

BOOKS ALLOWED:	4th Edition PHB, PHB 2, Adventurer's Vault & Adventurer's Vault 2
BOOKS NOT ALLOWED:	Everything else
ADDITIONAL RESOURCES:	Current errata from wizards.com will be used. Copies will be available at the Bash for review.

REMEMBER, BASHMASTER RULINGS ARE ALWAYS FINAL**Step 1 What you will need:**

Any/and or all of the 4 above mentioned source books, 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:

Use the standard races presented in either the PHB or PHB2 (and only from these 2 sources). 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 level 4 and again at level 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 cannot 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 (if your PC sheet does not show ammunition...you do NOT have it!). You cannot purchase more than 3 of any one mundane item with the exception of ammunition for a ranged weapon (e.g. bow, crossbow, sling), if you need clarification on what a ranged weapon is, ask a Bashmaster.
- No magic item over level 13 may be purchased.
- There are a few Delver Bash specific items that are available for purchase.
 - The "**Reliable**" keyword can be added to your Encounter *Attack* or Daily *Attack* powers; This means that if you purchase the "**Reliable**" keyword to be added to these attack powers, if you miss on an attack, the power is not expended until you do hit (see page 55 in the PHB for the definition of Reliable).
 - Encounter attack powers: 5,000 GP will buy the "**Reliable**" keyword to be added to all Encounter attack powers.
 - Daily attack powers: 10,000 GP will buy the "**Reliable**" keyword to be added to all Daily attack powers.

THIS RULING ONLY APPLIES WHEN THE "RELIABLE" KEYWORD IS PURCHASED AND ADDED TO YOUR ENCOUNTER OR DAILY ATTACK POWERS

NOTE: The Reliable keyword **CANNOT** be attached to an attack power that has an effect of any kind if you miss (EXAMPLE: On Pain of Death, page 92 PHB. Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn.) Also, any effect that would occur regardless of a hit or a miss is **NOT** used if you miss on an attack (EXAMPLE: Otherwind Stride pg. 134 PHB "Effect: You teleport 5 squares"); note that the effect is independent of a hit or a miss, this means, for the Delverbash the effect would NOT happen on a miss.

REMEMBER, IT IS SMART TO PURCHASE SOME KIND OF RANGED WEAPON(S), BECAUSE MOST LIKELY YOUR OPPONENT WILL HAVE THEM. CAN WE SAY THAT THIS IS A HUGE HINT?

Step 7 Character Review:

When you are finished, locate one of the Bash Masters and have them check your character sheet for accuracy.

(NOTE: ALL characters MUST be reviewed and approved by a bashmaster before entering the Delver Bash).

Step 8 Be Ready:

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. When it is your turn, have your action(s) ready, you will be given limited time to decide this before we move to the next player in line.

CONTINUED ON THE OTHER SIDE

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.

1. The arena is lit using the latest in gnomish fluorescent lighting. There are no naturally occurring shadows.
2. 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.
3. The exterior walls of the arena are impenetrable and have a climb DC of 50.
4. The ceiling of the arena is 10 squares (50') above the ground level.
5. Each table represents ONE encounter. When tables are combined (generally occurring when only 2-4 characters are left, GM discretion), the current encounter ends and all surviving players will be allowed TWO short rests. When there are TWO players left total (in the bash), those two players will end their current encounter, receive a full heal and a short rest, and start the final death encounter.
6. A character's equipment is theirs and will be unusable by any other character.
7. 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 (this includes **any** ability/power/item that allows a PC to leave the bash arena). (The bash masters reserve the exclusive right to incur penalties and/or damage to PC's who are intentionally trying to hide and/or not engage others in the bash arena).
8. 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:

1. 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 (*see page 226 PHB*). Defeat of an opponent will be awarded to the player that gets the kill shot. Notify a Bashmaster when you have reached this.
2. 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.
3. Any character reduced to 0 or fewer hit points makes an immediate death saving throw (*PHB page 295*). If the results of that save do not allow the character making the save to spend a healing surge, that character is dead.

NOTE: (other saving throw bonuses may apply here; ask the bashmaster if you believe you have other bonuses that may apply).

4. Allies: A **Leader** class PC may consider himself an ally when using powers **with an effect/field that includes one or more allies, but not the leader**. In order to take advantage of this, **Leader** class **MUST** be your primary build class. *This does not include powers which affect allies when targeting becomes impossible, such as adjacent allies or allies within "X" squares, because the Leader cannot be adjacent to himself or within 5 squares of himself.* No other character in the bash is your permanent 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 other power or ability otherwise would affect an ally will threaten this flanking character as an ally.
5. Acrobatic Stunts: (ACROBATICS) are allowed to somersault over an opponent or similar man sized obstruction. The DC is 25. Note, this trick is only available to those Delvers trained in acrobatics.
6. Stealth: If skulking is part of your victory plan, be familiar with the changes to this skill. Note that the newest "Official" ruling to Stealth is covered in the PHB2, page 222.
7. 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.
8. Blur: (Wizard Utility 10, PHB page 163) from **ANY** source is banned.
9. Banned Items: Nothing can fight for or with you as an ally in the bash unless it has been conjured/summoned by you using a class-granted power or ability. This includes mounts, any wondrous item which summons or conjures a creature or effect which fights for you without the expenditure of an action on your part, and the Apparatus of Kwalish. If you wish to purchase an item which has one of the abovementioned abilities in addition to other constant effects, you may purchase the item for full cost, but you may not make use of any power which violates the above rule.
10. Walls & Zones: When using a wall or a zone, a player cannot slide/push or pull, or any other form of forced movement, another player in and out of a zone/wall multiple times in that players turn to cause more damage. (*Example: If a player has a Wall of Fire up and has a spell that can push/pull or slide an opponent, that player cannot force another player in and out and back into the wall/zone multiple times in the same round to induce multiple damage rolls.*) Damage can only be applied to a player once per forcing PCs' round, per source.
11. Ammunition: Each delver will be allowed 1 quiver of magical ammunition (you must purchase the ammunition...it isn't free). No more than 5 of any 1 piece of magic ammunition, and no more than 30 pieces total. Mundane ammunition is NOT affected by this rule (carry as much as you are able to, if you like).