

DangerousDelves

A Solo and Co-operative/GM-less RPG by mick.hand@igm4u.com

Hero: 1d6 2d6 3d6 4d6 5d6 6d6 SAVE LOAD

Melee <input type="text" value="5"/>	Ranged <input type="text" value="4"/>	Character Creation Rules	COMBAT FATIGUE <input type="text" value="0"/> Max: <input type="text" value="10"/>
		Mobility <input type="text" value="3"/>	Knowledge <input type="text" value="1"/>
		Social <input type="text" value="2"/>	SPIRITUAL FATIGUE <input type="text" value="0"/> Max: <input type="text" value="4"/>
Magic Melee <input type="text" value="2"/>	Magic Ranged <input style="background-color: red;" type="text" value="0"/>	Magic Mobility <input style="background-color: red;" type="text" value="0"/>	MAGICAL FATIGUE <input type="text" value="0"/> Max: <input type="text" value="3"/>
		Magic Knowledge <input type="text" value="1"/>	
		Magic Social <input style="background-color: red;" type="text" value="0"/>	

Gear... For multi-slot items, tick if damaged but not discarded. Use brackets for Gear that doesn't usually add dice.

Shield: 1d6 2d6 Add Loot Add Rations **Armour:** 1d6 2d6 3d6

<input type="text" value="Sword 1"/> <input type="checkbox"/>	<input type="text" value="Bow"/> <input type="checkbox"/>	<input type="text" value="Rope"/> <input type="checkbox"/>	<input type="text" value=""/> <input type="checkbox"/>	<input type="text" value="[Light Armour 1]"/> <input type="checkbox"/>
<input type="text" value="[Sword 2]"/> <input type="checkbox"/>	<input type="text" value="[Arrows]"/> <input type="checkbox"/>	<input type="text" value=""/> <input type="checkbox"/>	<input type="text" value="[Rations]"/> <input type="checkbox"/>	<input type="text" value="[Light Armour 2]"/> <input type="checkbox"/>
<input type="text" value="Amulet of Melee"/> <input type="checkbox"/>	<input type="text" value=""/> <input type="checkbox"/>	<input type="text" value=""/> <input type="checkbox"/>	<input type="text" value="[Torch]"/> <input type="checkbox"/>	<input type="text" value="[Torch]"/> <input type="checkbox"/>

Gold: **Action Count:** **Delves Completed:** Return **Hirelings Died:**

Information - **Diamonds:** **Clubs:** **Hearts:** **Spades:**

Town Features **Combat Fatigue** **Spiritual Fatigue** **Magical Fatigue** **Oracle** **School**

Hireling: Add Loot Add Rations **Type:** **Fatigue:** / Heal

Gear Slots:

Many Thanks to Playtesters...

Alejo Silos, Carl Gordon, David Smith, Ian Clarke, Matthew "Cookie" Cope, Stephen Davies-Foley

... and to my Proofreader-in-Chief Jo Hand

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DangerousDelves Rules PDF v00.97

7th March 2024

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Recent Changes...

V00.97 – 11th March 2024 – Added examples/images to Overland Hex Adventures

V00.96 – 7th March 2024 – Changed Travel Checks to only be needed to LEAVE a Hex

V00.95 – 2nd March 2024 – Enhancements for Deeper Delves (Better explanations, Exiting after completing a Delve, Descent is sometimes optional, sometimes forced!). Clarity on how "Pass-Through" works and how SINGLE HERO challenges work. Wizard's Staff & Art changes.

V00.94 - 26th Feb 2024 – Added rules for Deeper Delves, Advancement of Abilities beyond 5 to a maximum of 10, Special Treasures (more than one Ability, Scrolls, Bane weapons etc). Removed the option to include printing the Rules as part of a Delve.

What is DangerousDelves?

A dungeon crawling role-playing game you can play by yourself or with friends, with no need for a Dungeon Master or Game Master and no need to spend time and effort preparing the dungeon.

Create a Hero character with quick and simple rules for their Abilities. It is highly recommended to use the on-line Character Sheet at https://aigm.igm4u.com/dd_sheet.html but you can also download a Character Sheet and play with paper and pencil. The on-line Character Sheet has three sample Characters ready to play but this document also has rules for Character Creation if you prefer to create your own. It also has buttons to roll dice and links to display the rules.

Spend your Starting Gold on Gear and maybe a Hireling. (or use one of the Sample Characters)

Generate a Delve - a perilous adventure location in a deep dark cavern or the catacombs beneath a ruined castle. The Delve will consist of 54 Encounters, each linked to a card in a normal card deck and the two Jokers. If you prefer to play with an on-line deck of cards you can use https://aigm.igm4u.com/dd_cards.html which has all the functions you need for the game and can save the state of multiple decks so you don't need to leave your physical cards out on the table.

You can generate an infinite number of unique Delves at https://aigm.igm4u.com/dd_gen.html. It is recommended to play the Delves using the "SHOW A SINGLE ENCOUNTER" option on that page, rather than print them out, but if you prefer a printed copy then you can click "SHOW FULL DOCUMENT" and save the Delve into Microsoft Word or Google Docs (or other equivalent).

Shuffle the deck and play through each Encounter in turn until you reach your objective. There is an example of play at https://aigm.igm4u.com/dd_example.pdf

Decide how to tackle each Challenge. Decide which type of Ability to use - Melee, Ranged, Mobility, Knowledge or Social. Get dice for each of your Hero's relevant Abilities and Gear and Hirelings. Roll that many dice and take the highest to see if you Succeed, Succeed with Cost or Fail with Cost.

Costs mean your Hero will either accumulate Fatigue, gradually exhausting their Abilities, or they will lose or damage Gear.

Return to Town to sell your Loot and repair, buy and sell Gear, get more Hirelings, seek to recover at the House of Healing, seek Information at the Oracle or seek to improve your Hero's Abilities at the School of Dungeon Delves.

What is this Rules PDF?

This document contains ALL the rules for DangerousDelves.

If you are new to the game, I recommend using the [QuickStart Rules](#) instead, and pick up other rules as needed rather than overload yourself with everything.

The QuickStart Rules

The DangerousDelves Quickstart Rules https://aigm.igm4u.com/DangerousDelves_QuickStart.pdf will get you up and running your first Solo Delve very quickly, leaving other situational rules to be explained in the Delves when they actually come up.

The Dice Mechanic

When resolving all Challenges, you will roll a pool of six-sided dice and **take only the highest result on the dice**. Compare the result to the Challenge Target Number.

If your Result is **HIGHER THAN** the Target, it's a **FREE SUCCESS**.

If your Result is **EQUAL TO** the Target, it's a **SUCCESS WITH COST**.

If your Result is **LOWER THAN** the Target, it's a **FAILURE WITH COST**.

How Many Dice do I Roll

You get one dice (I just don't like using the term "die" for a single dice even though I know it's right) for each relevant Ability and one dice for each relevant item of Gear and can add extra dice for every Hireling with a relevant Ability.

The maximum number of dice you can roll is six.

Decide which of your Hero's Abilities grant you a dice. *You can use the standard Ability AND the Magic equivalent of that Ability. You can only use an Ability that has not been "exhausted" (see the section on Costs) and has a rating of more than zero.*

Decide which items of your Hero's Gear grant you a dice. *The Gear must match the Ability you are using for the Challenge. The Gear must make "Narrative Sense". The Gear can usually only be in YOUR personal Gear Slots.*

Decide which of your Hirelings will grant you a dice. Hirelings can add Dice by using their Abilities and by using their Gear. *The Gear must match the Ability you are using for the Challenge. The Gear must make "Narrative Sense". The Gear can only be in their Gear Slots*

Decide whether any Monster Vulnerabilities grant you extra dice.

Note whether anything in the Encounter or Monster description removes or adds any dice.



AI Art Generators, clearly cheat!

The Abilities

Hero: <input type="text" value="Sample Warrior"/>		<input type="button" value="1d6"/>	<input type="button" value="2d6"/>	<input type="button" value="3d6"/>	<input type="button" value="4d6"/>	<input type="button" value="5d6"/>	<input type="button" value="6d6"/>	<input type="button" value="SAVE"/>	<input type="button" value="LOAD"/>
Melee	Ranged	Character Creation Rules					COMBAT FATIGUE		
<input type="text" value="5"/>	<input type="text" value="4"/>	Mobility	Knowledge	Social	<input type="text" value="0"/> Max: <input type="text" value="10"/>				
Magic Melee	Magic Ranged	Magic Mobility	Magic Knowledge	Magic Social	SPIRITUAL FATIGUE				
<input type="text" value="2"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text" value="0"/> Max: <input type="text" value="4"/>				
					MAGICAL FATIGUE				
					<input type="text" value="0"/> Max: <input type="text" value="3"/>				

Melee

Hitting things or people you can reach.

Ranged

Hitting things or people that are far away.

Mobility

Climbing, dodging, sneaking or using lock picks to bypass something or somebody. "Mobility" encompasses a wide variety of challenges where you can use your physical non-combat skills.

Knowledge

Using your Hero's brains rather than their body to overcome, solve or find a way around something or somebody.

Social

Talking to, bribing, intimidating, charming or tricking your way past something or somebody. Sometimes, with a success at SOCIAL, you can acquire a Hireling from an Encounter.

Magic Versions of the Five Abilities

Each of the above Abilities has a magical equivalent that you can use, in addition to the standard Ability, or instead of it, if the standard Ability is not available to you.

Magic Melee

Magical weapons, magical enhancements to weapons, magical claws. It's up to you to envision what forms your Hero's "Magic Melee" takes each time you use it.

Magic Ranged

Magical ammunition, magically enhanced ammunition, magical beams and blasts. It's up to you to envision what forms your Hero's "Magic Ranged" spells take each time you use this.

Magic Mobility

Spells that enhance your Hero's movement, stealth, lock-picking or grant the ability to climb or fly or teleport short distances or walk through locked doors. You are free to envision how your Hero's "Magic Mobility" helps them approach each Challenge.

Magic Knowledge

Spells that detect things, understand how things work or reveal secrets and clues about things or people. You are free to envision how your Hero's "Magic Knowledge" spells help them approach each Challenge.

