

Roles (Half-in-character)

Caller

- Answers navigation questions
- Makes sure each player weighs in on complex questions

Time Tracker

- Places ticks on a time sheet every dungeon turn
- Makes sure group knows when they are running low on in-game or IRL time
- Makes wandering monster checks

Mapper

- Takes notes
- Draws a map before whiteboard is erased
- Character is carrying in-game map

Treasurer

- Tracks XP Gain on sheet
- Final say on who gets what Loot
- Give total XP and loot per Person

Dungeons

And


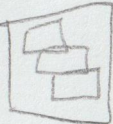

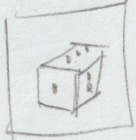
Delves

Player


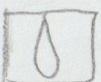

Handbook

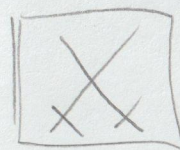
You manage a delving company.
Recruit delvers and send them
below for fame and fortune.

To make checks, use a D20.
Every delver starts with:

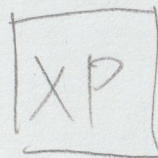
-  10 hearts, which are reduced by damage. An 8 hour rest restores 6 hearts.
-  A skill. When using a skill, checks get a +D6 bonus.
-  An inventory limited by plausibility.
-  3 Luck dice. You may add or subtract them from any die roll. Restores at start of play session.

Combat

-  On your turn... 1 action + 30 feet of movement
-  Unarmed deals 2 damage, weapons deal multiples of D6.
-  When you're out of hearts, roll a D6. On a 6, you defy death. (Death save)



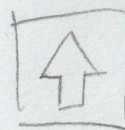
Attacks. Attacker and target both roll a D20. (Attacker can add skill bonuses)
Attacker deals damage if they win.
Target deals damage if they win and are capable of a counterattack. On a tie, no damage.



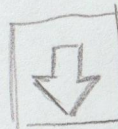
XP is divided equally among all delvers on a delve.

Rewards

- 1 XP per heart of vanquished enemies
- 15 XP per room explored
- 1 XP per coin found



Delvers start at level 0, but become level 1 after surviving first delve.
Classes include mage, rogue, warrior, cleric.



Only 8 delvers may go on a delve at once (2 per player).



If a delver returns with less than full hearts, they must skip the next delve to rest and heal.