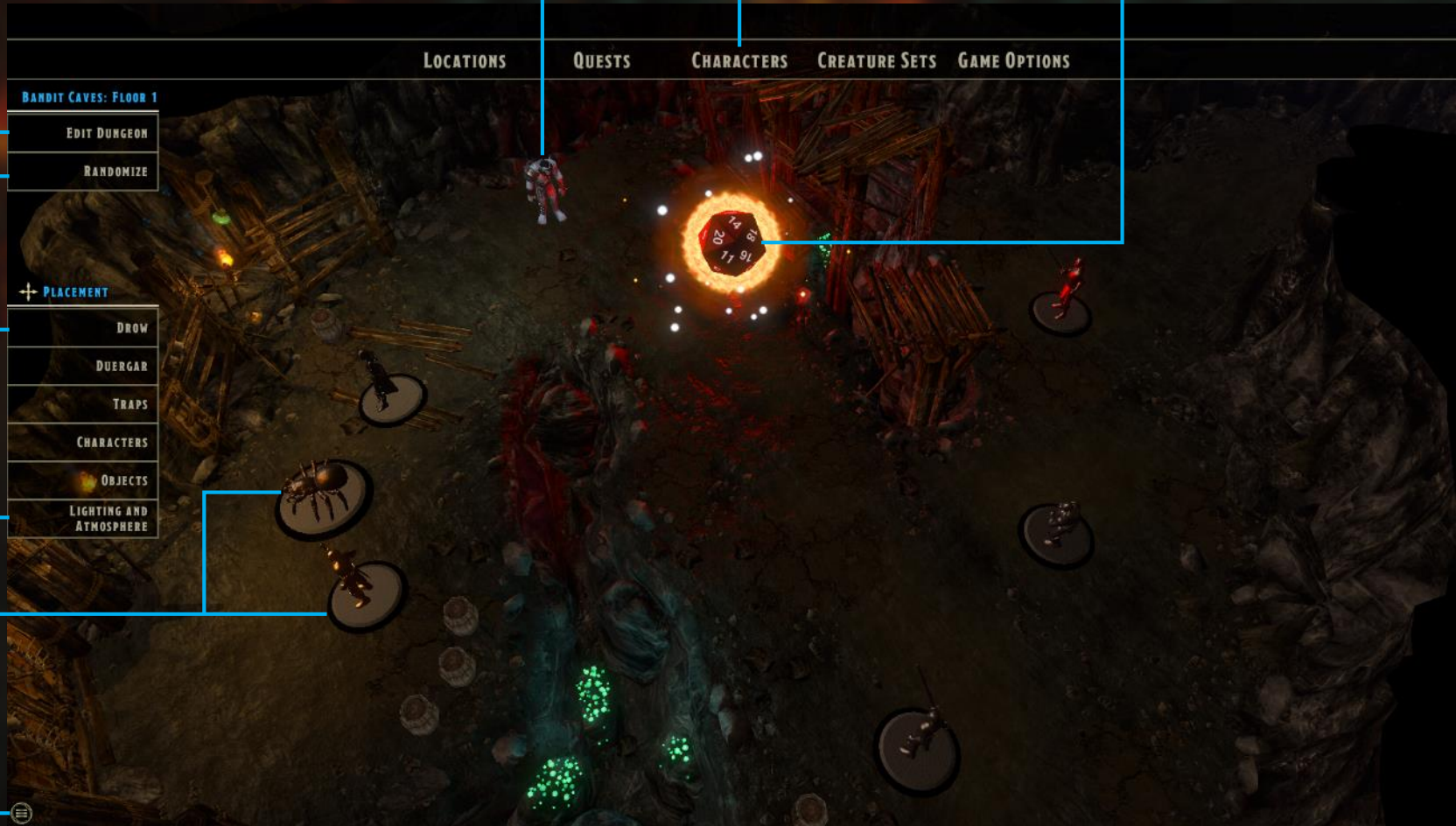
Re-roll dungeon
(creates new layout
based on parameters)

Placement Menu

Lighting and Atmosphere
(changes to Weather in Areas)

Enemy Pewters
(Left Click and Drag to
Move)

Chat / History / Log



CREATE MODULE

A Module is a pre-built scenario used to run a Campaign. The DM creates or downloads Modules prior to running a Campaign. Once players have joined in and the Campaign is active, the DM is free to take the adventure in any direction they wish – but none of that changes the original Module. Modules can be distributed to other players online but Campaigns are solely owned by the DM running it.

The DM toolset for creating Modules is divided into 4 categories: Locations, Quests, Characters, and Creature Sets. The following are some basic tips to ease you into Module creation:

Locations

- Locations are the Dungeons and Surface areas that make up your Module. Locations are represented by customizable icons on the World Map which spans the regions of Faerûn and the Underdark.
- Right clicking on a Location allows the DM to “Jump To” the Dungeon or Area for hands-on access, “Edit” the high-level parameters, or “Remove” the location.
- Every Module starts with an Adventurer’s Camp; a default jumping off location for players entering your Campaign. You can override the camp by setting another location (like a surface Area or Dungeon) as the new Starting Location.



CREATE MODULE, CONTINUED

Quests

- DMs can choose from preset Quest types like “Collect,” “Defeat Enemies,” or “Defeat Boss” – or create “Custom” quests that are more intricate and involved.
- Quests have certain requirements to fully function in a Module. Some quests require a Location (where it is given to the Party) and all quests require a Give action (how it is given to the Party).

