

# The Dungeon Delves of

## Death

An EGG Fundraising D&D Tournament

### The Premise:

A vast army is marching upon the land. It has been nearly 1000 years since this country has seen such imminent danger. But you have one hope. An ancient archmage was rumored to have been buried outside a village nearby. For centuries, tales have been told that he held back a similar onslaught of evil, long ago. His secrets were buried with him. Numerous parties have tried to find his secret, which tales say is a weapon of immense power. None have ever returned.

Now, adventurers from all over the land have gathered to attempt to find this great secret, this great weapon. Some want it to save the land. Others want it to sell to the highest bidder. No one knows who, or whether anyone, will succeed.

Those who live nearest to the ancient tomb have gathered everyone together to pass on what scant information they have learned from the numerous ones who have gone before...

“What we know is this! The entrance to the tomb is an ancient doorway. Those that pass through it disappear. We gather that this is some sort of teleportation device. Where they go, no one knows. None who have tried to divine answers regarding this tomb have succeeded, so we gather that divination magics do not work inside the tomb. No one has ever reported back or escaped from inside, including some who were mages, so we presume that teleportation, plane-walking, and similar transportation magics do not work inside the tomb.”

You are led to an ancient stone doorway set into a barrow-mound. Beyond it you can see a dark chamber, seemingly damp and dusty. Above the doorway is written “Those that seek the secrets of the dead find only death.”

Will you enter and test yourself against the wit and will of a long-dead wizard?

**The Date:** Saturday March 27, 2004

**The Time:** Players should arrive no later than 11:30am

**The Place:** Comic Quest

## Character Generation Rules

### The System:

We are using D&D version 3.5 standard rules for this tournament. We are only allowing resources from the *Player's Handbook version 3.5*, and *Dungeon Master's Guide version 3.5* to be used for character generation. The *Monster's Manual version 3.5* will only be allowed to generate stats for animal companions or summoned creatures.

### Abilities:

Characters must use the following elite starting ability score array:

17, 16, 15, 14, 12, 10

These scores can be distributed among the attributes as desired. Then attribute modifiers may be applied for race, if any, and for level.

### Races:

Any standard race from the *Player's Handbook version 3.5* is acceptable. Subraces will not be used.

### Classes:

Any standard class from the *Player's Handbook version 3.5* is acceptable. PCs may also take any Prestige Class from the *DMG* that the character can qualify for. No psionic classes are used in this dungeon.

### Alignment:

There are no restrictions on PC alignment, beyond those imposed by class restrictions. Yes, this means you can be evil. And this means you should expect some player-vs-player combat, because you can be sure SOMEONE will play an evil character, even if you chose not to.

### Level:

All characters start out at the beginning of level 6. This can be 6 levels of one class, or any multi-class combination allowed by the rules that totals a character level of 6.

### Hit Points:

At first level characters receive maximum hit points. At each level thereafter, they receive half maximum hit points, plus one. Con bonus hit points are added at all levels as normal.

### Skills, Feats, Etc.:

Skills, feats, and any other class features should be generated according to the normal rules for D&D play. The Leadership feat is not allowed to PCs in this dungeon.

### Equipment:

Players must record a copy of their equipment list on the standardized equipment sheet provided, legibly in ink! If it isn't on your list, YOU DON'T HAVE IT! The

DM will mark off charges or one-shot items as they are used, in pen, on this sheet.

Instead of normal starting equipment, all characters begin with 15,000 gold pieces to buy equipment. PCs may purchase any standard equipment, including masterwork, alchemical, and items of special materials from the *PHB*, and poisons and magic items from the *DMG*. Wands and other charged items are assumed to be fully-charged when purchased.

Characters with Magic Item creation feats or craft skills MAY NOT use these to justify purchase of items below book price. Purchase price of all items is the listed book price only!

Mages and clerics are reminded that they must include spellbooks and holy symbols in their purchases. No freebies or 'inherited' items from other characters.

### Spells:

**Players must record the spells they have memorized (if wizard/cleric), spells known, and spells-per-day (if sorcerer) on the standardized spell sheet provided, legibly in ink!** The DM will mark off spells as they are used, in pen, on this sheet.

No pre-cast spells will be allowed before entering into this dungeon.

If your character uses summoning spells, don't bog down play looking up everything in the *Monster's Manual*. Only creatures from the standard lists in the *PHB* can be summoned. Remember, only neutral and evil characters can summon fiendish creatures, and only neutral and good characters can summon celestial creatures.

**It is highly recommended players record the stats and relevant abilities for their commonly summoned creatures on the standard creature cards provided.**

### Clerical Domains:

We are using the standard clerical domains out of the *Player's Handbook version 3.5*. Clerical deities must be selected from this list.

### Animal Companions/Familiars/Mounts:

**Players must record the stats and relevant abilities for their companions on the standard creature cards provided.**

PCs with the appropriate classes may have one animal companion and/or one familiar, chosen from the standard lists in the *Player's Handbook version 3.5*. Any player may purchase a trained wardog. No PC can have more than 2 animals (by any means). Reminder: this IS a dungeon. Horses, and other size large or larger creatures, will not be able to enter and negotiate this dungeon. The paladin's bonded mount is the only exception to this rule; it now behaves as a summoned creature, and may be summoned in as long as there is an appropriate sized space (10x10) for it to occupy.

## Rules of Play

### Turns/Initiative:

In order to ease play, we will be forgoing the normal rules of initiative. Turns will proceed around the table round-robin, starting with the person who has the highest initiative modifier and proceeding clockwise. Actions that take more than one round will cause a player to be skipped for a number of rounds required to complete their action. Know your characters, and don't bog down play looking up every action. Make yourself cheat-sheet cards if you need to.

### Player Mobility:

Players will be moving from table to table depending on which course of action they take within the dungeon. Plan accordingly. DO NOT bring large numbers of items that are cumbersome or difficult to move from place to place quickly.

### Entry Fee:

The entry fee for this tournament is \$5.00. This money goes into a pot, and half the pot will be awarded to the winner!

### Die Bumps:

We are also instituting an option called die bumps. For 50 cents you can buy a +1 to any die roll, right at the table, after you roll and see that you fail. You can bump a single die roll by up to +3 (\$1.50), you can re-roll any failed roll for the equivalent of a +5 (\$2.50), or you can turn any one failure into an auto-success for the equivalent of a +10 (\$5.00). So save some change to bail out your character in those tight spots!

The money gathered from the die bumps will not be factored into the prize money, which is only from the entry fees. Yes, this is a blatant attempt to make money, that's what a fundraiser is all about!

### Disruption of Play:

Any player being disruptive to play, or caught cheating, will be summarily ejected from the play area, at the sole discretion of the GMs in charge of the event, and with no refund of any monies spent. Please be considerate of your fellow players.