Magic Social

Spells that help your Hero talk to, bribe, intimidate, charm or trick something or somebody. You are free to envision how their "Magic Social" spells help them approach each Challenge.

The Definition of a Challenge

Examples of Challenges...

5 of Spades

Trap! You find yourself in an abandoned chapel.

The trap consists of hidden dart throwers triggered by opening a door or crossing a threshold without giving the magical password.

Challenge: MOBILITY 5, KNOWLEDGE 5, [A Hero may choose to Pass-through after making at least one attempt] (Costs are Rations). If there are multiple Heroes, each must make an attempt until one gains a FREE SUCCESS. After one FREE SUCCESS the others may pass freely.

Treasure - It seems the trap has been baited with 1 Loot per Hero which you can gain if you successfully overcame the Challenge.

2 of Clubs

You have entered a fouled spherical chamber.

A skeletal hand has clawed its way from its grave to grab at a RANDOM Hero.

Challenge: MELEE 5, MOBILITY 4, [A Hero may choose to Pass-through after making at least one attempt] (Costs are Gear). **Requires 1 success.**

Treasure - NONE

“Optional” Challenges

If a Challenge is defined as “Optional”, you don’t have to attempt it. The text will say what you can do instead. Some optional Challenges may state that you can **GO A DIFFERENT WAY** (a mechanism explained in the Encounter Text), others may let you obtain some reward for succeeding but otherwise you may simply move on to the next Encounter.

If playing with multiple Heroes, in most Optional Challenges, you can choose which Hero attempts the Challenge first.

Challenges - Abilities and Target Numbers

Challenges will be defined by a list of possible Abilities you could use to defeat them. Most will offer more than one Ability (MELEE, RANGED, MOBILITY, KNOWLEDGE, SOCIAL) and most will offer different Target Numbers for some of the Abilities.

Target Numbers range from an easy 3 (easy) to a very hard 6. 6 is guaranteed to cause your Hero a Cost, because you can’t get HIGHER THAN 6 on a six-sided dice, so your best result will be “**Success with Cost**”.

For each attempt at a Challenge, you choose which Ability to attempt and use its associated Target Number to roll against.

In the first example above there is a “Trap” that only offers “**MOBILITY 5**” or “**KNOWLEDGE 5**” so the only Abilities you can use would be either Mobility (and/or Magic Mobility) or Knowledge (and/or Magical Knowledge).

In the second example (**MELEE 5, MOBILITY 4**) you could choose either Melee (and/or Magic Melee) with a target number of 5 or Mobility (and/or Magic Mobility) with a Target Number of only 4.

Using Gear in Challenges

As well as using the selected Ability to gain a dice for your dice pool, you can also gain an additional dice for each item of Gear you can use that is RELEVANT.

In the Trap example above if you attempted to use MOBILITY, the only Gear you could use would be Gear that might help you with “Mobility” (such as Rope or a Rug of Flying or Lockpicks – depending on how the Trap is described).

In the Skeletal Hand example above, if you had selected MELEE, you could only use Gear that could help with “Melee” (such as a Sword, a Staff or an Axe). If you had chosen the MOBILITY option, you could only use Gear that could help with “Mobility” (such as a Rope, Good Boots, or a magical ring of mobility).

Gear... Tick if damaged but not discarded. Use brackets for Gear that doesn't usually add dice.

Shield: 1d6 2d6				Armour: 1d6 2d6 3d6
Sword 1 <input type="checkbox"/>	Bow <input type="checkbox"/>	Rope <input type="checkbox"/>	<input type="checkbox"/>	[Light Armour 1] <input type="checkbox"/>
[Sword 2] <input type="checkbox"/>	[Arrows] <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[Light Armour 2] <input type="checkbox"/>
Amulet of Melee <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	[Torch] <input type="checkbox"/>

Gear Must Make Narrative Sense

When selecting Gear to use, you should consider if it “makes sense” and also whether your Hero has enough hands to use it.

For example, if you are faced with crossing a chasm with a MOBILITY 5 Challenge, Lockpicks aren't likely to help you, but Rope is.

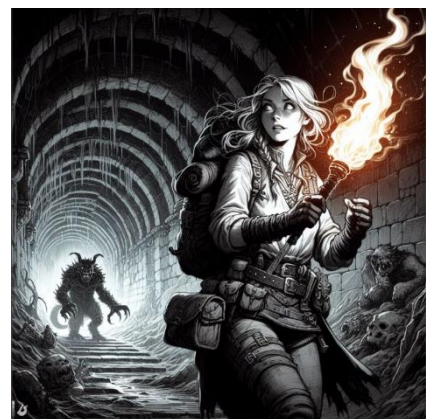
In almost all Encounters your Hero is assumed to be in the dark and needs one hand to hold a Torch so they can't use both a Sword and a Shield unless they have a Hireling or another Hero, with a Torch.

If your party has run out of Torches remove 2 dice from the pool. When the number of dice reaches zero, you roll 2 dice and take the LOWEST. When the number of dice reaches BELOW zero, add an extra dice for each minus number and take the LOWEST. You also cannot Leave the Delve until you face at least one Challenge in an Encounter on a Diamond card and succeed at it. **If there are no Diamonds left in the deck, your Hero(es) may never return to the surface!**

If you are using the option to include Stairs Up, and you are not at the top level of a Delve, you MAY get lucky and encounter a Way back to the Surface (or up to a higher – less dangerous level).

You MAY get lucky and wander into an Encounter where there is a Torch as part of the Loot.

You usually get a way out if you manage to COMPLETE THE DELVE by overcoming the final BOSS.



Other Things that can give you Dice

Monster Vulnerabilities

Some monsters have a vulnerability that gives you an additional dice if you have a specific item in your Hero's Gear or even in a Hireling's Gear. For others you only get the additional dice if they USE the item in the Challenge.

For example, Demons are particularly vulnerable to a Holy Symbol. If your Hero or one of their Hirelings (or one of your fellow Heroes and their Hirelings) have one in their Gear you get an additional dice and if you actually USE it (in one of your Hero's hands or in their Hireling's hand) you would get another dice.

Most Undead can be affected by a Holy Symbol if your Hero USES one (in their hand or a Hireling's hand) in which case it would add a dice.

Other creatures (Demon, Vampire and Lich) have other vulnerabilities which you may learn by encountering them.

INFORMATION

You can gain INFORMATION in some Encounters and might also gain some by visiting an Oracle while in Town before starting a Delve. You can hold on to the Information and mark it on your Character Sheet against a specific Card Suit (the Card Suit from a roll on the Oracle Table). You can then use it in one of two ways...

1. Gaining an Additional Dice

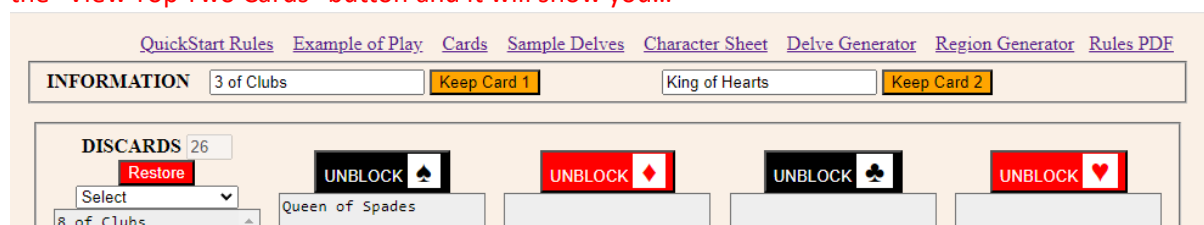
You can expend the INFORMATION in a **single Encounter** of that same Card Suit, to get an additional dice **FOR EACH CHALLENGE ATTEMPT MADE BY ANY HERO**.

2. Learning What's Ahead

You can expend the INFORMATION (**regardless of which type**) to **LOOK AHEAD** whenever you are facing an Optional Challenge, or after resolving any Encounter (and BEFORE turning the next Card).

You draw the next two Cards and read their entries, then discard one and place the other underneath the top card before playing the top card. This represents some hint you have gained about a nearby Encounter.

If you are using the Online CARDS page https://aigm.igm4u.com/dd_cards.html you can click the "View Top Two Cards" button and it will show you...



When you click to keep one of the cards, it is inserted face-up into the deck, below the top card and the other is added to the Discard pile.

If you are questing for a specific card (such as the King of Spades) and you choose to discard it, you can still complete the Delve when you completely run out of cards and discover the object of your Quest isn't in the Delve anymore! The Quest still counts as completed, so you can use the School and the Oracle when you get back to Town.

What to do if you have NO Abilities or Gear

Let's imagine that you reach an obstacle that can only be overcome by a MOBILITY 5 Challenge.

You might have no points at all in the Mobility or Magic Mobility Abilities.

Or, your Hero might have 3 points in Mobility, but have taken 4 points of Spiritual Fatigue, so their Mobility Ability is said to be "Exhausted".

You might have no Gear that can help with "Mobility".

If you also don't have any INFORMATION for the current Card Suit then you may have NO DICE to roll.

When the number of dice reaches zero, you roll 2 dice and take the LOWEST. When the number of dice reaches BELOW zero, add an extra dice for each minus number and take the LOWEST.

Costs

When your Hero has to pay a Cost, the Challenge definition will usually tell you which type of Cost. If it doesn't specify then you can choose any type.

The four types of Cost are ...

- Combat Fatigue (wounds, physical exhaustion)
- Spiritual Fatigue (loss of confidence, moral corruption, guilt or shame)
- Magical Fatigue (loss of spell-casting energy)
- Gear

Combat Fatigue

When your Hero's Combat Fatigue **EXCEEDS** either of their Combat Abilities (Melee or Ranged), you can no longer use that Ability to gain a dice in a Challenge. If their Combat Fatigue is already at maximum and they must take another, **the Hero DIES**.

Their **Maximum Combat Fatigue is 5 + Melee Ability**. In the online Character Sheet, this will auto-calculate.