Custom Quests

- Custom DM quests are defined by adding “Quest Actions.” Quest actions control when a quest is Added, Updated, or Completed.
- For Update and Complete actions, the DM can add dialog text (which they can also write for the Give action) and Quest Objective text (which appears on the side of the players' screens once the quest has been started).
- Quest actions can be assigned to any object or character and follow a few basic rules; 1) Quest actions are evaluated from top to bottom, 2) Quest actions won't trigger if they aren't valid.
- The “Update Quest” action is invalid if the quest hasn't yet been given.
- The “Complete Quest” action is invalid if all of the “update quest” actions haven't been resolved.



CREATE MODULE , CONTINUED

Characters

- Here DMs can create their own Adventurers and Monsters to populate their Modules as enemies, NPCs and even Bosses.
- For humanoids, DMs have access to the full-range of character creation tools used in Story Mode, with the added options to create custom weapon and armor sets and infuse their characters with a wide range of Abilities.
- Monsters lack the facial fine-tuning of humanoids but have all other options, including the ability to dye their hair and skin.

Creature Sets

- DMs Can take the existing Creature Sets and modify the Monsters within to create their own unique variations.
- Custom Creature Sets can then be applied to any Area or Dungeon to give the DM quick access during live gameplay.



CREATING MASTERFUL MODULES

Module creation is where the DM makes their mark as a creator and storyteller. The following are some quick tips to creating compelling modules in *Sword Coast Legends*.

Set the Mood

- Use the “Weather” tab to set time of day and a variety of weather conditions to best suit your outdoor Areas. For interior Dungeons, “Lighting and Atmosphere” helps set the tone for any crawl.

Write your own Story

- Don’t be content with one-word responses. Weave your own tale of intrigue and adventure by writing your own dialogue, backstories, intro text, and description prompts, giving your players something compelling, mysterious, or even irreverent and humorous to chew on.

Create your own Characters

- Give your Modules that extra sense of personality and originality by making your own custom Monsters and NPCs. Make a pink Wolf Spider named “Charlotte” that gives out a quest to gather her eggs; or create a friendly Umber Hulk who sells weapons and armor deep within a subterranean cavern; create a faction of enemies called the “Yellow Bellies” and equip them special weapons, armor, and abilities.

Customize Encounters

- The D20 is the fastest way to make global changes to an Encounter during live play, but DMs can also move and rotate encounter elements (using Left Click and Drag to move an object and Left + Right click and Drag to rotate) to make any encounter Custom.

BEING THE CONSUMMATE HOST

When playing live with other players, the goal of the DM is not to harass or punish the Party brave enough to enter their domain. Instead, the DM should provide an exciting, rewarding, and challenging adventure players won't soon forget.

Playing with others or with Companions

- “Settings” for DM online play are similar to those of Story Mode. For Dungeon Crawls and Campaigns, DMs can choose a “Public” session, which is visible and open to anyone, or limit participation to “Friends.” DMs have the ability to “Invite” other players through the Lobby interface or through Steam.
- Players can also add Companions from their Story Mode save file to fill out their party in Dungeon Crawl or Campaign. Available slots appear as silhouetted character portraits. Clicking on an empty portrait prompts the player to fill the slot with Hommet, Illydia, Jarhild, or Larethar. Companions will join at their current level from Story Mode with their abilities /equipment intact. If the player is using a new character, then Companions will enter at their default states.

DM Threat

- DM Threat is the currency the Dungeon Master spends to add enemies and traps, lock doors, possess creatures – really anything that challenges the Player Party. The DM regenerates Threat slowly over time, but the majority is earned through the successful actions of the adventuring group.
- Each major room has a red D20 hanging in the air. Right clicking on the floating die allows the DM to instantly change the encounter layout, adjust the difficulty up or down, or remove encounters entirely. Once the players trigger an encounter, however, the DM can no longer access the D20.
- DMs can spend Threat to add enemies and traps within active rooms, but cannot add traps or other objects too closely to active players.
- The DM can influence the AI of enemies, telling them where to go or who to attack at no cost to Threat, but Possession gives the DM the most direct control, granting the DM full use of the Abilities of any enemy or Boss.



USEFUL ONLINE LINKS



https://www.youtube.com/watch?v=CYEKIA_ifdQ&feature=youtu.be

The perfect primer video to learn the basics of Player Mode and Dungeon Master Mode in *Sword Coast Legends*.



<https://www.youtube.com/watch?v=BwhcROHN-3o>

Our PAX Prime 2015 Trailer.



<https://www.youtube.com/watch?v=ByNCxY3QDag>

Our E3 2015 Trailer, focusing on DM Mode.



<https://www.youtube.com/watch?v=PfJjKsYvQZA>

For an more in-depth look into Module creation, join Design Director Tim Schwalk and Community Manager Ash Sevilla as they create a DM Module on the fly.



<https://www.youtube.com/watch?v=Xjtd3bGUARE>

Part 2 of the video above, with Tim Schwalk and Ash Sevilla continuing their Module creation and highlighting the creation of custom NPCs.



DUNGEONS & DRAGONS


N SPACE


**DIGITAL
EXTREMES**