IN THE HEART OF THE DELVE & DANGEROUS

Procedural point crawl adventure engine for exploring a network of interconnected spaces - e.g. dungeons, space stations or eldritch structures

1. Connectivity Engine

★ = Start / special (e.g. chasm, lava, statue, lever, altar, portcullis, bridge, 'Jaquaying' etc.); **+1 insight point**
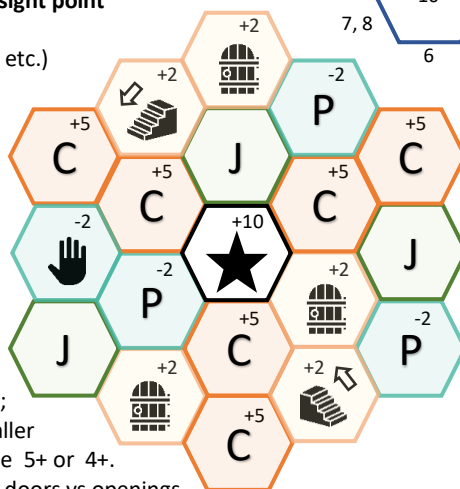
🪜 = Level change (e.g. stairs, chimney, chute, etc.)

✋ = End / blocked - exit-less chamber, site entrance (esp. from a level change) etc.

P = Passageway (e.g. tunnel, conduit etc.)

🚪 = Passageway with portal (e.g. door) | D10: 1-5 on side wall, else in front

C/J = Chamber / Juncture | D10: on a roll of 6+ add an exit to the Chamber / Juncture; repeat until a failed roll occurs. For a smaller complex use 7+, for a 'mega-dungeon' use 5+ or 4+. Make exits thematically appropriate, e.g. doors vs openings

Navigation Hex having 6 Navigation Directions

```
      1,2
  9   D10   3
      10
 7,8      4,5
      6
```

Some sample encounters

Roll a **D10 + D6 + modifiers** every turn to generate the location encounter. The modifiers are superscripted above the icons. A **blank template** is available so you can add your encounters.

Procedural point crawl 'dungeon'

This setup could be used for any network of connected room-like spaces e.g. dungeon, abandoned space station, caves etc. It's for creating a 'point crawl' on the fly, and no regard is given to scale and dimensions. Any overlapping areas are assumed not to be.

Starting area

Ideally, the start location should have 3 to 6 exits. Directly adjacent locations should have at least one exit (if not generated, add one).

Secret ways (D10)

For dead-ends and chambers with only one exit, add a secret way on a 9+ roll. Repeat the process until a failed roll is obtained.

Navigation of Hex Flower 1. (Connectivity)

Each turn, roll a **D10** and move in the indicated Navigation Direction, e.g. a 6 means move down.

If the roll leads off the edge of the Hex Flower (**HF**), wrap around to the opposite edge following the same row or column.

Navigation of Hex Flower 2. (Contents)

Use just like the navigation of the other HF, but in this case use **2D6** (in place of the D10). Note, the '✗' on an edge indicates stay in current Hex.

Spending points (optional)

Gained points can be spent to nudge the outcome of the navigation roll, 1 face per point. So, 3 points can flip a 12 face to a 6 face outcome.

2. Content Engine

🏆 = Goal / reward (e.g. treasure, hostages, goal etc.)

👹 > 😈 > 👿 = Heightened threat area

🦎 = Wandered encounters

〰️ = Significant water level / feature (e.g. river, waterfall, pool, fountain etc.)
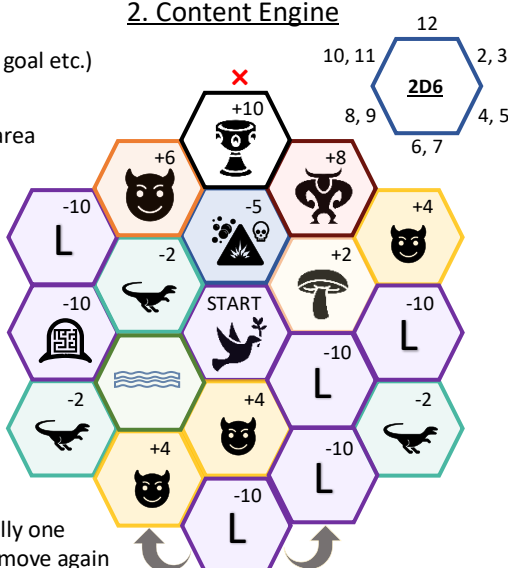
🍄 = Unexpected conditions, terrain feature or flora

☢️ = Mortal danger / hazard (e.g. trap)

🪦 = Puzzle / mysterious conditions; typically one per 'dungeon'; re-roll any repeats and move again

🕊️ = Sanctuary / area of relative safety; only one per 'dungeon' re-roll and move again; **+1 fortune point**

L = Low threat area

```
      12
 10,11   2D6   2,3
  8,9         4,5
      6,7
```

Treat as a roll of 12

Fortune Points ○ ○

Insight Points ○ ○

Spend with narrative flourish, explaining how points enable the change in outcome.

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24+	