

# Dungeon Delver

Most people avoid the dark places beneath under the surface of the world, but you have always been drawn to them. Whether motivated by curiosity, greed or heroism, you have chosen to brave the dark depths of caverns and ruins of long forgotten civilizations. Like others who have ventured below the surface in search of adventure, you will likely perish and be forgotten, but if you survive, you could become a legend.

## CREATING A DUNGEON DELVER

Thanks to their penchant for thievery, rogues are commonly drawn to the life of a dungeon delver, but members of any class can pursue the treasures of dungeons and deep caverns. The dungeon delver theme provides a range of features and powers intended to help a character overcome the challenges of dungeon environments such as rough terrain, diabolical traps, and utter darkness, but they can also be of use in other adventure settings.

## STARTING FEATURE

Spending long hours in the lightless depths has forced your eyes to adjust to dim light and let you learn how to quickly scramble over rugged terrain.

**Benefit:** You gain low-light vision and the *delver's scramble* power.

### Delver's Scramble Dungeon Delver Utility

*You quickly run, jump, and climb over a patch of rough terrain.*

#### Encounter + Martial

#### Move Action

#### Personal

**Effect:** You move up to your speed ignoring difficult terrain and gain a +5 power bonus to Athletics checks to climb or jump during the movement.

## ADDITIONAL FEATURES

### Level 5 Feature

You've learned to protect yourself against the countless traps and hazards that fill the dungeons you explore.

**Benefit:** You gain a +2 bonus to all defenses against attacks made by traps and hazards.

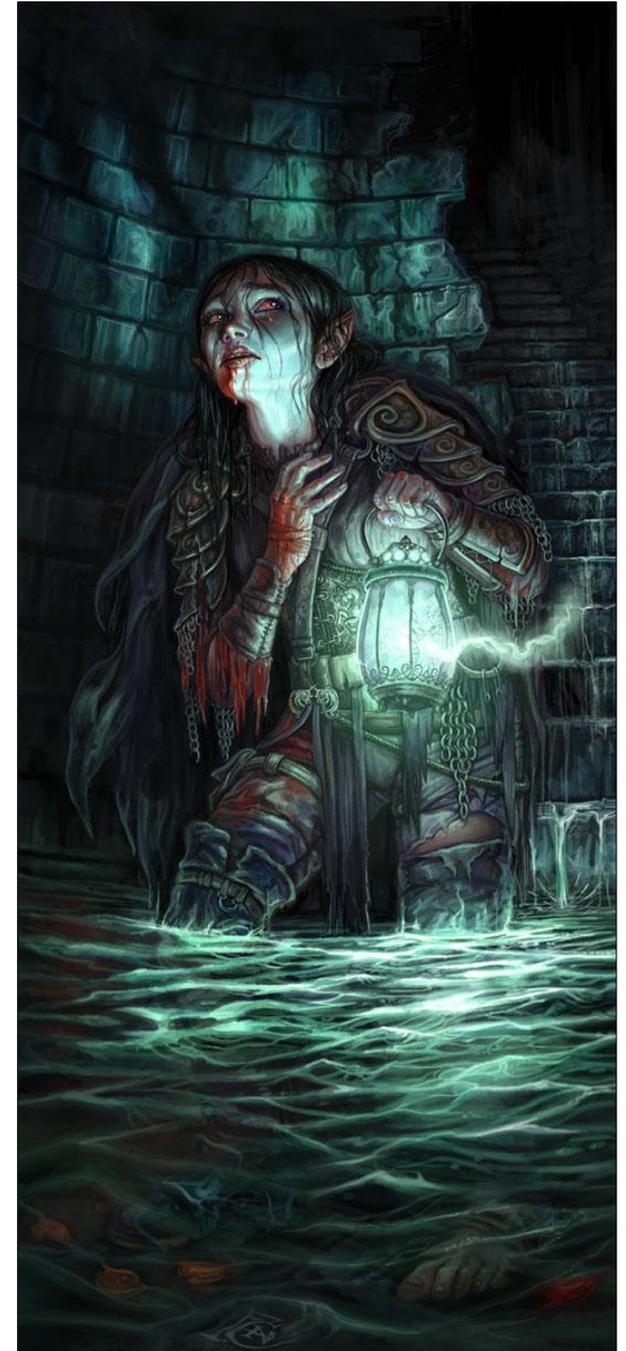
### Level 10 Feature

Dungeons are filled with small walls to climb, chasms to jump, and unstable terrain.

**Benefit:** You gain a +2 bonus to Athletics and Acrobatics.

## OPTIONAL POWERS

Your experiences in the depths of dungeons have forced you to learn a variety of survival skills from minor spells to harnessing your senses in the pitch black of the deepest dungeons.



## Level 2 Utility Power

While a dungeon delver isn't necessarily a trained spell caster, many find it useful to learn a few spells. In particular, the ability to cause an object to shed light has saved countless delvers who have had a torch burn out or been separated from their collection of sunrods.

### Delver's Light Dungeon Delver Utility 2

*With a whispered word, you cause a nearby object to glow.*

#### Encounter + Arcane

**Minor Action** **Close** burst 5

**Target:** One object or unoccupied square

**Effect:** The target sheds light until the end of the encounter. The light fills the target's space and all squares within 10 squares of it. When you use this power, you may decide whether the object sheds dim or bright light. Putting out the light is a free action. If you use this power outside of combat, the effect ends after 10 minutes.

## Level 6 Utility Power

Traps are a common threat in the depths of dungeons that a dungeon delver needs to learn to deal with them in order to survive. While most delvers learn how to disarm traps, sometimes the best course of action is just to jam the device long enough to hurry out of its reach.

### Jam Trap Dungeon Delver Utility 6

*With a quick modification, you jam the trigger of the trap.*

#### Daily + Martial

**Standard Action** **Melee** 1

**Target:** One trap or hazard

**Effect:** The target cannot make any attacks until the end of your next turn.

## Level 10 Utility Power

It's dark beneath the surface. The darkness isn't like the night either where you can still see a short distance; it is so dark that your eyes don't do you any good. You've learned to let your hearing and sense of touch fill in when your eyes fail you.

### See in the Dark Dungeon Delver Utility 10

*You close your eyes and use your other senses to give you sight.*

#### Daily + Martial

**Minor Action** **Personal**

**Effect:** You gain blindsight 5 until the end of your next turn.

**Sustain Minor:** The blindsight persists until the end of your next turn.

SCOTT BOEHMER – 10 JUNE 2011

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