






Exploration Rules Playtest

Party's Pace 	Kobold Horde 	Wandering Monsters 	Traps 	Exploration Tasks?* 
Rushed Your party is running whenever possible.	You will likely outrun the kobold horde.	High risk (13-20 on d20) Group check: Perception DC 28 to avoid surprise	High risk (13-20 on d20)	No
Fast Your party is moving briskly but not recklessly.	The kobold horde will take longer to catch you, and may be at reduced strength.	Moderate risk (15-20 on d20) Group check: Perception DC 20 to avoid surprise	Moderate risk (15-20 on d20)	No
Moderate Your party is walking at its average pace.	The kobold horde will likely catch up with you.	Low risk (17-20 on d20) Group check: Perception DC 14 to avoid surprise	Moderate risk (15-20 on d20)	Yes*
Caution Your party moves deliberately, taking heed of surroundings.	The kobold horde will catch up with you soon, and it may have extra strength.	Very Low risk (19-20 on d20) No chance of being surprised	Moderate risk (15-20 on d20)	Yes*, +2 bonus

***Sample Exploration Tasks:** Keeping watch (Perception to avoid being surprised – replaces the group Perception check), Map-making (to find your way back out), Searching (Perception to detect traps, secret doors, hidden items), Sneaking (Stealth to avoid monsters or ambush), Trapping (setting traps or other clever ideas to hinder pursuing kobold horde), Ritual Casting