

MEGADUNGEON DELVER'S PLAYER OPTIONS

Welcome to the *Megadungeon Delver's Player Options*, a short, free pdf designed to give players in megadungeon campaigns (games set entirely or primarily in vast dungeons or similar complexes of barrows, catacombs, caves, chambers, corridors, graves, mazes, pits, prisons, sepulchers, shrines, tombs, traps, and nasty subterranean lairs) extra options specifically designed for dungeon-delving. Because let's face it, while it's great that a game that began life primarily focused on labyrinths and lizards has expanded to be able to handle games built around political intrigue, piracy on the high seas, or nation-building, sometimes GM and players both just want to kick in the next door and see what orc needs to be killed to claim a pie. (And realistically if a 27-level dungeon the size of a small city *does* exist in a campaign, people are going to devise tactics specifically designed for fighting and surviving within it!)

While these abilities are written up as feats, they would also work well as talents (and similar class options, such as rage powers or magus arcana) or special powers granted in place of normal class abilities by dungeon delving archetypes created by a GM for megadungeon-heavy campaigns.



CAGED FURY

A creature of the vast steppes and wide open spaces, you are particularly frenetic when forced to do battle underground or in enclosed spaces, and you want to get things *away* from you!

Prerequisite: Rage class feature, 1 rank in Knowledge (dungeoneering).

Benefit: When you rage while within an underground or urban environment, you gain a +4 bonus to CMB checks made when attempting a bull rush, and do not need to move with the target if the bull rush is successful. Additionally, once per rage you may make a bull rush attempt as a swift action against a target you hit with a melee weapon. This swift bull rush does not provoke an attack of opportunity.

CORRIDOR COMBATANT

You are a master at running partway up walls, bouncing off the ceiling, and generally making indoor terrain work for you.

Prerequisites: Class feature, trait, or favored class bonus that increases your move rate, 1 rank Knowledge (dungeoneering).

Benefit: As long as you are in a space with a gap of no greater than double your natural reach between its walls or between floor and ceiling, you gain the following movement advantages. You can charge through friendly squares and do not need to charge in a straight line. You take half the normal penalty for squeezing. You gain a bonus equal to half your ranks in Knowledge (dungeoneering) to Acrobatics checks to avoid attacks of opportunity.

DELVER'S SAGA

You have mastered the art of the dungeondelving story.

Prerequisite: Bardic performance class feature, Perform (oratory) 1 rank..

Benefit: You can tell the tale of your allies's

epic struggle against a single dangerous location. When you are in a location with multiple "levels" (as determined by the GM, but including most dungeons) your allies can add part of the bonus from your inspire courage to all saving throws, skill checks, concentration checks, spell penetration checks, and dispel checks. The maximum value of the bonus you may apply is the number of levels of the location in which the majority of the party have earned experience.

DOORKICKER (COMBAT)

You are a master of kicking in doors, smashing idols, and generally wrecking destruction on construction.

Prerequisites: Str 13, Power Attack.

Benefit: When you deal hp to an unattended, inanimate object, you add your level to the damage dealt. If the object has a mass no greater than your own and you deal at least 25% of its hps, it gains the broken condition and stops functioning properly.

DUNGEON STALKER

You are skilled in reading tracks left in the dust and stone of old tombs.

Prerequisites: Track class feature, 1 rank in Knowledge (dungeoneering), 1 rank Survival.

Benefit: You may make a Survival check any time a Knowledge (dungeoneering) check is called for, and are considered skilled in Knowledge (dungeoneering) for this purpose. Additionally when examining the entrance to an underground chamber or room, you may make a Survival check against the same DC as the highest Knowledge check that would be required to identify creatures within the chamber. (This check is made in secret by the GM). If you succeed, your examination of tracks and marks outside the entrance tells you how many creatures of what type are within the chamber (but not specific what the creatures

are). If the room is empty of creatures, a DC 15 Survival check reveals that. If you make a check that fails, or roll a natural one on the check (even if that meets the check's DC), the marks and tracks are too indistinct for you to draw any conclusions.

Special: An inquisitor or ranger may take this feat as a bonus feat any time he receives a bonus feat, even if the feat must normally be taken from a specific list.

