

# Dungeon Delves

version 1.1



Made by Hexacre in 2023

## Pre-delve stage

1. Determine party marching order.
2. Select one or more mapper.  
A mapper requires bright light and becomes vulnerable while mapping.
3. Establish light sources.

## Delve Stage — each turn

1. Determine each adventurer's action.
  - Actions can be methodical (requiring the full turn) or hasty (requiring 1 round).
2. Roll to see if random encounter is triggered by the party's acitons.
  - Roll every 2 turns: 6+ on 1d6 means an encounter occurs. Loud noises, etc., may also trigger a roll.
  - Roll 1d10 to determine in which round.
  - Follow the 'Encounters' procedure (see box right).
3. Adjudicate the results of actions.
  - Bash doors, pick locks, disarm traps, listen for noises, etc.
4. Check if party encounters traps.
  - Anyone searching for traps? If so then make a proficiency throw.
  - Anyone using a 10' pole? If so then roll to see if pole triggers the trap.
  - Anyone taking action that might trigger the trap? If so then roll for each adventurer in marching order to see if they trigger the trap.
5. Check if deliberate encounter is triggered by the party's actions.
  - Roll 1d10 to determine in which round.
  - Follow the encounter procedure to determine distance, reaction and surprise.
6. Mark off 1 turn of game time.
  - Check to see if any spell duration expires.
  - Check to see if adventurers need to rest.
  - Check to see if any lit torch or lantern go out.

**Lightless vision and Shadowy Senses:** as if carrying a dim light source of the same the range. There are some differences in both, see RR.311.

## Encounters: 6+ on 1d6 every 2 turns

1. Roll 1d12 on table's row for dungeon level.  
This will determine on which monster level table to roll in step 2.
2. Roll 1d12 on the monster level table  
This gives the monster type and number.
3. Roll number encountered.  
**Increase or decrease this roll by 50% for each step of difference between dungeon level and monster level table used (round up).**
4. Determine encounter distance.  
Roll **2d6 x 10 for maximum distance in feet.**  
Choose or roll for direction of approach.  
Reduce distance until either the monster(s) can see the party (or party's light) or the adventurers can see the monster(s) or their light sources.
5. Roll for surprise and reaction  
Modify reaction roll by the difference between monster table used and dungeon level of encounter. **Modifier = Table level - dungeon level.**



## Exploration Speed (feet per turn)

- Can use a 10' pole to probe ahead.
- Can map the dungeon if in bright light.
- Can maintain spells.
- Can Search hastily.
- Party makes less noise.

## Combat Speed (feet per round)

- Used for combats.
- The party can explore the dungeon at combat speed but loses the ability to use 10' poles, map, or hastily search, and makes much more noise.

## Running Speed (feet per round)

- Fastest pace possible in dungeon.
- Must move in straight line or gentle curve and suffer a **-2 penalty to AC.**
- If they encounter a doorway or obstacle they must make a Paralysis save or be knocked prone.
- After 10 rounds of running they become **winded** (must rest 1 turn).

## Movement & Frontage on a 5' grid

- Diagonal: every two squares count as 15'.
- Large Bludgeoning or Slashing weapon: requires 5' frontage.
- Small or Medium, or piercing weapon: requires 3' frontage (3 per 10').
- Field of view is front and flank squares and beyond.
- Man size creature: 1 square.
- Large creature: 2 squares: 2 x 1 or 1 x 2.
- Huge creature: 4 squares: 2 x 2.
- Gigantic creature: 12 squares: 4 x 3 or 3 x 4.
- Colossal creatures: 60 squares: 10 x 6 or 6 x 10.

## Dungeonbashing 18+

Stuck doors. 4 x STR bonus. If two characters work together, use higher STR bonus and add +4. Crowbar adds +2. 'Nat1' -> 1 bludgeoning damage.

## Climb (Adventuring Proficiency) 8+

Easy-to-scale such as ropes or a tree with many branches, etc.