If your Hero is about to take Combat Fatigue in a MELEE or RANGED Challenge where they had a Shield in one of their hands, you may roll 1 dice for each undamaged Gear slot of this Shield remaining and take the highest result. On a 5 or 6 the Shield prevents the Combat Fatigue. On a 1, 2 or 3, one Gear slot of this Shield is damaged (crossed out on the Sheet, not erased unless you want to discard the damaged Shield entirely). Shields are either 1-Slot (Light Shield) or 2-Slot (Heavy Shield).

Always check for Shield protection BEFORE checking for Armour protection.

Remember that using a shield requires one of your Hero's hands, so will not always make NARRATIVE SENSE unless you have a Hireling or fellow Hero to hold a Torch.

If your Hero is about to take Combat Fatigue in a MELEE or RANGED Challenge and they have Armour, you may roll 1 dice for each Gear slot of their Armour remaining and take the highest. On a 5 or 6 the Armour prevents the Combat Fatigue. On a 1, 2 or 3, one Gear slot of the suit of Armour is damaged (crossed out on the Sheet, not erased unless you want to discard the damaged suit of Armour entirely). Armour is either 2-Slot (Light Armour) or 3-Slot (Heavy Armour).

Spiritual Fatigue

When your Hero's Spiritual Fatigue total **EXCEEDS** any of their "Spiritual" Abilities (Mobility, Knowledge or Social), you can no longer gain a dice for that Ability. If their Spiritual Fatigue is already at maximum, and they must take another, they take Combat Fatigue instead.

Their **Maximum Spiritual Fatigue is 1 + the highest of Mobility, Knowledge and Social Abilities**. In the online Character Sheet, this will auto-calculate.

Magical Fatigue

When your Hero's Magical Fatigue total **EXCEEDS** any of their "Magical" Abilities (Magic Melee, Magic Ranged, Magic Mobility, Magic Knowledge or Magic Social), you can no longer gain a dice for that Ability. If their Magical Fatigue is already at maximum, and they must take another, take Combat Fatigue instead.

Their **Maximum Magical Fatigue is 1 + the highest of your Magical Abilities**. In the online Character Sheet, this will auto-calculate.

Gear

Sometimes a Challenge may just say "Costs are Gear", other times it may say "Costs are Used Gear" and occasionally it might say something like "a Torch" or "1 Loot".

If it says "**Used** Gear" then the Cost must be a Slot of Gear that you or a Hireling used in the Challenge. If you didn't use any Gear in this Challenge, then treat the Cost as any Gear.

If you have to pay a "Gear" cost and you (and any Hirelings) have no Gear at all, take a Combat Fatigue instead.

A Note about Fatigue Costs

As you can see from the above, it's only Combat Fatigue that can actually KILL your Hero. However, when they run out of Spiritual and Magical Fatigue and take more, it becomes Combat Fatigue. Armour and Shields are likely to be important ways of preventing Combat Fatigue, even if you envision your hero as more of a spell caster.



Delves and Encounters

Victory Conditions

Each Encounter is defined by a card from a normal pack, including the two Jokers. Each Delve consists of 54 possible Encounters. For each Delve you are seeking a particular target and depending on which of the victory conditions you select, it can affect the chances of an earlier/easier victory.

- ALL FOUR KINGS – this is a hard mode, and most likely to take the longest and usually require working through most of the 54 encounters.
- THE KING OF SPADES – this can also be a hard mode but is very random as the King of Spades could come up early or late. *For a **much longer/tougher Delve**, you could choose to shuffle the King of Spades back into the pack until it becomes the very last Card remaining.*
- ANY BLACK KING – this is NORMAL mode and suggested for starting players. Usually, one of the two black kings will crop up in the first half of the pack, but you may wish to return to the Delve if you get an early finish to extract more treasure.
- ANY KING – this is the easiest mode and suggested if you have only a short time to play or want to experience multiple Delves quickly, with a rapidly developing (improving) Character. You could choose to start with an easy Delve and then step up the challenge as your Character develops. The trade-off for a quick Delve is that you won't have had much chance to accumulate treasure. Again, you may wish to return to the Delve if you get an early finish to extract more treasure

If the main target of your Delve is a Troll, Vampire or Lich, each of which has special notes on how to PERMANENTLY defeat them, you still defeat them normally when you reach your objective and count the Delve as “Completed”. You gain their treasure normally, but “narratively” they will rise again to terrorise the land and you might want to specify that same Monster Type and same Name in a future Delve you generate. If you leave the Delve and return, they might be back (but without any treasure this time)!



Before You Start a Delve

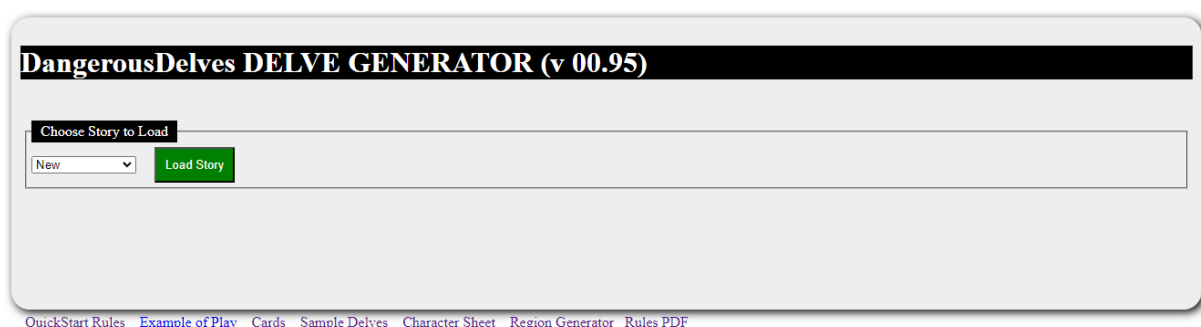
Choose or Generate a Delve.

A few sample Delves will be available from the https://aigm.igm4u.com/dd_delves.html as PDFs but it is highly recommended that you use the Delve Generator to make your own and play using the "SHOW A SINGLE ENCOUNTER" function.

Delves can be generated randomly at https://aigm.igm4u.com/dd_gen.html. You can choose the types and names of the four major monsters, decide on Victory Conditions and decide whether the Encounter location descriptions are for a Constructed setting, a Natural setting or a Mixture.

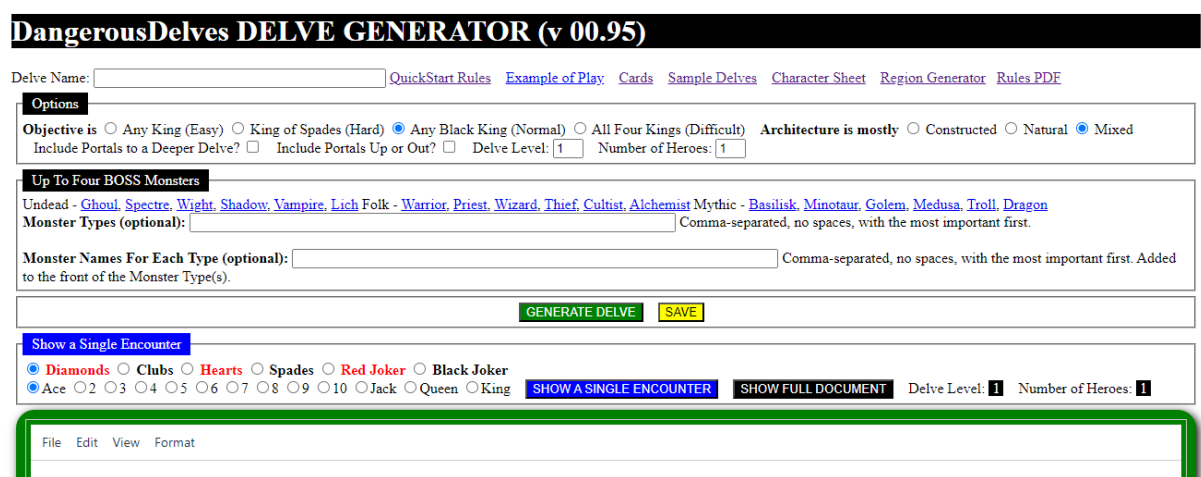
Generating a Delve

Click on the link for the Delve Generator, to open it in a separate Tab or Window from your Character Sheet.



If you have already saved some Delves on this PC/Tablet, the dropdown list should let you choose to reload an existing one or create a new Delve. Saved Delves are stored in the localStorage mechanism in the Browser (I recommend using Chrome, but DangerousDelves should work in most modern browsers).

If you choose "New" and click "Load Story"...



Delve Name

Enter a name for your Delve such as **The Lonely Mountain**

Objective

Because you will be using a deck of cards to determine which Room you encounter next, you should decide which card (or cards) will signify reaching your main objective.

If you choose "Any King" you are likely to get a very quick Delve and only need to encounter a few rooms before reaching the "Boss".

If you choose "King of Spades" it's more likely to give you a longer experience.

If you choose "All Four Kings", you will probably have to encounter most of the possible 54 cards.

The typical option is "Any Black King".

Architecture

You can choose to generate room descriptions that are mainly "Constructed", "Natural" or "Mixed".

Deeper Delves

You can choose to generate Deeper (more dangerous) Delves with a chance of **special treasures**.

In this section you choose whether to include Portals to lower or higher levels, and which Level of the Delve you are generating. It defaults to generating a single Delve Level 1.

Special Treasure in Deeper Delves

A few encounters in each Deeper Delve have a small chance of SPECIAL TREASURE. This can include magic items that benefit TWO different abilities, BANE-swords that grant an additional dice against a specific type of Creature or Magical Scrolls containing powerful spells.

The Challenge and the chance of Special Treasure increases the deeper the Level.

How Many Heroes?

The **Number of Heroes** you choose affects the difficulty of most of the Challenges, by changing the number of Successes required and adjusts the number of Rations and amount of Loot.

If you begin playing and the number of Heroes changes, you may need to manually adjust the number of Successes, so it is far easier to set this up-front so that the Encounter Text is created correctly. Please note that if a Hero dies and isn't replaced, you don't adjust the difficulty. Difficulty should be determined by how many Heroes are in the Party when the expedition begins.

Up To Four BOSS Monsters

By clicking on the hyper-linked Monster types, you can add up to 4 to the list of Monster Types. They should be a comma-separated list with no spaces around the commas.

