

# DELVERS OF THE UNKNOWN

## Introduction

Delver's of the Unknown is a fantasy role-playing game where the player's are dungeon delvers in search of fame and fortune. These rules require only ordinary six-sided dice. If you come across any fractions, just round them up to the nearest whole number.

## Creating a Player Character (PC)

Begin by rolling 3 dice for each of your PC's three characteristics. This gives a score of 3-18 for each of them, with 9-12 being the average. Higher scores are better and will increase your PC's odds for success.

| Characteristic | Description                      |
|----------------|----------------------------------|
| Brains         | knowledge and mental strength    |
| Brawn          | physical strength and prowess    |
| Bravado        | charisma, foolhardiness and luck |

Continue by selecting the race of your PC. Humans are the norm, but you can play more fantastical beings as well. Apply the listed multipliers to your characteristics.

| Race       | Multipliers and Special Abilities  |
|------------|--|
| Elf        | 3/2 brains, 1/2 brawn  |
| Fairy      | 1/6 brawn, 3/2 bravado, can fly  |
| Human      | None   |
| Hobbit     | 1/2 brawn, 3/2 bravado   |
| Dwarf      | 1/2 brains, 3/2 brawn  |
| Leprechaun | 1/3 brawn, 3/2 bravado, can teleport as many feet as bravado, 1 dice times/day |

To determine the rest of your PC's abilities select his class. Each class is tied to one prime characteristic.

| Class     | Description                      | Prime   |
|-----------|----------------------------------|---------|
| Sorcerer  | Enigmatic practitioners of magic | Brains  |
| Swordsman | Brave fighting men               | Brawn   |
| Rogue     | Swashbuckling adventurers        | Bravado |

Adventuring is hazardous. Select the type of armor your PC wears. Heavier armor offers better **protection (P)**, but demands **brawn (B)** and impedes **movement (M)**.

| Armor Type                | P | B   | M  |
|---------------------------|---|-----|----|
| None                      | - | -   | 15 |
| Light (leather, bamboo)   | 1 | 5+  | 12 |
| Medium (chainmail, scale) | 2 | 9+  | 9  |
| Heavy (plate)             | 3 | 13+ | 6  |

You can also equip your PC with up to three weapons. Generally larger weapons cause more **hurt (H)** and your PC can fight with one weapon in each hand.

| Weapon Type                     | H | B   | P |
|---------------------------------|---|-----|---|
| Buckler (small shield)          | - | 3+  | 1 |
| 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+ | - |

Your PC might also need other equipment to survive. Roll 1 dice and pick as many items from the list below.

### 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 pick a name for your PC, he is now ready to begin adventuring, but please read through the rules first.

## Time and Movement

A game turn is approximately 10 minutes and a combat round lasts 10-30 seconds. Most actions (searching for traps, picking a lock, etc) take one turn to complete.

| Movement         | Time Period | Rate in Feet |
|------------------|-------------|--------------|
| Mapping speed    | Turn        | 20 x M       |
| Double time      | Turn        | 40 x M       |
| Full run         | Turn        | 100 x M      |
| Combat           | Round       | 20           |
| Fighting retreat | Round       | 10           |

## Double Dice

Roll 2 dice and total the result. If the roll was a double (i.e. two ones, two fives, etc), roll both dice again and add the new result to the total. Continue rolling and adding until a non-double result comes up.

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

## Gravy

To calculate the gravy for a characteristic, subtract 10 from the score of the characteristic. A positive gravy will increase your chance of success, while a negative gravy will decrease it.

If a characteristic changes, so does the gravy.

## Melee Combat

When two or more opponents are at close quarters, blows may be traded with swords and other melee weapons.

- Each combatant rolls his **double dice** and adds his weapons **hurt** and his **brawn gravy**.

*Exception:* Sorcerer's only add their gravy if it is negative. This is to reflect that they are more at home with books than weapons.

*Note:* If the roll is a fumble, the combatant loses his entire attack for this round (result of zero).

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

*Note:* Half of the damage always goes to the combatant who rolled lowest (only compare the dice rolls). The remaining damage is divided among the other combatants, as evenly as possible. If there is only one combatant, he will suffer all the damage alone.

*Important:* Armor and shields offer protection from damage. Always deduct the protective value of the armor or shield from any damage taken.

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

## Missile Combat

When two opponents are at a distance from each other, shots may be traded with throwing weapons, slings or bows. Missile attacks are resolved one at a time (roll a die to see who goes first).

1. The attacker rolls his **double dice** and adds his weapons **hurt** and **brawn gravy**.
2. The target also rolls his **double dice** and adds his **brawn gravy** or **bravado gravy**.
3. The sums are compared and if the attackers value is higher, his missile hits home.
4. The target deducts his dice roll (only the dice) and armor protection, from the attackers total and takes the rest as damage.

## Damage and Healing

If the total damage suffered is less than half of **brawn**, it heals at a rate of 1 point per 6 turns. If the loss is half or more of **brawn**, the damage does not heal without prolonged bed rest or sorcery.

If a character or monster suffers damage in excess of his **brawn**, he immediately expires from his wounds.

## 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.

| Level of Difficulty | Roll Required |
|---------------------|---------------|
| 0 Simple            | 5             |
| 1 Average           | 10            |
| 2 Demanding         | 15            |
| 3 Difficult         | 20            |
| 4 Herculean         | 25            |
| 5 Impossible        | 30            |

The player rolls his **double dice** and adds the specified **gravy**. If the total exceeds the roll required for the level of difficulty, the action 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 a normal SR against the sorcerer's

**brains**. The player describes the desired effect of the conjuration and the referee decides the level of difficulty.

| Example                         | Suggested Difficulty |
|---------------------------------|----------------------|
| Light equal to a torch          | Simple               |
| Light to fill a large mausoleum | Average              |
| Heal brains worth of damage     | Average              |
| Attack equal to brains          | Average              |
| Attack equal to twice brains    | Demanding            |
| Re-animate the dead             | Demanding            |
| Kill being of lesser brains     | 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 brawn cost** is equal to the roll required. From this the Sorcerer deducts his **brains gravy**. He may also deduct 2 points for each level of success over the required. The cost is however always at least 1 point of **brawn**.

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

**Brawn** expended while practicing sorcery is recovered at a rate of 1 point per turn.

## Experience Points (EP)

PC's earn experience points when adventuring. The table below lists some common ways to reward EP.

| Action     | EP Reward                           |
|------------|-------------------------------------|
| 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                          |

For every 1000 EP accumulated, the player can choose to add either 2 points to his prime characteristic, or 1 point to one of the other characteristics.

*Exception:* Rogues always add 1 point to **bravado** and 1 point to a characteristic of their choice (this may include bravado).

## Monster Rank (MR)

Monsters have only a single characteristic: MR. It is similar to **brawn** in every way except that it is reduced when the monster takes damage. When its MR reaches zero, the monster is dead.

MR can also be used as a substitute for other characteristics. But a stupid or cowardly monster may for example receive only half its MR as **brains** or **bravado**.

| Sample Monsters |            |              |
|-----------------|------------|--------------|
| Goblin, MR 8    | Orc, MR 16 | Troll, MR 32 |