

What builds are truly formidable for clearing a dungeon? How can you function with a small party? Let's find out!

I call for teams of two level 6 PCs to race against other teams to see who make it through dungeons the fastest. I will [randomly generate a dungeon](#) and pick a start point and end point within the dungeon. Then you will see how quickly you can make it through the dungeon, counting everything in terms of number of rounds, whether or not you are in combat. Then you will get a 24 hr rest/heal/shop/craft period that doesn't count against your time then run a second dungeon. If both characters die, then you will be restored to 1 hp with however many daily abilities you had remaining at the beginning of the first dungeon with a 1 hr (600 round) penalty to your time. So don't die but you may still have a small chance of winning if you do.

Whichever team has the best time for getting at least one team member to the end of the second dungeon wins.

I will be looking for at least two teams with three (or more) probably being my preferred number. Teams ready to go first will be given preference, as will people that I know are reliable play-by-posters or seem to have a good track record. You can make a team of two characters by yourself, both controlled by you, if you want but preference goes to teams of two players.

After builds have been made, I will tell you the dungeon motif (Aberrant, Giant, Undead, Vermin, Desert, Underdark, Arcane, Fire, Cold, Abyssal, or Infernal) after which you will have 24 hrs IC and OOC to make final preparations of crafting, shopping, prepping spells, or casting buffs of duration 1 hr or more.

Objective:

1. Kill the boss monsters. Once you see it, it will be clear that it is the boss.
2. Obtain the MacGuffin. Once you see it, it will be clear that it is the MacGuffin. The dungeon will contain multiple containers (e.g. chests) and I will roll randomly to determine which one obtains the MacGuffin.
3. Pass through the dungeon door exit, which may not be on the outer periphery of the dungeon. The door will be visible but may not look different from the other doors. Once you open or pass through the door, however, it will be obvious that it is the exit. You can re-enter the dungeon once you've exited but that will mean you remove your completion of this objective.

Once you have completed all three objectives (I assume 3 will be last but you could use mage hand to grab the MacGuffin from outside the dungeon or something), your timer will stop for that dungeon.

Character creation rules:

20 pt buy

Paizo races of 20 RP or less

Two traits, one of which may be a campaign trait

Level 6

Standard WBL for level 6: 16,000 gp

One bonus teamwork feat (for PCs only)

PFS-style HP, average of the HD rounded up

Pre-crafting is allowed if one member of your party is able to perform the crafting

Banned: blood money, sacred geometry

Each PC may bring one pet/minion/undead, etc into each dungeon and then summon more thereafter if you like

Emerging guns

Lots of fun optional rules sets are not used here to keep things manageable. For examples no [background skills](#), [background feats](#)¹, or [feat taxes](#) will be used.

Play details:

Each team will play with me on its own Discord server.

Maps will be on google slides.

Each team has 24 hrs real time from whenever I update to take their next set of actions.

Whatever actions (e.g. standard, move, etc) are remaining after the 24 hr mark are lost when I next update the round.

One player may control both PCs in their team, if they like, but preference will be given to teams of two characters and two players.

Dungeon settings:

Dungeon counts as underground terrain.

Unless otherwise stated, ceilings are 15 ft high.

Dungeon level 4.

Dungeon Motif will be set by rolling 1d11 to choose from Aberrant, Giant, Undead, Vermin, Desert, Underdark, Arcane, Fire, Cold, Abyssal, and Infernal.

Map Style: Standard

Grid: Square

Dungeon layout: Rectangle

Dungeon size: Small

Peripheral egress: No

Stairs: No

Room layout: Scattered

Room size: Medium

Doors: Standard

Corridors: Errant

¹ You caught me. This one's mine and it's a shameless advertisement of what I think is a fun idea.

Remove deadends?: Some

I recommend generating a couple of dungeons before hand to get a feel for what the site will throw at you. Note that I will remove about half the traps since the generator overdoes it on the traps. Traps that aren't necessarily located on the floor (or a door) will be placed at a random height of 5, 10, or 15 ft. This will influence where the trigger and/or effect of certain traps are while others won't care.

Monster tactics:

Wandering monsters will be removed from the dungeon. All monsters hold still in their room if they don't hear/smell/sense anything. If they hear/sense/smell a ruckus, they will move toward it but won't open locked/stuck/trapped doors. Usually, monsters will not be hostile toward other monsters and will be immediately hostile toward you.

Player mechanics:

Outside of combat, players may take their actions each round in any order. Further, the order may be split up, e.g. character 1's move action followed by a full round action from character 2 followed by a standard action from character 1. But remember you only get 24 hrs out of character to take your turn so don't take too long coming up with fancy ideas. In combat, surprise rounds will not count against your total number of rounds. In addition, normal rules of initiative order (such as only being able to ready a standard action, not a full round action) apply while in combat.

As soon as you are somewhere you could see a hidden object or creature, I will automatically roll a perception check for all party members to see if they notice with penalties for distance, etc. If you fail this reactive perception check, you can always roll an active perception check as a move action. For the sake of objectivity, you don't have to say what you are looking for. I will simply apply that perception check to anything meaningful that could be noticed within your field of vision.

It takes an active perception check to check a door for traps. This perception check also automatically determines if a door is locked or stuck. It requires a move action while a door or chest is within your natural reach to open the door. Mechanically, doors are neither "push" nor "pull" doors but take up a 5 ft cube. When opened, that 5 ft cube is entirely empty (except for air). There is never more than one inch of space under a door or in its lock. Creatures that can squeeze through a one inch space can pass through a door by spending 5 ft of movement if not squeezing or 10 ft of movement if squeezing.

How to play:

The easiest way to make things fair is for me to do the best I can to make my rulings RAW with small deviations when necessary for game quality, e.g. to close very problematic loopholes. Tactics that bypass the point of the competition, such as somehow teleporting to the end of the second dungeon, will be somewhat frowned upon. For example, I would rule pretty strongly in such a case that you don't know enough about that location to teleport to it with any degree of

precision. You are always welcome to make your case when you disagree with me but please do so in a polite manner and be ready to accept when (not if) I make a ruling that you don't like. I've GMed and played in competitive games like this before and there's always at least one ruling that frustrates or annoys each player who is there to compete seriously.

You are also welcome to ask lots of questions for clarification. I will answer as frequently as I am online to answer. But don't be so busy asking questions that you don't take your turn and end up wasting a turn.

Character sheet format:

Your character sheet will be in a channel in discord so I ask for this format, which is like a bestiary entry. Your sheet might need to be spread across multiple posts due to discords limit on characters per post. If you don't have a feature (e.g. SR), just leave it out. No need to write "**SR:** 0." If this format is missing something that your build has, please add it in a sensible manner. I should be able to look at your sheet and figure out where your abilities come from.

Character name

Class and level

Alignment size type

Init: +x **Senses:** darkvision 60 ft, perc -18

AC: , touch, flat-footed (components of AC)

HP:

Fort: Ref: Will:

Defensive abilities:

Immune:

DR Resist Immune SR

Speed:

Melee:

Space:

Reach:

Ranged:

Special attacks:

Spell-like abilities (CL):

Spell prepared/known (CL):

Str Dex Con Int Wis Cha

Bab CMB CMD

Feats

Traits

Skills

Gear

Languages

SQ

Then make the last post of your sheet be your status in the following format:

Current active effects: Mage armor, 4 constitution damage, etc.

HP current/max AC Saves