Eg. **Monster Types (optional):**

The first Monster Type (the Dragon) will be the main BOSS Monster that you will encounter when you draw the relevant King card. *Please note that the Dragon and the Lich are VERY tough opponents and might not be a good choice for your first Delve!* The others will be encountered elsewhere in the Delve. You can still encounter ALL the monster types in any Delve, but if you add one in this section then you make it certain that there is at least one of that type in there.

You can provide names for these Boss Monsters also as a comma-separated list with no spaces around the commas. The names will be added in front of the Monster Type, so you can do something like...

Smaug the,Caliban the,Fanatical,Grobnash the Ugly

This will generate the names as Smaug the Dragon, Caliban the Priest, Fanatical Cultist and Grobnash the Ugly Troll.



GENERATE DELVE

Click the button to "Generate Delve" and the system will generate a document including 54 different Room descriptions (corresponding the 54 cards in a full card deck with 2 Jokers).

DangerousDelves DELVE GENERATOR (v 00.95)

Delve Name: GENERATE DELVE SAVE RELOAD or LOAD ANOTHER GAME

Options

Objective is Any King (Easy) King of Spades (Hard) Any Black King (Normal) All Four Kings (Difficult) Architecture is mostly Constructed Natural Mixed
Include Portals to a Deeper Delve? Include Portals Up or Out? Delve Level: Number of Heroes:

Up To Four BOSS Monsters (Comma-separated, no spaces, with the most important first)

Click to add to the selection .. [Ghoul](#), [Spectre](#), [Wight](#), [Shadow](#), [Vampire](#), [Lich](#), [Warrior](#), [Priest](#), [Wizard](#), [Thief](#), [Cultist](#), [Alchemist](#), [Basilisk](#), [Minotaur](#), [Golem](#), [Medusa](#), [Troll](#), [Dragon](#)
Monster Names (optional): eg. Verminax the Green,Count Vlad the,The Dread,Gorbash the Ugly
Monster Types (optional): eg. Dragon,Vampire,Wight,Troll

Show a Single Encounter

Diamonds Clubs Hearts Spades Red Joker Black Joker Delve Level: Number of Heroes:
 Ace 2 3 4 5 6 7 8 9 10 Jack Queen King SHOW A SINGLE ENCOUNTER SHOW FULL DOCUMENT SHOW/HIDE CARDS

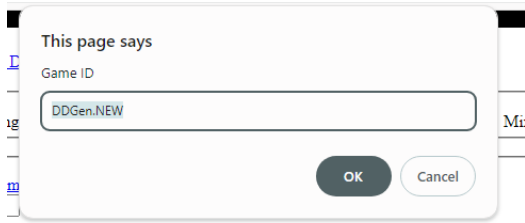
File Edit View Format

The Lonely Mountain

Goal: Defeat Smaug the Dragon (Find Any Black King)
Architecture: Mixed Stairs Down: false Stairs Up: false Delve Level: 1 Number of Heroes: 1
Main Monsters:

- Smaug the Dragon
- Caliban the Wight
- Fanatical Cultist
- Grobnash the Ugly Troll

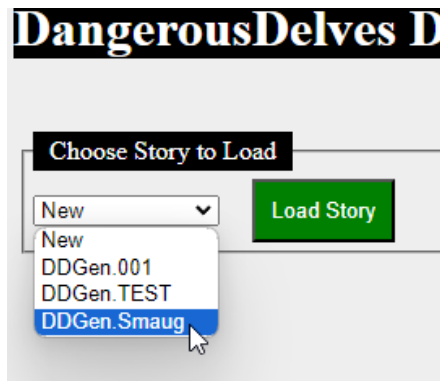
If you want to save this set of encounters, click the **SAVE** button and it will prompt you for a code-name to save it with.



Leave the prefix as "DDGen." But change the word NEW to be something that identifies the Delve.

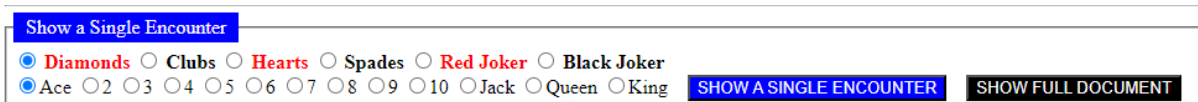
Eg. DDGen.001 or DDGen.Smaug or DDGen.Lonely Mt

Then click OK and your Delve will be saved so that next time you visit the Delve Generator (on this same machine) you will see it listed and be able to re-load the Delve.



Playing a Delve a Room at a Time

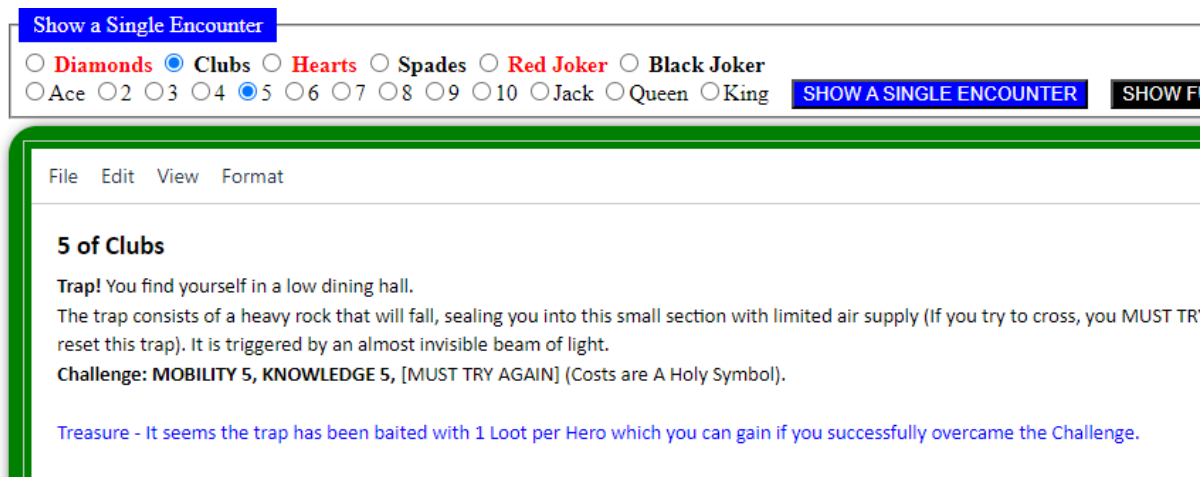
Using the options under "Show a Single Encounter", you can play through the Delve without accidentally reading ahead.



Shuffle your deck of cards and draw the first one.

Using the radio buttons, choose the right suit and number (or just choose the right Joker), then click "SHOW A SINGLE ENCOUNTER"

Let's say your card is the **5 of Clubs**...



Switch back to the tab/window containing your Charactersheet and resolve the Challenge and collect the Treasure (if there was any).

Saving a Delve into a Document

If you prefer to work from a paper copy or not use the provided tools for playing digitally, I suggest clicking the SHOW FULL DOCUMENT button and then click into the document box and CTRL+A to select all the text, then pasting it into Word or Google Docs and print it off. Or you could use the Heading/Bookmarks to quickly find each Encounter. Try not to read ahead.

If your reason to not use the FREE Online tools is a concern about playing somewhere with no Internet Connection, once you have the Delve Generator Loaded and running, if you lose Internet Connection, it will continue to operate just fine and should even be able to SAVE. You just won't be able to load other Delves until you are back on-line.

Sequence of Play

If playing with multiple Heroes, decide which one is going FIRST.

Play the Top Card or “choose to return to a BLOCKING Card if there is one” or (if not playing a Deeper Delve) “choose to Leave the Delve”.

When you play a card, locate that card's Encounter in your Delve Document.

If the Challenge is OPTIONAL, decide whether to attempt it or not. If you decide not to, follow the instructions about what to do next. The Encounter should tell you if you can “GO A DIFFERENT WAY”, or “Pass-Through after each Hero has made an attempt”.

If the Challenge is **not** optional, or you have decided to attempt an Optional one, decide which type of Challenge you want to attempt if more than one option is available, and resolve the Challenge Attempt using the dice.

Depending on the result of your roll, follow the instructions about Costs (Fatigue or Gear) and Gains (Items, Loot, Healing or Information).

If the Encounter is resolved - normally this just means you got a Success (either a Free Success or a Success with Cost) - you then move on to start the “Sequence of Play” again.

A few Encounters might require more than one Success to resolve them. Others might require a Success to gain some treasure and offer an OPTIONAL Challenge to Try Again to gain the Treasure.

*A few Encounters (particularly against named foes) might insist you “Must Try Again until you either Succeed **or your Hero Dies**”.*

When a Challenge is resolved, usually the resolved card goes into the discard pile, and you can go back to the top of the Sequence of Play. A few Encounters have special instructions that override this, and the card might instead be shuffled back into the Deck unless you can sacrifice some specific item of Gear (such as a Holy Symbol) to deal with it permanently.

If the Challenge attempt resulted in a Fail with Cost, the Encounter will tell you whether you must immediately TRY AGAIN or whether you PASS-THROUGH after each Hero has made at least one attempt, or whether it is OPTIONAL to try again.

Go a Different Way

If a Challenge includes the words **GO A DIFFERENT WAY**, you can choose to place the current card on one side as a “BLOCKING” Card and play the next one. From that point any other cards of the same suit are immediately placed under the BLOCKING Card. Any time you are facing another Optional Challenge or have resolved an Encounter and before you draw the next card, you can choose to return to a BLOCKING card. When you return to a BLOCKING Card, if you manage to resolve its Challenge, shuffle the cards that were stored beneath it and add them to the top of the pile and play the first one.

Leaving a Delve and Returning

Leaving

If you are at an Optional Challenge or after resolving a Challenge and before turning the next Card, you can choose to leave the Delve and return safely back to town.

Nb. If you are using the Region Generator and used an Overland Hexcrawl to reach the delve, you will instead return to the Overland Hexcrawl in the Hex containing the Delve. You will have to make your way back to Town or to a Village or a Manor House using the rules from the [Region Generator](#) section.

