

# Dungeon Delve of Death

## "Meepo's Revenge"

### For 18<sup>th</sup> Level Characters

King Uthyr Haldane is celebrating his 10<sup>th</sup> Anniversary on the throne. In his honor, Queen Evaine is holding a Grand Festival and Royal Tourney on the grounds of his Royal Castle Ruthin. All are duly invited to celebrate the Anniversary of King Uthyr's coronation.

The royal celebration is rapidly approaching and excitement is high. Will His Majesty be granting titles of nobility? Will the King and Queen announce the birth of a son? Will the King announce a new crusade? Rumors abound. Whatever happens, this will be the social highlight of the year!

Play will begin at the start of the Festival. The King's Knights will be on guard for foul play, but none will be turned away from the Royal Tourney, as the King wants to know who is the best in the land.

***The Date of the Delve has not been determined yet. Everyone will receive several weeks notice once a date has been set.***

### Character Creation Guidelines

#### **Allowed Source Books:**

*Players Handbook* v3.5

*Dungeon Master's Guide* v3.5

*Expanded Psionics Handbook* v3.5

The Revised D&D v3.5 SRD - The SRD is an online Resource that contains the Basic Core Rules for D&D and is free for download and can be found here:

<http://www.wizards.com/D20/article.asp?x=srd>

No other books may be used in character generation.

#### **Races allowed:**

From the *Players Handbook*:

All PHB races are allowed.

From the *Expanded Psionics Handbook*:

Dromite, Duergar, Elan, Maenad, & Xelph

No other races may be chosen for this Delve.

#### **Core Classes allowed:**

From the *Players Handbook*:

All PHB core classes are allowed.

From the *Expanded Psionics Handbook*:

All XPH core classes are allowed

#### **Prestige Classes allowed:**

From the *Dungeon Masters Guide*:

Arcane Archer, Arcane Trickster, Archmage, Assassin, Black Guard, Dragon Disciple, Duelist, Dwarven Defender, Eldritch Knight, Hierophant, Horizon Walker, Lore Master, Mystic Theurge, Shadowdancer & Thaumaturgist.

From the *Expanded Psionics Handbook*:

Cerebremancer, Elocator, Fist of Zuoken, Illithid Slayer, MetaMind, Pyrokineticist & War Mind.

#### **Alignment:**

PCs may choose any alignment for their characters. Yes, you can be evil. And be prepared for the fact that others may also choose to be evil. PC vs. PC violence might happen.

#### **Character Generation:**

Generate your character using the following base ability scores, arranged as desired: 15,14,13,12,10, & 8. Then apply racial modifiers, level modifiers, and age modifiers as appropriate to your character. Characters may be adult, middle aged, or old.

Each character is to be 18<sup>th</sup> level at the beginning of the delve, and is considered to have 9,000xp above 18<sup>th</sup> level that can be used for spellcasting or manifesting purposes. More xp than this cannot be used to cast spells or manifest psionic abilities before the beginning of the Delve.

#### **Religion:**

All divine spellcasters must choose an appropriate deity

From the *Players Handbook*.

No other deities will be permitted.

#### **Hit Points:**

Assign hit points by taking half the maximum value for the Hit Die gained, then adding 1 point. This is called the "half-plus-one" rule and it is common to many Living Campaigns. Under this system, a d4 = 3 hit points, d6 = 4 hit points, d8 = 5 hit points, d10 = 6 hit points, and d12 = 7 hit points.

#### **Equipment:**

Each PC is allotted 500,000gp to purchase gear, equipment and magic items from the allowed sources, given the following restrictions:

- 1) No artifacts, relics or epic items.
- 2) No cursed items.
- 3) PCs must purchase the item at the listed price.
- 4) Items may not be created or crafted
- 5) Special materials and alchemical items may be purchased.
- 6) The 'magic items on the body' rules on DMG page 214 will be strictly enforced.
- 7) Intelligent items will be allowed
- 8) PCs must have listed on their character sheet all equipment carried.
- 9) Material components for spells will be enforced, you must have listed any material component worth more than 10gp.
- 10) No items or spells that can bring back the dead to life.
- 11) All other items are subject to review by the author of this Delve!!!

#### **Banned Feats, Spells and Psionics:**

Feats:

Leadership, all Item Creation Feats

Spell & Psionics Powers:

Any spell or power that brings the dead back to life.

This list is subject to Review and Addition.

#### **Spells:**

Players must record the spells they have memorized (if wizard/cleric), spells known, and spells-per-day (if sorcerer),

legibly in ink! PC's may have Spells precast at the start of the Delve. This must be marked on your character sheet. For duration times the spell was cast at 8:00am. If the PC used *permanency* on the spell, the xp cost must be marked. *Contingency* spells are cast the day before the events in the delve start.

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 index cards beforehand.**

### **Animal Companions/Familiars/Mounts:**

Players **must** record the stats and relevant abilities for their companions.

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 and Die Bumps:**

The entry fee for this FUNdraising tournament is \$5.00.

We are also using an option called die bumps. For 25 cents you can buy a +1 to any die roll, right at the table, after you roll but before you see if you fail. You can bump a single die roll by up to +5 (\$1.25). You can only use these die bumps to affect your own rolls, and only when you are not taking an action against another player (though you can buy a die bump for another player). So save some change to bail out your characters in those tight spots!

If your character dies (it might happen **\*evil grin\***) you can spend \$1.00 to start again at the same point you died, or the nearest "safe" location, at the DM's discretion.

Various prizes will be awarded for to the winner and for play.

#### **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.