

Books Allowed: 4th Edition Player's Handbook

Books Not Allowed: Everything else

Additional Resources: Current errata from wizards.com will be used. Copies will be available at the Bash.

- Step 1** What you will need: **4th Edition PHB**, scratch paper, pen or pencil, **MINIATURE** or other character representation, **DICE** and calculator (unless you're REALLY good with math)
- Step 2** Select your race and class using the standard races and classes from the PHB only. Choose a character name that you will answer to when it's called.
- Step 3** Assign starting ability scores. Use method 2 from page 17 of the PHB to generate your ability scores. All players have 22 points to spend.
- Step 4** Adjust ability scores for race and level. All races get +2 to at least one ability score. All characters are level 10, and get +1 to two different ability scores at 4 and again at 8. Make a note on your character sheet which scores have been adjusted this way.
- Step 5** Select skills and feats for your character. Note that all characters are **Heroic** tier characters, and as such can not take ANY feats from **Paragon** or **Epic** tier.
- Step 6** Purchase equipment. All players will have 30,000 gp to purchase equipment. Keep these things in mind while buying gear:
- All mundane equipment must be paid for, including ammunition.
 - No magic item over level 13 may be purchased.
 - There are a few Delver Bash specific items that are available for purchase.
 - Encounter recovery: 5,000gp will buy a trinket that allows you to recover 1 encounter power that your character has expended, as a standard action. Once used, this trinket is gone.
 - Daily recovery: 10,000gp will buy a trinket that allows you to recover 1 daily power that your character has expended, as a standard action. Once used, this trinket is gone.
 - Action points: 3,000gp will buy your character an additional action point. Note that there is still a limit on the number of action points you can use in 1 encounter, but the nature of the Delver Bash may have you in more encounters than might be anticipated. See *The Environment* below.
- Step 7** To save time when combat arises, please calculate your bonus to hit with all abilities, your total Armor Class, and all Defense scores before the Bash starts. Have your math for these readily available in case any questions arise.
- Final:** When you are finished, locate one of the **Bash Masters** and have him check your character sheet for accuracy.

THE ENVIRONMENT

Most of the environment of the Delver Bash will be self explanatory. There are however, a couple of things to be aware of.

- The arena is lit using the latest in gnomish florescent lighting. There are no naturally occurring shadows.
- The arena is built from a single block of indestructible adamantine with a thin veneer of stone bonded to the surface. Tunneling or digging into this is impossible.
- The exterior walls of the arena are impenetrable and have a climb DC of 50.
- The ceiling of the arena is 10 squares above the ground level.
- Each table represents ONE encounter.
- A character's equipment is **THEIRS** and will be unusable by any other character.
- When tables are combined (generally occurring when only 2-4 characters are left), the current encounter ends and all surviving players will be allowed TWO short rests.
- When there are TWO players left, those two players will end their current encounter, receive a full heal and a short rest, and start the final death encounter.
- Active combatants: To be considered an active combatant, a character will need to be actively engaged in the destruction of other characters. Stealth tactics that achieve this goal are permitted. Hiding in a corner will be disallowed. Using a spell, exploit, prayer, ability or magic item that makes it impossible for another character to engage you in combat is similarly disallowed.
- When your turn comes up, **BE READY**. Excessive and/or repeated delays may draw the ire of Delver Bash arena itself and it may inflict terrible and horrific penalties to the offender.

THE RULES EXCEPTIONS, CLARIFICATIONS, AND SPECIFICS

- No one is your **ALLY**. There is one specific exception to this however. Any character is considered to be your ally for purposes of determining if you flank another character, and ONLY for this purpose. No power or ability that otherwise would affect an ally will treat this flanking character as an ally.
- Every 2 opponents you defeat per encounter will recharge ONE of your encounter abilities. Additionally, this counts as reaching a milestone for purposes of allowing additional daily uses of magic items. Defeat of an opponent will be awarded to the player that gets the kill shot.
- Intimidating a bloodied opponent does **NOT** defeat them. A successful use of intimidate on a PC will be resolved by applying a -2 to all rolls and defenses for the intimidated character until they are no longer bloodied.
- Death is handled differently than the description in the PHB. Any character reduced to 0 or fewer hit points makes an immediate saving throw. If this fails, that character is dead. If it succeeds, then the character continues to make saving throws at the end of their turn. ONE failed save kills the character. Additionally, being driven to a negative hit point total equal to the negative of your bloodied value kills a character outright.
- Acrobatic Stunts (**ACROBATICS**) are allowed to somersault over an opponent or similar man sized obstruction. The DC is 17.
- STEALTH**. If skulking is part of your victory plan, be familiar with the whole cloth changes to this skill in the PHB Errata.
- PRIME SHOT**. Rangers and warlocks are able to use Prime Shot against an opponent if no other **CREATURE** is closer to that opponent than the ranger or warlock.

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