

Dungeon delving summary

DUNGEON DELVING EVENTS TABLE:

Feat die	Event	Consequences of the Skill roll	Fatigue points gained
ϕ	Terrible Misfortune	If the roll fails and an enemy faction has a Presence in the level, the Company is Ambushed by them. Otherwise, if the roll fails, the target is Wounded. In addition, if the Guide's Riddle roll failed, the Company is Lost.	2
1	Despair	If the roll fails, everyone in the Company gains 1 Shadow point (Dread). In addition, if the roll fails and an enemy faction has a Presence in the level, the Company is Chased by them.	2
2-3	Ill Choices	If the roll fails, the target gains 1 Shadow point (Dread). In addition, if the Guide's Riddle roll failed, the Company is Lost.	2
4-7	Mishap	If the roll fails, the target gains 1 additional Fatigue.	1
8-9	Short Cut	If the roll succeeds, the Company immediately arrives at its destination, ending the delve and gaining no Fatigue from this event.	1
10	Chance-meeting	If the roll succeeds, the Company encounters something useful (a friend, useful equipment, a Trinket, information overheard from an enemy, ...)	1
℥	Joyful Find	If the roll succeeds, everyone in the Company regains 1 Hope or gains 1 point of Treasure.	–

EVENT TARGET:

Success die roll	Target	Skills
1-2	Scouts	Explore/Stealth
3-4	Look-outs	Awareness
5-6	Trailblazers	Athletics

Delving progression.

- Assign roles.
- Guide makes Delving tests with **Riddle**.
 - Failure: 2 steps of progress.
 - Success: 3 steps of progress plus 1 for each Success icon.

Steps needed to arrive at a location equal level's Exploration Difficulty.

- After a Delving test, if not arrived, generate a delving event with a target. Dungeon level can make event rolls *Favoured* or *Ill-favoured*. Player-hero with the target role makes a Skill roll to resolve the event.
- When the delve ends, Player-heroes gain Fatigue, reduced by a **Travel** roll. No mounts in the dungeon.

Ambushed. Improvise a combat encounter with enemies equal to the number of Player-heroes.

CHASE EFFECT:

Success die roll	Effect
1	The chase grows more intense. The number of pursuers grows by half the number of Player-heroes.
2-4	The chase continues as-is.
5-6	The Company has evaded the pursuers. The chase is over.

Chased. Initial pursuers equal to the number of Player-heroes. When a Skill roll fails, pursuers catch the Company. When Guide succeeds in a **Riddle** roll, roll from the Chase effect table.

Lost. Set delve progress to zero. Old paths can't be taken.

Delve length. See level description.

- Short: each **Riddle** roll by the Guide takes a few hours.
- Long: each **Riddle** roll by the Guide takes up to one day.

Old paths well-trodden. When using a known path, the Guide only makes one **Riddle** test for each dungeon level passed. On a failure, roll from the Old paths events table.

OLD PATHS EVENTS TABLE:

Feat die	Event description
ϕ	The Company is Ambushed by enemies.
1	The Company is Lost.
2-3	The Company encounters work of the Enemy. Every member of the Company gains 1 Shadow (Dread).
4-7	The Company is delayed. Each member of the Company gains 1 Fatigue.
8-9	The Company finds a new direction to explore. Next time they start a delve on this level, they start with two steps of progress.
10	The Company encounters something useful.
℥	The Company encounters a joyful sight. Everyone in the Company regains 1 Hope.

Fornost grounds

Exploration Difficulty:	5
Exploration time:	Short
Pass-through time:	Short
Event rolls:	<i>Favoured</i>

Palace ground floor

Exploration Difficulty:	9
Exploration time:	Long
Pass-through time:	Short
Event rolls:	One Feat die

Palace upper floor

Exploration Difficulty:	5
Exploration time:	Short
Pass-through time:	Short
Event rolls:	<i>Favoured</i>

Palace underground

Exploration Difficulty:	11
Exploration time:	Long
Pass-through time:	Long
Event rolls:	<i>Ill-favoured</i>

Tunnels

Exploration Difficulty:	7
Exploration time:	Long
Pass-through time:	Long
Event rolls:	<i>Ill-favoured</i>

Arvedui's path

Exploration Difficulty:	5
Exploration time:	Short
Pass-through time:	Short
Event rolls:	One Feat die