If you have lost your last Torch, you can't leave the Delve until you succeed on a Challenge in an Encounter from a Diamond card. If there are no more Diamond cards in the Delve, **your Hero(es) may NEVER make it back to the surface!**

If you have returned to a Delve, you can't choose to leave again until you have made at least one attempt at a Challenge from a previously unexplored Card, or attempted a Challenge on a BLOCKING Card.

Returning

When you return to an unfinished Delve, you roll 1 Dice and consult the table below to see how many of the already resolved cards you must shuffle and return to the top of the deck. Kings are not returned to the deck if the main objective of the Delve has already been defeated (unless it was a Demon, Lich, Vampire or Troll and wasn't PERMANENTLY defeated).

1	Spades
2	Hearts
3	Diamonds
4	Clubs
5	Jacks and Jokers
6	Kings and Queens

Look through the discarded pile and extract the relevant cards. Shuffle them and add them to the top of the deck (face up) and start playing them as normal except that there is NEVER any Treasure or Information until you reach the face down “unexplored” cards and you must ignore any Encounter that offers a Hireling if you already won that Hireling. **If an Obstacle (an Ace) comes back out of the Discard pile, you MUST keep trying until you pass it and cannot choose to GO A DIFFERENT WAY.**

Once you re-enter a delve, you do not re-set the various Town Features until you reach the face down “unexplored” cards and have attempted at least one Encounter on an unexplored or BLOCKING card.

Town Activities

Whenever you return to Town, you may visit as many of the following locations as you can afford...

1. The Grand Bazaar

The marketplace and magic shops of the Town contain lots of Gear. You can visit the Grand Bazaar as often as you like.

You can exchange your Loot (bulky treasures) for Gold, one Loot = 1 Gold. Gold does not take up any Gear Slots.

You can sell any undamaged items for full Gold value. You cannot sell a Hireling.

You can sell damaged goods for 1 Gold per undamaged slot.

You can buy anything you can afford, as long as you (or your Hirelings) can carry it in their Gear Slots.

You can repair any damaged Slot of Gear for 1 Gold.

2. The House of Healing

Spend 1 Gold per Healing Dice for either Combat, Spiritual or Magical Fatigue. Choose which before you roll. You can attempt to heal each type of Fatigue **ONCE** before you must return to a Delve and attempt at least one previously unexplored Encounter (or attempt a BLOCKING card) or start a new Delve and attempt at least one Encounter. The online Character Sheet has checkboxes to track when the Town Features have been used and are no longer available.

Gold: 4	Delves Completed: 2	Hirelings Died: 0			
Information -	Diamonds: 1	Clubs: 0	Hearts: 0	Spades: 1	
Town Features Used -	Heal CF: <input checked="" type="checkbox"/>	Heal SF: <input checked="" type="checkbox"/>	Heal MF: <input type="checkbox"/>	Oracle: <input type="checkbox"/>	School: <input checked="" type="checkbox"/>

Roll the dice and take the highest result and consult the table below.

1	Heal 1
2	Heal 1
3	Heal 2
4	Heal 2
5	Heal 3
6	Heal 4

Healing more Fatigue than you have taken is wasted. Healing any Combat fatigue at a House of Healing also stops any **ongoing Poison**.

You can spend Gold to heal a Hireling and roll dice for them in the same way.

3. The School of Dungeon Delvers

You can visit the School of Delvers once only after completing a Delve. The online Character Sheet has checkboxes to tick to indicate when the Town Features have been used.

Spend 1 Gold per Training Dice for one of your Abilities that you wish to increase.

Roll that number of Dice and take the highest result and consult the table below.

If the result is under your current score in this Ability, you gain nothing from the training
If the result is a 6 or is equal to or over your current score in this Ability, add 1 to the Ability

4. The Oracle

You can visit the Oracle **ONCE** only before you must return to a Delve and attempt at least one previously unexplored Encounter (or attempt a BLOCKING card) or start a new Delve and attempt at least one Encounter. The online Character Sheet has checkboxes to tick to indicate when the Town Features have been used and are no longer available.

Spend 1 Gold per Fortune Dice. Roll that number of Dice and take the highest result and consult the table below.

1	You Learn Nothing and take 1 Spiritual Fatigue
2	You Learn Nothing
3	You gain INFORMATION about a future Encounter in a Clubs location
4	You gain INFORMATION about a future Encounter in a Diamonds location
5	You gain INFORMATION about a future Encounter in a Hearts location
6	You gain INFORMATION about a future Encounter in a Spades location

GEAR TABLES

Inventing Gear that is not in the List

You can “invent” any piece of magical (or mundane) gear that supports a **single** Ability. Typical items of Gear support a single Ability and cost 1 Gold. **If you use the rules for DEEPER DELVES, they may contain SPECIAL ITEMS that can support TWO Abilities.**

If an item supports the use of the SOCIAL Ability, it costs 1 Gold extra.

There are some other properties that can affect an item’s cost...

- If an item has a one-use mechanism that is expended by using it to get a dice, it removes 1 Gold from the total cost (minimum cost 1 Gold)
- If an item doesn’t require a hand to hold it, add 1 Gold to the cost.
- If an item has some SEVERE narrative limitation affecting the circumstances in which it can be employed, it removes 1 Gold from the cost (minimum cost 1 Gold)
- If an item occupies 2 or 3 Slots, then it removes 1 Gold from the total cost (minimum cost 2 Gold)

Light Source – The Torch

The Torch is a special item that is cheap despite having some additional uses.

If your party has run out of Torches remove 2 dice from the pool. When the number of dice reaches zero, you roll 2 dice and take the LOWEST. When the number of dice reaches BELOW zero, add an extra dice for each minus number and take the LOWEST. You also cannot Leave the Delve until you face at least one Challenge in an Encounter on a Diamond card and succeed at it. **If there are no Diamonds left in the deck, your Hero(es) may never return to the surface unless you find a Torch! There is always a way out from the final objective and, from Deeper Delves, you may be lucky enough to stumble on Portals leading further up.**

Item	Cost	Notes
Torch (1 Slot)	1 Gold	Can also be used for Melee and Ranged Challenges, but is Expended, in addition to any other Cost, if used to add a bonus dice and there is any Cost. Requires a hand.

Armour & Shield

Armour DOES **NOT** add a dice for Challenges.

A Shield (which uses one hand) can add a Dice to MELEE Challenges IF YOU HAVE A WEAPON IN THE OTHER HAND.

Both Armour & Shield can defend your HERO (not Hirelings) from taking Combat Fatigue in MELEE and RANGED Challenges (note that you cannot use a Shield while using a Bow).

If your Hero is about to take Combat Fatigue in a MELEE OR RANGED Challenge where you had a Shield in one of your hands, you may roll 1 dice for each Gear slot of this Shield you have remaining and take the highest. On a 5 or 6 you don't take the Combat Fatigue. On a 1, 2 or 3 one Gear slot of this Shield is crossed out (not erased unless you want to discard your damaged Shield entirely).

Shields are either 1-Slot (Light Shield) or 2-Slot (Heavy Shield).

Always check for your Shield BEFORE Checking for your Armour.

Remember that using a shield requires one of your hands, so will often not make NARRATIVE SENSE to use one in conjunction with a weapon unless you have a Hireling or fellow Hero to hold a Torch for you.

If you are about to take Combat Fatigue in a Challenge and you have Armour, you may roll 1 dice for each Gear slot of your suit of Armour remaining and take the highest. On a 5 or 6 you don't take the Combat Fatigue. On a 1, 2 or 3 one Gear slot of the suit of Armour is crossed out (not erased unless you want to discard your damaged suit of Armour entirely). Armour is either 2-Slot (Light Armour) or 3-Slot (Heavy Armour).

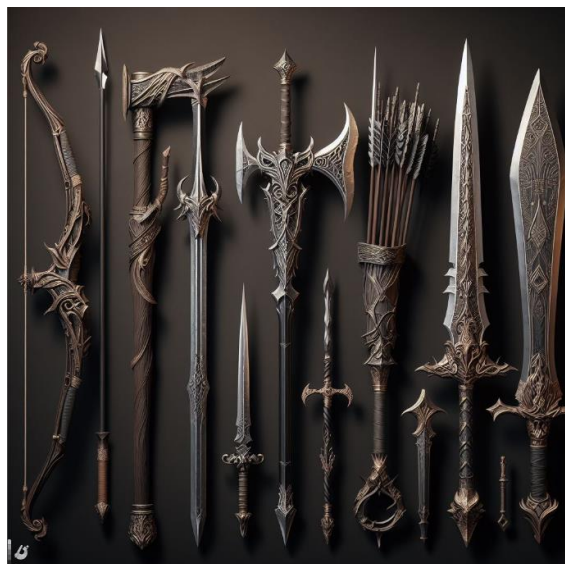
Armour & Shield Table

Item	Cost	Notes
Light Shield (1 Slot)	1 Gold	Can be used to add a dice for Melee Challenges IF YOU HAVE A WEAPON IN THE OTHER HAND. May protect against Combat Fatigue in Melee and Ranged Challenges. Cannot be used with a Bow. Requires a hand.
Heavy Shield (2 Slots)	3 Gold	Can be used to add a dice for Melee Challenges IF YOU HAVE A WEAPON IN THE OTHER HAND. May protect against Combat Fatigue in Melee and Ranged Challenges. Cannot be used with a Bow. Mobility Penalty (-1 dice for Mobility Challenges if the narrative requires movement such as climbing, swimming, jumping, running or dodging) Requires a hand.
Light Armour (2 Slots)	3 Gold	May protect against Combat Fatigue in Melee and Ranged Challenges. Does not require a hand.
Heavy Armour (3 Slots)	5 Gold	May protect against Combat Fatigue in Melee and Ranged Challenges. Mobility Penalty (-1 dice for Mobility Challenges if the narrative requires movement such as climbing, swimming, jumping, running or dodging) Does not require a hand.