EARTH DRAGON

When surrounded by enough rock, you can call on the mystic powers of the earth

Prerequisites: Caster level 1, 1 rank Knowledge (dungeoneering).

Benefit: When you are in an underground terrain or a structure made primarily of stone, you can call upon a mystic link to the cool power of earth. Your gain +1 caster level for any spell you cast with "earth," "rock," or "stone" in the spell name, any spell from the earth domain (or the caves, ice or metal subdomains), and any spell with the cold or earth descriptor.

HERALD OF JUSTICE

Your presence helps others deal with the difficulties of carrying the cause of justice into hostile regions.

Prerequisites: Aura of courage class feature, 1 rank Knowledge (dungeoneering).

Benefit: Allies benefitting from your aura of courage may also add the bonus to saving throws against traps and skill checks to avoid, cross, or bypass difficult terrain.

MOLE MASTER

You can summon creatures adapted to the dark, earthen places below the surface.

Prerequisites: 1 rank Knowledge (dungeoneering), spontaneous casting (summoning spells) or summon monster class ability or Augment Summoning.

Benefit: When you summon a creature with low-light vision, you can choose to have it instead gain darkvision with a 60 foot range. Additionally if you summon multiple creatures with a single use of a spell or spell-like ability, you may choose to summon 1 less creatures than normal (decided after you know how many creatures you summon) and grant each creature a 10 ft. burrow rate through earth, sand or dirt (and a 5 ft. rate through rock or stone). The burrowing of these creatures does not leave an open tunnel, and cannot damage structures or stone formations.

ROOM SWEEPER

In your capacity as a hunter of fugitives and monsters lurking in the corners of civilization, you have been trained to enter a room and immediately assess it for threats.

Prerequisites: Perception as a class skill, 1 rank Knowledge (dungeoneering).

Benefit: When you first enter a cave, chamber, or room (an enclosed space no larger than 20 feet + 10 feet/level in any dimension) you may make a Perception check with a special bonus equal to half your level. This check can only reveal creatures within the room and traps. No other details are revealed by this special check.

SHRINE KEEPER

You are often cut off from your place of worship, and have learned to make any structure double as a temple.

Prerequisites: Channel energy class feature, 1 rank Knowledge (dungeoneering), 1 rank Knowledge (religion).

Benefit: Once per day you may cast *consecrate* (if you channel positive energy) or *desecrate* (if you channel negative energy) as a spell-like ability. To cast this you must be in an indoor setting (underground terrain or in a building with a roof). This version of *consecrate/desecrate* gains no special bonuses when cast in an area that contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power.

Additionally if you cast *consecrate* with this feat, you may attune the spell so it wards against a creature type other than undead. Select a creature type when you cast the spell. Creatures of this type cannot be summoned within the consecrate's area, and suffer the penalties normally imposed against undead by this spell. A *consecrate* cast in this way does not impose any restrictions on undead.

If you cast *desecrate* with this ability, you may attune the spell so it supports a creature type other than undead. Select a creature type when you cast the spell. Creatures of this type gain the bonuses normally granted to undead by this spell, while undead gain no bonuses.

SPREAD SPELL [METAMAGIC]

You have learned to spread your spells around corners.

Prerequisite: Caster level 1.

Benefit: You can cast a spell with an area defined as a burst or line as a spread. When the spread hits a barrier it cannot penetrate

it continues to move in any open direction, counting all distance traveled against its range or radius. Thus a spread *lighting bolt* that hits the end of a corridor will turn a corner and continue in a new direction, its distance traveled in the new direction counting against its total range.

A spread spell takes up a spell slot 0 levels higher than its normal level (there is no level shift). No ability the lowers the level of a spell with metamagic feats added can reduce a spread spell to a level lower than its original level.

TRAP MASTER

You don't just disable traps, you become their keeper.

Prerequisites: Cunning trigger rogue talent.

Benefit: You may use cunning trigger to set off traps you have disabled (included magic traps), as well as those you constructed.



WE ERR ON THE SIDE OF AWESOME!

Designer:
Owen K.C. Stephens

Project Manager:
Lj Stephens

Art:
OWC

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Production Assistant:
Andy Belmore

Graphic Design and Typesetting:
R. Hyrum Savage and Lj Stephens

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