

Greetings!

Welcome to the Dicefell Tournament IV. Even if you've gamed with us before, please keep reading as we've upgraded many areas of our event this year, including our venue. This year the DFT will be held in the banquet hall of the Waterville Fire Department, located: 1415 County Home Rd, Cambridge, NS B0P 1V0.

The Dicefell Tournament started in 2023 and has grown in leaps and bounds. With amazing support from the public and TTRPG companies alike, we aim to continue that growth and impress our attendees with fantastic adventures and wonderful prizes.

Our adventure creation team is a mix of old-school gamers with 25+ years gaming experience, and new gamers with fresh and exciting ideas. Together we work to create thrilling games which we hope are enjoyed by every level of D&D player.

A large part of our tournament is the unique ranking system we use to determine the top three teams every year. Here are the basics to help you score high: Every DFT adventure has a main mission for the party to accomplish; achieving results towards this will provide the most points. Achieving the next stages of the adventure is worth the second most points. Interacting with bosses/main NPC's are third. And finally basic foes and hidden items worth the least. But be warned, there are going to be elements that are designed to mislead and throw the party off course. Despite being worth the least, or nothing at all, these side quests or "red herrings" might provide benefits not found anywhere else in the game. Therefore, it's important that each decision is made carefully without wasting too much time pondering your next move. Each year we provide 'Pre-Game Volumes', which gives the background for the upcoming adventure. These can be found on our social media and website. Sprinkled throughout are hints, key pieces of information and even a peak behind the curtains. It is strongly suggested you read these before playing in the tournament if you wish to score high!

But what if you're not interested in scoring high? That's great! Our Dungeon Masters are prepared to run the game however you want to play it. Feel free to discover all the side-quests, explore the exciting areas that you find, and have a blast playing with some friends, that's what the D.F.T. is.

The Dicefell Tournament IV runs a series of games each morning which start at 9:00am and last until 1:00pm. Then six more games in the afternoon which run from 2:00pm until 6:00pm. Each game has a mandatory 15-minute break in the middle.

There is an onsite canteen that sells chips, snacks, and pop. A barbeque for hamburgers and hotdogs throughout the day. And the DFT pop-up store that sells TTRPG products at a discounted price. Being fully volunteer run, all proceeds go back into funding the tournament so we can continue to host these events. And this year we will be accepting debit cards.

We thank you for reading and look forward to seeing you in September!

*Cheers,
The D.F.T. Team*



Dicefell Tournament Official Rules 2026

Four players per team.

Maximum of 24 teams.

All players will be 16 years of age or older.

Registration is \$30 per player (\$120 for the team).

NEW! Introducing our Elite Team Registration at a discounted ~~\$160~~ \$140 for the DFT4 only!

Registration is non-refundable. All proceeds feed directly into the tournament.

Individual 'Rogue' players will be put into teams of 4 prior to the start of the tournament.

Each team is allotted 4 hours to play. At the 2-hour mark, there is a mandatory 15-minute break.

Should there be a disagreement between Player(s) and DM, a Dicefell Tournament Overlord will make a ruling, and the game will carry on with that ruling.

Rude, disrespectful, and/or violent behavior will not be tolerated at any time. Anyone who chooses to exhibit this behavior will be ejected from the Dicefell Tournament and immediately forfeit all current and/or future tournament benefits, including but not limited to: draws for prizes and rewards for top team prizes.

In the event a team loses a player directly before or during the game, a Dicefell Tournament Overlord will take control of that PC and join the party, with limitations: Overlords will not participate in votes, decision making or come up with ideas or suggestions. They will follow the party's decision and use the PC to the best of their abilities. If no Overlords are available, that PC is no longer used, however they will absorb their share of trap damage, area of effect damage, and in any encounter with 4+ foes, will occupy their share of foes. However, they will not attack and deal damage in combat, or take damage from direct enemy attacks.

Optional/Upgraded Rules

- 1) Diagonal Movement: The first diagonal square costs 5 feet, a second direct diagonal square costs 10 feet of movement. To avoid this, only travel one diagonal square at a time.
- 2) All PC's will start with Heroic Inspiration; DM's will not award any further Heroic Inspiration.
- 3) Flanking no longer automatically provides Advantage on attacks.
- 4) Drinking a Potion of Healing, or administering it to another creature within 5', is a Bonus Action.
- 5) If your PC is deemed 'Surprised' when initiative is rolled, you roll your initiative check at Disadvantage.
- 6) Concentration checks vs. damage are a Constitution save vs. a DC of 10 or half the damage taken, whichever is higher.
- 7) Picking a lock is a Sleight of Hand check. If proficient with both Sleight of Hand and Thieves' Tools, you roll with Advantage.



Dicefell Tournament 2026

It is everyone's responsibility to read and understand the Official Dicefell Tournament Rules.

We are using the official Dungeons & Dragons 5.5e (2024) rules as they are written.

Registration of a Team of 4 will be given priority over individual 'Rogue' players.

Specific days (Saturday or Sunday) can be requested; however we cannot guarantee that day will be available. Teams will know their date and timeslot prior to payment and finalizing registration.

Registration fees are non-refundable. Please make sure you're able to attend prior to sending payment.

Registration (Team of 4)

1) One person from your team e-mail: dicefelltournament@gmail.com with the following information:

- a) First and Last name of all four (4) players. Please provide any preferred names.
- b) Team Name, this will be displayed at your table.
- c) Confirm that every member of your team is 16 years of age or older.

2) Once your registration has been processed, you will get a response with a day and timeslot from us, along with the request for an e-transfer for the tournament fee. You will have 72 Hours to pay; or risk us moving on to the next group.

Registration (Individual Player)

1) E-mail: dicefelltournament@gmail.com with the following information:

- a) Your first and Last name. Please provide any preferred names.
- b) Possible Team Name:
- c) Confirm that you are 16 years of age or older.

2) Once your registration has been processed, you will join the 'Pool' of other individual players. Once we have enough for a team of 4, you will get an e-mail response with a day and timeslot, along with the request for an e-transfer for the tournament fee. You will have 72 Hours to pay; or risk us moving on to the next person.

NPC Registration: If you intended to bring non-players with you OR you wish to observe the Dicefell Tournament, the cost is \$5 CAD per 'NPC'. This can be done at the time of registration or the day of. Note that we have limited NPC spots.

