

# Exploration

## Rest

The mandatory post-combat rest turn does not count for the one-in-six turns the party is required to rest.<sup>1)</sup>

## Dungeon doors

See [Door](#).

## Dropping items

There are no official rules for this. The following system is recommended:<sup>Ex</sup>

Dropping items can trigger saving throws, especially if they are ceramic or glass. Dropping a torch has a 1-in-6 chance for the torch to be extinguished. Dropping a lit lantern has a 5-in-6 chance to ignite the oil as though a lit flask of oil hit the point of impact.

## Falling damage

Falling damage is 1d6 points per 10', not cumulative.<sup>2)</sup>

## Surface hardness

The DMG advises that damage can be adjusted based on the landing surface, but doesn't provide advice on how to do this. *The [Heroic Legendarium](#)* has some examples on how to do this.

## Thief-acrobats

The examples of falling damage in the UA thief-acrobat must be adjusted, since they use cumulative damage.<sup>3)</sup>

<sup>1)</sup>

DMG 38, "TIME IN THE DUNGEON".

<sup>2)</sup>

PHB 105, and DMG 53 in the flying rules. Some say it's cumulative. We prefer the linear. High-level characters should have a shot at surviving great falls, it's a fantasy game. If you use cumulative instead, 30' fall means average of  $(3.5 * 6 = 21)$  damage, which is enough to auto-kill 3 max-HP trained men-at-arms. It is also impossible for a regular person to survive, when on earth a person can

survive a fall of greater than 30'. If the DM wants to create a falling hazard, they can just create a higher cliff or a deeper pit. It's much harder to go in the opposite direction (30' rooftops will always be 6d6 damage; you can't reasonably make houses shorter, but you can make pits deeper). More info at <https://deltasdnd.blogspot.com/2009/06/oed-environment.html>.

3)

Those examples need to be fixed either way, since they mistakenly ignore the rule that falling damage is capped at 20d6.

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