## Grappling hook throw (secret throw)

Target a boulder, ledge, parapet, etc. AC is usually 1 - 3.  
Throw is at -2 for 11'-30', -5 for 31'-50', -10 for 51'-100'.  
'Nat1': seems to hook but slips loose if anyone fails a climbing throw to ascend it.

Door	AC	SHP	Notes	
Iron-banded Stone Door (10' x 10' x 3.5', 5000lbs)	6	25	Harmed as stone structure	<b>Batter down with an axe</b>
Iron-banded Stone Door (8' x 3' x 6.25", 3200lbs)	6	2	Harmed as stone structure	
Solid Iron Door (6'8" x 2'6" x 2", 400lbs)	6	1	Harmed as stone structure	<b>Simple Wooden Door = 1 turn</b>
Iron Trap Door (30" x 30" x 2", 200lbs)	6	1	Harmed as stone structure	<b>Iron-banded door = 3 turns</b>
Iron-Banded Wooden Door (6'8" x 2'6" x 2", 150lbs)	3	1	Broken down in 3 turns with axe or harmed as wood structure	
Wooden Door, 6'8" x 2'6" x 1.25", 50lbs)	1	1	Broken down in 1 turn with axe or harmed as wood structure	
Lead glass window (24" x 46" x.25" and 25lbs or less)	0	-	Broken open in 1 round with any weapon	

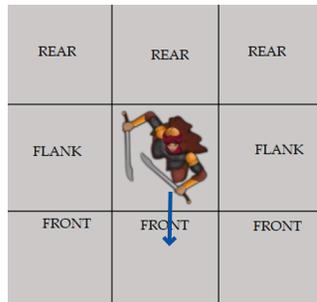
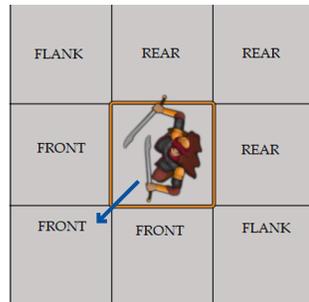
**NA: Not Audible. See RR.312**

## Earshot by Sound and Environment

## Automatic / Listening throw

	Sound	Quiet Environment	Normal Environment	Loud Environment
Exploring, Quiet Spellcasting, Sneaking*, Whispering		NA / 10'	NA / 5'	NA / 2.5'
Spellcasting, Talking, Walking		10' / 80'	5' / 20'	2.5' / 10'
<b>Door = 5'</b>	Fighting, Hustling, Shouting, Singing	90' / 720'	45' / 180'	30' / 120'
<b>1' stone = 10'</b>	Blast Spell	180' / 1200'	90' / 360'	45' / 180'
	Deafening Blast Spell	4 miles / 15 miles	1 mile / 4 miles	1200' / 1 mile

\*Failed Sneaking throw or naturally stealthy character; a proficient character succeeding on a Sneaking throw makes no noise



Disabling Traps	Hasty Trapbreaking	Methodical Trapbreaking
Time Required	1 round	1 turn
Using Adventuring	Not permitted	18+
Using Trapbreaking	By class level	By class level, +4 bonus
Successful Throw	Trap disarmed or discharged	Trap disarmed or discharged
Failed Throw	Trap not disarmed, cannot repeat	Trap not disarmed, try again
Botched Throw (2-3)	Trap triggered	N/A
Botched Throw (1)	Trap triggered	Trap triggered

Searching & Listening	Hasty Search	Methodical Search	Listen
Time Required	1 round or exploration movement	1 turn	1 round, once per turn
Area Investigated	5' reach, or 10' reach with pole	5' reach, or 10' reach with pole	Door or intersection
Using Adventuring	Not permitted	18+	18+
Using Adventuring + Alertness	Not permitted	14+	14+
Using Searching/Listening	By class level	By class level, +4 bonus	By class level
Successful Throw	Feature discovered	Featured discovered	Sound heard
Failed Throw	Nothing discovered, cannot repeat	Nothing discovered, try again	Nothing heard, try again