

Arena 2005 Tournament

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Concept Overview

Following the huge success of Arena Team Tournament 2004, we are following the event with an even better one:

Arena Tournament 2005 is a **Dungeons & Dragons 3.5 Edition** contest, for teams of 2 to 6 players per team. Each team may have an assortment of PCs of varying levels. The game is a "capture the flag" style game, with points awarded for holding territory, killing opponents, and points lost for dying in the process!

Reigning champions of the Team Tournament are the Hill Billies, a group of redneck barbarian types who made up in strength what they lacked in subtlety. See if you can come up with a better (or more fun) concept!

Pre-generated Characters

Levels and Numbers of Characters

The organizers will provide a variety of pre-generated characters for players who do not wish to create their own. There will be no time for changing characters or items after the game-start time.

The pre-generated characters will be available of suitable level for teams of 3, 4, 5 and 6 players. They will include choices of:

Fighting: Barbarian, Fighter, Paladin, Hexblade, Samurai

Stealth/Subtlety: Ranger, Rogue, Monk, Swashbuckler

Arcane Spellcaster: Wizard, Sorcerer

Divine Spellcaster: Cleric, Druid

Players who do well and move on to the final game are allowed to use a different set of characters for the final. They may use pre-generated characters, or ones that have already been submitted as below.

Character Creation Guidelines

Players who wish to create their own characters are encouraged to do so, but must abide by the following rules:

1. Teams/persons wishing to generate their own characters must submit the characters to me (via e-mail: solventus@lbs.ca) at least 1 week before Pandemonium.
2. Each player may control **one** character.
3. The team may have 24 levels of character distributed *evenly* amongst its PCs. No more than two levels may separate the highest and lowest level PCs.
4. The maximum level for any one PC is 8. For small teams (2 person), “lost” levels are lost.
5. While attempting to allow the widest latitude, the DM recognizes that not all circumstances can be foreseen or represented by these rules. Therefore, the DM reserves the right to modify, or as a last resort, refuse any character that in his opinion, seriously violates game balance in some unforeseen way.

PC Classes, Races and Restrictions

Races: Characters may be of any race from the **Core Rule Books** 3.5 Edition¹.

Classes: Characters may be of any classes and/or prestige classes from the **Core Rule Books** 3.5 Edition¹, the **Complete Warrior**, **Complete Divine**, **Complete Arcane** or **Complete Adventurer**. Monsters as characters will not be permitted.

Multiclassing: Characters may only multi-class such that they would *not* face experience penalties for multi-classing.

Ability Point Generation: All characters will be created using the **point buy method** described in the DMG (pg 169), using 30 points at 1st level. Characters created will also gain ability points for every 4 levels they possess.

¹Player's Handbook, Dungeon Master's Guide.

Hit Points: Characters will assign hit points using the system on page 198 (gaining fixed hit points).

Special Companions: Characters with **familiars**, **animal companions**, or **special mounts** may have one standard creature within the rules in the Player's Handbook. No other animals are allowed.

Spell books: Wizards may assume spell-books that contain their choice of spells from the Player's Handbook or Complete Warrior.

Starting Gold: Starting money is as per Dungeon Master's Guide for player characters (table 5-1, pg 135).

Equipment Sources: Any equipment, mundane, masterwork or magical outlined in the **Player's Handbook**, **Dungeon Master's Guide**, **Arms and Equipment Guide**, or **Complete Warrior** may be purchased at cost.

Magic Items: See above.

Maximum cost: No single item (magical or mundane) may exceed 25% (1/4) of a character's starting money.

Charged items: charged items will have 20% (1/5) of the usual charges, so a wand will have 10 charges, but cost the full amount.

Limited Use Items: One use items (including scrolls) will cost 5 times their normal price. Charged items will have 1/5 as many charges.

Creating Items: A PC spellcaster with the appropriate feats can make magic items with their own XP and gold (not including any levels they could not use from the 24 level "pool" due to "max. level 8" restriction). The gold piece creation costs will be modified as above for 1 use and charged items will have reduced charges.

The Arena

The tournament arena is like a modest dungeon, with a number of distinct rooms surrounding an open centre area, approximately 40 ft by 60 ft in size. The walls are of sturdy masonry, generally 15 ft high. The ceiling is transparent, allowing spectators to see the battles, and sound can travel through it. The rooms are separated by sturdy wooden doors. The central arena's ceiling is 30 ft high, and contains two pedestals each 10 ft high, 5 ft in diameter.

All the rooms are lit by torches of “continual flame” set in wall sconces. The lighting is therefore somewhat shadowy, making hiding a possibility.

Passing through any outer wall, the floor or the ceiling will cause that character to remain out of that game.

The inner or dividing walls may not be breached in any way that causes permanent damage (on penalty of the offending character’s expulsion).

Character Death

Death: When characters die, they will “respawn”

Dying: If characters fall below 0 HP but are not dead, or are rendered unconscious, or are magically held, petrified, or otherwise rendered helpless, one full round will elapse. If the character does not somehow regain control after that round, they player may choose between remaining in that condition, or they will “respawn” as if dead (and any penalties or benefits associated with dying will apply).

Respawning: Characters respawn on their next initiative in the furthest empty room from their demise. If there are no empty rooms, the furthest room with only one character in it. If all rooms have at least one character, then the furthest with only 2 characters, etc etc. All material possessions on the character will respawn with him. Used charges and expended items are not restored. Spells are not regained. Hit Points energy levels, lost ability levels are restored. Poisons and magical effects are gone (including beneficial ones, such as Mage Armour).

Winning

The game will last 20 rounds, or after 1 hour and 45 minutes whichever comes sooner.

The game is won by accumulating the highest point total.

Kills: Causing another PC to respawn is worth 5 points to the team that dealt the final blow/spell. Killing summoned monsters is worth nothing.

Dying: a PC that respawns costs their team 5 points.

Animal companions: killing or have a special animal companion killed is worth 2 points.

Pedestals: Occupying a pedestal at game end gains the occupying team 20 points. Occupying both pedestals is worth 50 points.

Special/Ad hoc: Awards of 5 points will also be given for:

- Best character design
- Best team play
- Best team concept