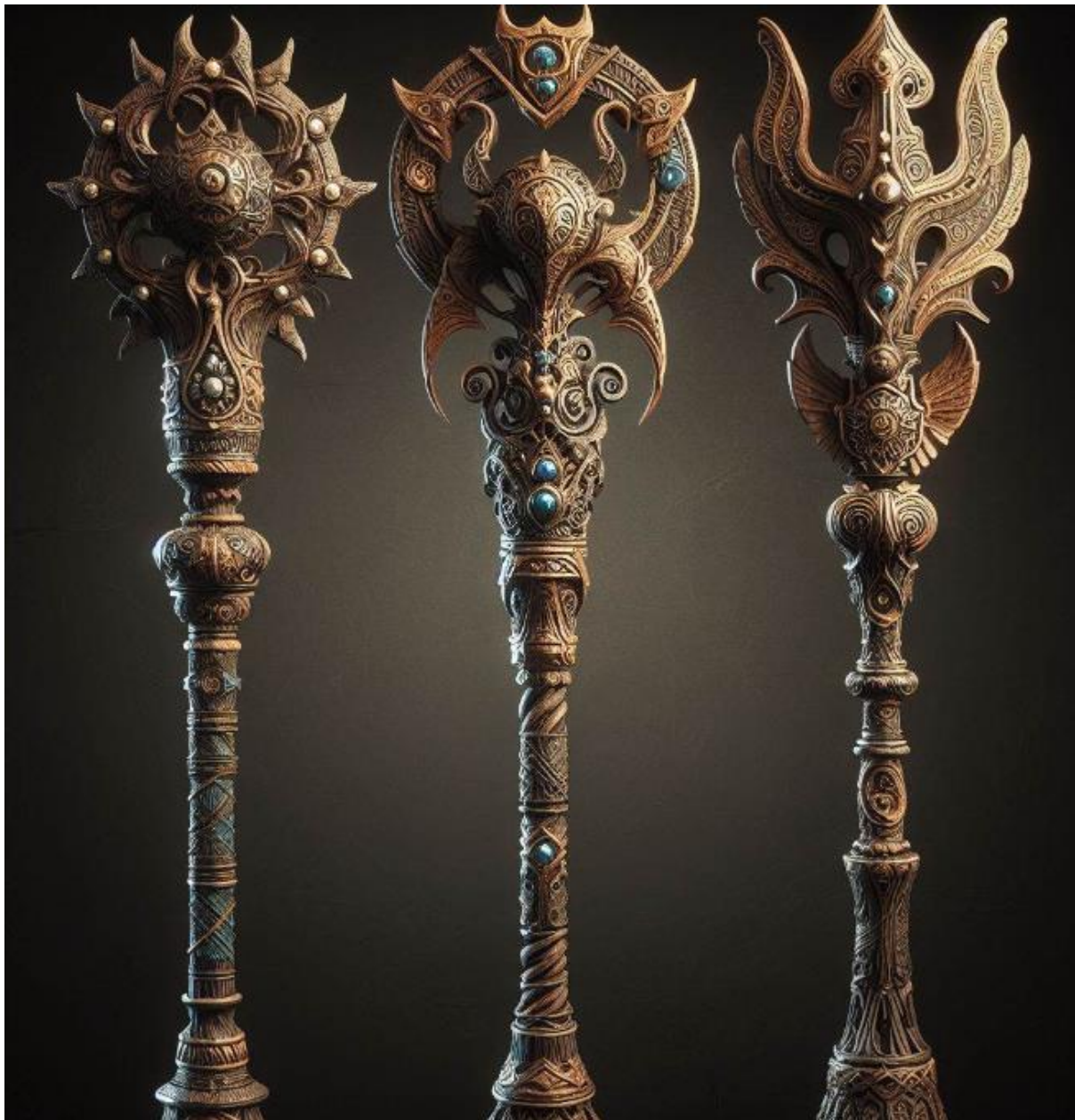
Weapons Table

Item	Cost	Notes
Sword (2 Slots)	2 Gold	Can be used in Melee Challenges. Requires a hand.
Axe (2 Slots)	3 Gold	Can be used in Melee Challenges and possibly in some other challenges such as Mobility if you were chopping down a locked door or a tree to cross a chasm. Requires a hand.
Greatsword (3 Slots)	5 Gold	Can be used in Melee Challenges. Adds TWO dice. Requires TWO hands.
Greataxe (3 Slots)	6 Gold	Can be used in Melee Challenges. Adds TWO dice. For a single dice, it could possibly be used in some other challenges such as Mobility if you were chopping down a locked door or a tree to cross a chasm. Requires TWO hands.
Bow (1 Slots)	1 Gold	Can be used in Ranged Challenges. Requires a hand**. But can't be paired with a Shield. Requires Arrows in your Gear.
Arrows (1 Slots)	1 Gold	Required in order to use a Bow but does not add a dice or require a hand. We don't bother counting ammunition but are effectively out of ammunition when this Gear is lost.
Club (1 Slot)	1 Gold	Can be used in Melee Challenges but does not add a dice . If you don't have either a Weapon or Magic Melee (which could conjure a basic weapon), you can't use the Melee Ability. Requires a hand.

** Real-life bows clearly use two hands but in terms of game mechanics, they only require ONE HAND and you can assume you hold a torch or a holy symbol etc. with the same hand that is holding the bow steady. **You cannot use a Shield while using a Bow.**



Wizard Staff (2 Slots)	3 Gold	<p>The Wizard Staff is a 2-slot item that can be used to gain 1 dice for MELEE Challenges (as long as your “Magic Melee” Ability isn’t exhausted). You can imagine it as crackling with energy that adds to its damage. It can also be used in RANGED Challenges (as long as your “Magic Ranged” Ability isn’t exhausted). You could imagine it as helping to focus a magical bolt. If a Wizard Staff is used without the use of “Magic Melee”, it is effectively just a stick or a club and allows the non-magical Melee skill to be used, but does NOT add a dice.</p>
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Magical Gear Table

Item	Cost	Notes
Amulet of Protection (1 Slot)	3 Gold	Can be use when encountering a Lich.
Holy Symbol (1 Slot)	3 Gold	Can be used against most Undead and Demons to add a dice in ANY Challenge. Requires a hand for most uses but can prevent some penalties just by having one in your party's Gear. Highly Recommended!
Holy Water (1 Slot)	1 Gold	Can be EXPENDED in Melee or Ranged Challenges against Undead or Demons. Requires a hand.
Circlet of Knowledge (1 Slot)	2 Gold	Can be used in Knowledge Challenges.
Circlet of Social (1 Slot)	4 Gold	Can be used in Social Challenges.
Cloak of Mobility (1 Slot)	2 Gold	Can be used in Mobility Challenges.
Ring of Ranged Accuracy (1 Slot)	2 Gold	Can be used in Ranged Challenges.
Wand of Magic Ranged (1 Slot)	1 Gold	Can be used when Magic Ranged is Used. Requires a hand.
Potion of Antivenom	3 Gold	Stops on-going Poison Damage. Can be taken anytime.
Potion of Healing (1 slot)	4 Gold	Restores 1 Combat Fatigue. Must be taken before drawing a Card or before tackling an Optional Challenge.
Potion of Spell Energy (1 slot)	5 Gold	Restores 1 Magical Fatigue. Must be taken before drawing a Card or before tackling an Optional Challenge.
Potion of Spirit (1 slot)	6 Gold	Restores 1 Spiritual Fatigue. Must be taken before drawing a Card or before tackling an Optional Challenge.
Vial of Perfection (No Slots)	10 Gold	Restores 3 of any Fatigue and takes no slots (write it in the Notes section instead of Gear and it cannot be lost as it doesn't count as Gear)

Please remember you can invent your own items - see the guidelines above for cost and effect.

Mage Armour

In the world of DangerousDelves, all Heroes have access to magic. If you envision your Hero to be more wizard-like, and prefer not to equip them with Armour and a Shield, they can make use of Mage Armour and a Mage Shield.

Each of these "items" can be magically created by a ritual that gives your Hero Magical Fatigue. While the "items" remain in existence, you cannot heal the Magical Fatigue caused by the ritual. Having both Mage Armour and a Mage Shield causes 2 "Permanent" Magical Fatigue.

It costs "Material" for the magical components. 1 Gold of Material plus 1 for each Gear Slot of the "item" to be created.

Unlike the standard equivalents, the Mage Armour and Mage Shield are not bypassed by the special powers of various undead. Also, the Heavy Mage Shield and Heavy Mage Armour do not cause a Mobility Penalty.

You are free to envision these things as you wish. The Armour might be... a shimmering force field or a misty/smoke version of the physical counterpart. The Shield might be a disk of force you position

with a hand gesture or your hand and arm might appear covered in a glittering metallic gauntlet and can knock aside attacks.

Damaged Mage Armour and Mage Shields can be repaired at the cost of 1 Material per Slot.

Mage Armour Table

Item	Cost	Notes
Light Mage Shield (1 Slot)	2 Gold of Materials and 1 "Permanent" Magical Fatigue	Can be used to add a dice for Melee Challenges. Can protect against Combat Fatigue in Melee and Ranged Challenges. Requires a hand.
Heavy Mage Shield (2 Slots)	3 Gold of Materials and 1 "Permanent" Magical Fatigue	Can be used to add a dice for Melee Challenges. Can protect against Combat Fatigue in Melee and Ranged Challenges. Requires a hand.
Light Mage Armour (2 Slots)	3 Gold of Materials and 1 "Permanent" Magical Fatigue	Can protect against Combat Fatigue in Melee and Ranged Challenges. Does not require a hand.
Heavy Mage Armour (3 Slots)	5 Gold of Materials and 1 Magical Fatigue	Can protect against Combat Fatigue in Melee and Ranged Challenges. Does not require a hand.



Hirelings

You can purchase any Hirelings you can afford to a maximum of 3 Hirelings per Hero.

They have only one type of Fatigue and take all three forms of Fatigue Costs using that same Fatigue.

After the initial cost to purchase a Hireling, you must pay them each 1 Gold to stay with you when you begin a new Delve. If you dismiss them in Town, or can't afford to pay them when you start a New Delve, you can re-distribute their Gear or sell it for Gold.

* The cost for hiring a Hireling increases by 1 Gold for every Hireling that has died in your Character's service as you gain a reputation for leading people into excessive danger. Reduce **this increase** in cost by 1 for every three Delves you have completed.

