

DELVERS OF THE UNKNOWN

Introduction

The player characters (*PC's*) are dungeon delvers in search of fame and fortune. Only normal, six-sided, dice are required. Round all fractions up to the nearest whole number.

Creating a Player Character

Roll 3 dice for each of the 3 *main characteristics*, this gives a total of 3–18 for each *characteristic*.

<i>Characteristic</i>	<i>Description</i>
Brains	knowledge and mental strength
Brawn	physical strength and prowess
Bravado	foolhardiness, charisma and luck

Characteristics may vary depending on *race*.

<i>Race</i>	<i>Multipliers</i>
Elf	Brains 1.5, brawn 0.5
Fairy	Brawn 0.1, bravado 1.5, can fly
Human	None
Hobbit	Brawn 0.5, bravado 1.5
Dwarf	Brains 0.5, brawn 1.5
Leprechaun	Brawn 0.25, bravado 1.5, can teleport

Abilities depend on *Class*. *Swordsmen* rely on their *brawn*, *Sorcerer's* on their *brains* and *Rogue's* on their *bravado*. I.e. their *prime characteristics*.

Armor can be selected depending on *brawn required (BR)* and taste. Heavier armor offers better *protection (P)*, but impedes *movement (M)*.

<i>Armor Type</i>	<i>P</i>	<i>BR</i>	<i>M</i>
None	–	–	20'
Light (leather, bamboo)	1	5+	15'
Medium (chainmail, scale)	2	9+	10'
Heavy (plate)	3	13+	5'

Up to three weapons can be chosen. Generally larger weapons do more *damage (D)*.

<i>Weapon Type</i>	<i>D</i>	<i>BR</i>	<i>P</i>
Shield	1	9+	2
Concealable (dagger, sling)	2	3+	–
Light (staff, javelin, selfbow)	3	5+	–
Medium (sword, crossbow)	4	9+	–
Heavy (2-handed weapons)	6	13+	–

Roll 1 die and choose as many items from the list of adventuring gear.

Adventuring Gear

Clothing and a pack	Pitons and a hammer
Boots	Compass
Food for one week	Fifty feet of rope
Six torches	Caltrops
Lantern and oil	Lockpicks

Finally choose a *name* for your character. Your PC is now ready to begin play.

Double Dice

You roll 2 dice and total the result. If the roll was a *double* (i.e. two fives) you get to roll both dice again and add the new result to your total. You may continue rolling and adding until a *non-double* result comes up.

A roll of 3 always *fails* (the dice come up 1 and 2). In *combat* and *sorcery* this also indicates a *fumble*.

Modifiers

Every point over 10 in a *characteristic* gives you 1 extra point to add to your roll. Similarly each point under 10 reduces your roll by 1 point. As *characteristics* change, so do the *modifiers*.

Melee Combat

When a fight breaks out each participant rolls his *double dice* and adds his *weapon damage* and *modifiers* for *brawn* or MR (see *Monster Rank*). *Sorcerer's* only add negative *modifiers* for *brawn*, but may perform *sorcery* instead. Participants that *fumble* lose their entire attack for this round.

Both sides total all their results and the side with the higher sum wins the round. The losing side suffers the difference between the two sums as *damage*.

Half of the *damage* always goes to the fighter who rolled lowest on the dice (only compare the total of the actual dice). The remaining half of the *damage* is divided among the rest, as evenly as possible.

The *damage* points that surpass the *protection* of armor and shield are deducted from the *brawn* or MR score. If the *brawn* or MR score is reduced to exactly zero the fighter is knocked unconscious. If it is reduced below zero the fighter is dead.

If both sides are still standing and no one retreats, the fighting may continue for another *round*.

Missile Combat

When two or more opponents are at a distance from each other, shots may be traded with throwing weapons, slings or bows.

The attacker rolls his *double dice* and adds his *weapon damage* and *modifier* for *brawn* or MR. The target also rolls his *double dice* and adds his *modifier* for *brawn* or MR.

The sums are compared and if the attackers value is higher, his missile hits. The target deducts his dice roll (the total of the actual dice) from the attackers total and takes the rest as *damage* to his *brawn* or MR. Armor and shields provide *protection* as usual.

Recovering Brawn

If the loss of *brawn* is less than half of the original score, it recovers at a rate of 1 point per hour. If the loss is half or more, the *brawn* cannot be recovered without bed rest or magical healing.

Skill Rolls (SR)

During the course of the adventure the referee or player may demand a Skill Roll. This might be for trying to perform a difficult maneuver, or to avoid a trap, or for something else.

The referee will determine the *level of difficulty* and the *characteristic* to be tested. The SR should always be made on the PC's *prime characteristic* if the player can supply a reasonable motivation for it.

<i>Level of Difficulty</i>	<i>Roll Required</i>
0 Simple	5
1 Average	10
2 Demanding	15
3 Difficult	20
4 Herculean	25
5 Impossible	30

The subject rolls his *double dice* and adds the *modifier* for the specified *characteristic*. If the total exceeds the *roll required* for the *level of difficulty* specified, the SR succeeds.

Sorcery

Sorcerer's call on demons, gods, psychic energies, or other arcane arts to perform acts of *sorcery*. In game terms this is accomplished as an SR on *brains*. The player describes the desired effect of the conjuration and the referee decides the *level of difficulty*.

<i>Example</i>	<i>Suggested Difficulty</i>
Light equal to torch	Simple
Light to fill a large mausoleum	Average
Restore half Brains worth of Brawn	Average
Attack equal to Brains score	Average
Attack equal to twice Brains	Demanding
Create a zombie	Demanding
Kill instantaneously	Difficult
Bring dead comrade back to life	Herculean
Produce solar eclipse	Impossible

Whether the SR succeeds or not, the *Sorcerer* must always expend a variable amount of *brawn* to appease the forces that he is trying to control.

The *base cost* is equal to the *roll required*. From this the *Sorcerer* deducts his *brains modifier*. He may also deduct 2 points (or 4 if he has the correct accoutrements) for each level of success over the required. The cost is always at least 1 point.

If the *Sorcerer fumbles* he must pay the entire *base cost* without any deductions. If the *Sorcerer's brawn* falls below zero while conjuring, he is devoured, struck dead, or disintegrated.

Experience Points (EP)

PC's begin at *level 1*. The number of EP required to reach the next *level* is 2000 multiplied by the *current level*. I.e. a PC at *level 2* will have to accumulate a total of 4000 EP to reach *level 3*.

<i>Action</i>	<i>Amount of EP</i>
Combat	MR of defeated monsters
Daring	100 times Dungeon Level explored
Skill Roll	Level of Difficulty times Dice roll
Sorcery	Points of Brawn expended
Treasure	Coin value

As a PC increases in *level* he may choose between adding 2 points to his *prime characteristic*, or 1 point to one of the other *main characteristics*. Rogues always add 1 point to *bravado* and one point to another *main characteristic* of their choice.

Monster Rank (MR)

Monsters have only a single Characteristic: Monster Rank. Usually this equals Brawn, but it might stand in for other Characteristics as well. A stupid or cowardly monster may for example receive only half its MR in Brains or Bravado.