** The Warrior and the Archer don't need to keep track of their basic Combat Gear (it is purely abstract). When they die, their basic Combat Gear is lost.

The Warrior can always give a dice for MELEE Challenges. If you give your Warrior a Bow and Arrows (taking up two of their three Gear Slots), they can give a dice for RANGED too, but those items of Gear are treated normally in regards to being affected by Costs.

The Archer can always give a dice for RANGED Challenges and you don't have to worry about them running out of arrows. If you give your Archer a Sword, (taking up two of their three Gear slots) they can give a dice for MELEE too but those Gear slots are treated normally in regards to being affected by Costs.

*** To keep things simpler to run, you don't make Protection Rolls for Hireling Armour and Shields. The presence of that abstracted Armour is the in-game explanation for why they have higher Max Fatigue.

Feel free to shuffle Gear around between yourself and other Heroes and any Hirelings at any time you are faced with an Optional Challenge or have not yet played the next Card or are in Town.

Hirelings and Costs and Healing

Whenever you must take any type of Fatigue Cost (even if you were protected by Armour or Shield) and are **using** a Hireling to get a dice bonus for their Abilities or using Gear from a Hireling's Gear Slots, that Hireling loses a Fatigue too and dies when they take **MORE THAN** their Max Fatigue. "Using" Gear, doesn't include the Hireling just holding a Torch for you.

When you take a Cost that is Gear and were using any Hireling Gear...

If your result is **EVEN** you can choose to take a slot from any Hireling's Gear instead.

If your result is **ODD**, you must lose 1 Slot of the Gear one of your Hirelings was using instead.

Any Encounter in a Delve that HEALS a Hero (regardless of how many points), heals one point for all other Heroes and all Hirelings too.

In Town you can go to the House of Healing and buy Healing Dice for each of your Hirelings. You should use the Hireling's Notes on the Character sheet to keep track of whether they have been healed already and it resets using the same conditions as it does for your Hero.

Hirelings Table

Type	Cost*	Gear Slots & Notes	Max Fatigue
Alchemist	5 Gold	3 Slots for Gear. Adds a dice to KNOWLEDGE and one School of Magic (roll once on the Schools of Magic table). Once a Hero has rolled a School of Magic for an Alchemist, they can't roll again for a different Alchemist until they have entered or returned to a Delve. After any Encounter and before drawing the next card, or before any Optional Challenge, an Alchemist can use a Gear Slot of "Material" to repair any damaged Gear slot or to manufacture a Torch or a Club.	3
Archer**	6 Gold	They always have their abstract basic Kit allowing them to add a dice to RANGED Challenges. They have only 3 free slots for carrying Gear. If you equip them with a Sword (2 Slots), they can also add a dice to MELEE.	5
Cultist	4 Gold	3 Slots for Gear. Adds a dice to KNOWLEDGE and ONE SCHOOL OF MAGIC (roll once on the Schools of Magic table). Once a Hero has rolled a School of Magic for a Cultist, they can't roll again for a different Cultist until they have entered or returned to a Delve. Your party may not include both Priests and Cultists.	3
Herald	3 Gold	3 slots for Gear. Adds a dice to SOCIAL.	3
Porter	3 Gold	9 slots for Gear. No Abilities of their own	3
Priest	5 Gold	3 Slots of Gear. Adds a dice to KNOWLEDGE and SOCIAL and ONE SCHOOL OF MAGIC (roll once on the Schools of Magic table). Once a Hero has rolled a School of Magic for a Priest, they can't roll again for a different Priest until they have entered or returned to a Delve.	3
Warrior**	6 Gold	They always have their abstract basic Kit allowing them to add a dice to MELEE Challenges. They have only 3 free slots for carrying Gear. If you equip them with a Bow and Arrows, they can also add a dice to RANGED.	8
Wizard	5 Gold	3 Slots for Gear. Adds a dice to KNOWLEDGE and TWO SCHOOLS OF MAGIC (roll twice on the Schools of Magic table). Once a Hero has rolled Schools of Magic for a Wizard, they can't roll again for a different Wizard until they have entered or returned to a Delve.	3

Apart from the Abilities in the Notes, Hirelings do not add dice to any other Challenges but can hold a Torch and a Holy Symbol or similar item if that will protect you from penalties. You can't give a sword to a Porter or a Herald and have them use it for you. You can't give a Wand or Wizard Staff to a Wizard Hireling and have them use it.

Schools of Magic for Hirelings

For Wizards roll twice and if you get a duplicate with the second roll, move up one or down one row (your Choice) to get a second.

For Alchemists, Priests, and Cultists roll once.

1d6	Wizard	Priest	Cultist	Alchemist
1	Magic Melee	Magic Melee	Magic Ranged	Magic Ranged
2	Magic Ranged	Magic Melee	Magic Ranged	Magic Ranged
3	Magic Ranged	Magic Ranged	Magic Knowledge	Magic Knowledge
4	Magic Mobility	Magic Knowledge	Magic Knowledge	Magic Knowledge
5	Magic Knowledge	Magic Social	Magic Social	Magic Mobility
6	Magic Social	Magic Social	Magic Social	Magic Social



Hireling: <input type="text" value="Bernard"/>	Type: <input type="text" value="Porter"/>	Fatigue: <input type="text" value="0"/> / <input type="text" value="3"/>
<input type="text" value="[Torch]"/>	<input type="text" value="[Loot]"/>	<input type="text"/>
Available Gear Slots: <input type="text" value="9"/>	<input type="text"/>	<input type="text"/>
Abilities and Notes...	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

CHARACTER CREATION

Choosing Abilities

There are three rows of Abilities:

Combat Abilities: (Melee & Ranged)

Spiritual Abilities: (Mobility, Knowledge & Social)

Magical Abilities: (Magic Melee, Magic Ranged, Magic Mobility, Magic Knowledge, Magic Social)

You get 3 Ability Points to spend for one row of Abilities, 6 Ability Points for another row of Abilities and 9 Ability Points for a third row.

Choose which row of Abilities gets which number of Ability Points, then split the points as you wish among the Abilities on that row.

You can place up to 5 points in any one Ability. You can leave some Abilities at ZERO but won't be able to use them to gain a dice in a Challenge. **[In the course of your adventures you will have the opportunity to raise your Abilities to a maximum of 10.]**

What the Numbers Mean

If you choose to have **zero** in an Ability, then you can't gain dice for using that Ability, but you can still benefit from using relevant Gear if you are forced to select that Ability for a Challenge.

Having a high score in a specific Ability doesn't actually make you **better** at it, but it ensures you will be able to continue using that Ability for longer as it will take more Fatigue to **exhaust** the Ability.

Setting your Maximum Fatigue Values

With the [Online Character Sheet](#), the Maximum Fatigue will fill in automatically when you choose your Ability Ratings.

Combat Fatigue always has a maximum of **5 + Melee** Ability.

Spiritual Fatigue has a maximum equal to **1 + your highest "Spiritual" Ability** (Mobility, Knowledge or Social).

Magical Fatigue has a maximum equal to **1 + your highest "Magical" Ability** (Magic Melee, Magic Ranged, Magic Mobility, Magic Knowledge or Magic Social).

How Fatigue "Exhausts" your Abilities

With the [Online Character Sheet](#), when an Ability is ZERO or is EXHAUSTED the Ability will go red.

COMBAT FATIGUE represents bruising and wounds and becoming tired. If you have taken more Combat Fatigue than you have in a Combat Ability, you can no longer gain a dice for using that Ability.

EXAMPLE - if your Melee is 5 and your Ranged is 1, as soon as you have taken 2 or more Combat Fatigue, you can no longer gain a dice for using your Ranged Ability.

SPIRITUAL FATIGUE represents loss of confidence, guilt, shame and corruption. If you have taken more Spiritual Fatigue than you have in a Spiritual Ability, you can no longer gain a dice for using that Ability.

EXAMPLE - if your Mobility is 3, your Knowledge is 2, and your Social is 1 as soon as you have taken 2 Spiritual Fatigue, you can no longer gain a dice for using your Social Ability and if you have taken 3 Spiritual Fatigue, you can't use your Knowledge either.

MAGICAL FATIGUE represents the draining of the energy you use to cast spells. If you have taken more Magical Fatigue than you have in a Magical Ability, you can no longer gain a dice for using that Ability.

EXAMPLE - if your Magic Ranged is 5, your Magic Knowledge is 2, and your Magic Social is 2 as soon as you have taken 3 Magical Fatigue, you can only gain a dice for using your Magic Ranged Ability.

Buying Starting Gear

Starting Gold

Before starting your first Delve, you get **9 Gold (+2 Gold for every point of your Social Ability)**.

After that you only get what you have looted from Delves. If you are very unlucky, you could find yourself with nothing, abandoned by your Hirelings!

What to Buy for your First Delve

I recommend buying Light Armour (2 Gear Slots and costs 3 Gold) because COMBAT Fatigue can KILL you and is one of the most frequent Costs.

I recommend buying a Sword (2 Slots and 2 Gold) or a Wizard Staff (2 Slots and 3 Gold). Both can be used for MELEE Challenges. The Wizard Staff can also be used for RANGED Challenges, but only if you are also using MAGIC RANGED, so isn't so worthwhile if you have a low or zero rating in Magic Ranged.

If you want to be able to use your Ranged Ability, even when your Magic Ranged Ability is exhausted, you will need a Bow (1 Slot and 1 Gold) and Arrows (1 Slot and 1 Gold).

I recommend buying at least two Torches if you can afford it, because the penalty for having no Light Source is pretty harsh.

If you can afford it, buy a Hireling (a Porter is fairly cheap) to carry a Torch so you can carry away more loot and maybe use a Shield and a Weapon for Melee and Ranged Challenges (the most common type of challenges).

If you are particularly weak in one of the Abilities, you should buy something (or get a Hireling) that helps with that Ability (particularly if you are weak in Mobility as there are some surprise traps that need Mobility or Mobility Magic to avoid or bypass).

If you can afford it, a Holy Symbol may be useful, particularly if you know you are going to face Undead or Demons. Every Delve has at least two Demons. You may know more about the enemies ahead if there are "named" enemies in the description of the Delve.

I don't want to give further hints as there are things you will learn during your Delvings about how best to deal with specific monsters.

DangerousDelves Character Sheet

HERO: <input style="width: 650px; height: 25px;" type="text"/>					
Melee <input style="width: 60px; height: 25px;" type="text"/>	Ranged <input style="width: 60px; height: 25px;" type="text"/>	COMBAT FATIGUE <input style="width: 60px; height: 25px;" type="text"/> Max: <input style="width: 60px; height: 25px;" type="text"/>			
		Mobility <input style="width: 60px; height: 25px;" type="text"/>	Knowledge <input style="width: 60px; height: 25px;" type="text"/>	Social <input style="width: 60px; height: 25px;" type="text"/>	SPIRITUAL FATIGUE <input style="width: 60px; height: 25px;" type="text"/> Max: <input style="width: 60px; height: 25px;" type="text"/>
MAGIC Melee <input style="width: 60px; height: 25px;" type="text"/>	Ranged <input style="width: 60px; height: 25px;" type="text"/>	Mobility <input style="width: 60px; height: 25px;" type="text"/>	Knowledge <input style="width: 60px; height: 25px;" type="text"/>	Social <input style="width: 60px; height: 25px;" type="text"/>	MAGICAL FATIGUE <input style="width: 60px; height: 25px;" type="text"/> Max: <input style="width: 60px; height: 25px;" type="text"/>
Gold: <input style="width: 60px; height: 25px;" type="text"/>	Action Count: <input style="width: 60px; height: 25px;" type="text"/>	Delves Completed: <input style="width: 60px; height: 25px;" type="text"/>	Hirelings Died: <input style="width: 60px; height: 25px;" type="text"/>		
Information	Diamonds: <input style="width: 60px; height: 25px;" type="text"/>	Clubs: <input style="width: 60px; height: 25px;" type="text"/>	Hearts: <input style="width: 60px; height: 25px;" type="text"/>	Spades: <input style="width: 60px; height: 25px;" type="text"/>	
Town Features Used	Heal CF: <input type="checkbox"/>	Heal SF: <input type="checkbox"/>	Heal MF: <input type="checkbox"/>	Oracle: <input type="checkbox"/> School: <input type="checkbox"/>	
Hireling: <input style="width: 150px; height: 25px;" type="text"/>	Type: <input style="width: 80px; height: 25px;" type="text"/>	Fatigue: <input style="width: 60px; height: 25px;" type="text"/>	Max: <input style="width: 60px; height: 25px;" type="text"/>		
Abilities & Notes...					
Hireling: <input style="width: 150px; height: 25px;" type="text"/>	Type: <input style="width: 80px; height: 25px;" type="text"/>	Fatigue: <input style="width: 60px; height: 25px;" type="text"/>	Max: <input style="width: 60px; height: 25px;" type="text"/>		
Abilities & Notes...					
Hireling: <input style="width: 150px; height: 25px;" type="text"/>	Type: <input style="width: 80px; height: 25px;" type="text"/>	Fatigue: <input style="width: 60px; height: 25px;" type="text"/>	Max: <input style="width: 60px; height: 25px;" type="text"/>		
Abilities & Notes...					

DangerousDelves Sample Character (Warrior)

HERO: <input style="width: 600px;" type="text" value="Sample Warrior"/>					
Melee <input style="width: 40px; height: 20px;" type="text" value="5"/>	Ranged <input style="width: 40px; height: 20px;" type="text" value="4"/>				COMBAT FATIGUE <input style="width: 40px; height: 20px;" type="text" value="0"/> Max: <input style="width: 40px; height: 20px;" type="text" value="10"/>
		Mobility <input style="width: 40px; height: 20px;" type="text" value="3"/>	Knowledge <input style="width: 40px; height: 20px;" type="text" value="1"/>	Social <input style="width: 40px; height: 20px;" type="text" value="2"/>	SPIRITUAL FATIGUE <input style="width: 40px; height: 20px;" type="text" value="0"/> Max: <input style="width: 40px; height: 20px;" type="text" value="4"/>
MAGIC Melee <input style="width: 40px; height: 20px;" type="text" value="2"/>	Ranged <input style="width: 40px; height: 20px;" type="text" value="0"/>	Mobility <input style="width: 40px; height: 20px;" type="text" value="0"/>	Knowledge <input style="width: 40px; height: 20px;" type="text" value="1"/>	Social <input style="width: 40px; height: 20px;" type="text" value="0"/>	MAGICAL FATIGUE <input style="width: 40px; height: 20px;" type="text" value="0"/> Max: <input style="width: 40px; height: 20px;" type="text" value="3"/>
Sword 1	Bow				[Light Armour 1]
[Sword 2]				[Rations]	[Light Armour 2]
Amulet of Melee	[Arrows]			[Torch]	[Torch]
Gold: <input style="width: 40px;" type="text"/>	Action Count: <input style="width: 40px;" type="text"/>	Delves Completed: <input style="width: 40px;" type="text"/>	Hirelings Died: <input style="width: 40px;" type="text"/>		
Information	Diamonds: <input style="width: 40px;" type="text"/>	Clubs: <input style="width: 40px;" type="text"/>	Hearts: <input style="width: 40px;" type="text"/>	Spades: <input style="width: 40px;" type="text"/>	
Town Features Used	Heal CF: <input type="checkbox"/>	Heal SF: <input type="checkbox"/>	Heal MF: <input type="checkbox"/>	Oracle: <input type="checkbox"/>	School: <input type="checkbox"/>
Hireling: <input style="width: 150px;" type="text"/>	Type: <input style="width: 80px;" type="text"/>	Fatigue: <input style="width: 40px;" type="text"/>	Max: <input style="width: 40px;" type="text"/>		
Abilities & Notes...					
Hireling: <input style="width: 150px;" type="text"/>	Type: <input style="width: 80px;" type="text"/>	Fatigue: <input style="width: 40px;" type="text"/>	Max: <input style="width: 40px;" type="text"/>		
Abilities & Notes...					
Hireling: <input style="width: 150px;" type="text"/>	Type: <input style="width: 80px;" type="text"/>	Fatigue: <input style="width: 40px;" type="text"/>	Max: <input style="width: 40px;" type="text"/>		
Abilities & Notes...					

Notes on the Sample Warrior

The Sample Warrior started with 13 Gold (9 + 4 for Social Ability).

For Melee Challenges, Melee + Magic Melee Abilities + Sword + Amulet of Melee for 4 dice.

For Ranged Challenges, Ranged Ability + Bow for 2 dice.

For Mobility Challenges, Mobility + Rope (where it makes Narrative Sense) for 2 dice.

For Knowledge Challenges, Knowledge + Magic Knowledge for 2 dice.

For Social Challenges, just Social Ability for 1 dice.

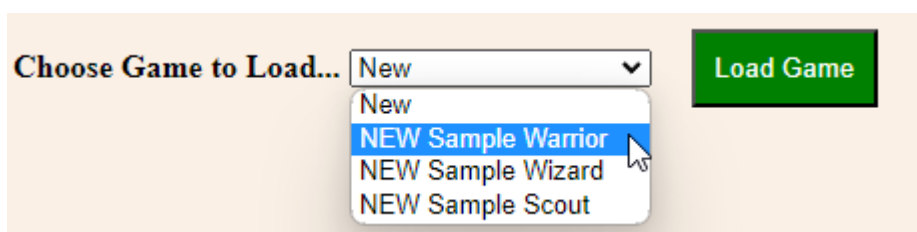
To make it easier to see which items of Gear don't usually add dice, I write them in brackets.

To make it easier to keep track of what adds dice, I try to put them in columns close to the Ability they typically relate to.

Note that the Amulet of Melee would have cost 2 Gold as it adds a dice to a single Ability and does not require a hand.

The Warrior is taking a big risk by only having one Rations and will probably need to leave the Delve as soon as they have gained some treasure and return to Town to buy more Rations.

They could also benefit from hiring a Porter or a Herald to hold a Torch so they can either get a Shield or switch to a two-handed Greatsword. The Porter would add 9 Gear Slots, but grants no dice to Challenges, while the Herald adds 1 dice to Social Challenges but only has 3 Gear Slots.



DangerousDelves Sample Character (Wizard)

HERO: <input style="width: 600px;" type="text" value="Sample Wizard"/>					
Melee <input style="width: 40px; height: 20px;" type="text" value="2"/>	Ranged <input style="width: 40px; height: 20px;" type="text" value="1"/>				COMBAT FATIGUE <input style="width: 40px; height: 20px;" type="text" value="0"/> Max: <input style="width: 40px; height: 20px;" type="text" value="7"/>
		Mobility <input style="width: 40px; height: 20px;" type="text" value="1"/>	Knowledge <input style="width: 40px; height: 20px;" type="text" value="2"/>	Social <input style="width: 40px; height: 20px;" type="text" value="3"/>	SPIRITUAL FATIGUE <input style="width: 40px; height: 20px;" type="text" value="0"/> Max: <input style="width: 40px; height: 20px;" type="text" value="4"/>
MAGIC Melee <input style="width: 40px; height: 20px;" type="text" value="2"/>	Ranged <input style="width: 40px; height: 20px;" type="text" value="3"/>	Mobility <input style="width: 40px; height: 20px;" type="text" value="2"/>	Knowledge <input style="width: 40px; height: 20px;" type="text" value="1"/>	Social <input style="width: 40px; height: 20px;" type="text" value="1"/>	MAGICAL FATIGUE <input style="width: 40px; height: 20px;" type="text" value="1"/> Max: <input style="width: 40px; height: 20px;" type="text" value="4"/>
Wizard Staff 1	Wizard Staff 2			[Light Mage Armour 1]	
	Wand of Magic Ranged			[Light Mage Armour 2]	
			[Rations]	[Torch]	
Gold: <input style="width: 40px;" type="text"/>	Action Count: <input style="width: 40px;" type="text"/>	Delves Completed: <input style="width: 40px;" type="text"/>	Hirelings Died: <input style="width: 40px;" type="text"/>		
Information	Diamonds: <input style="width: 40px;" type="text"/>	Clubs: <input style="width: 40px;" type="text"/>	Hearts: <input style="width: 40px;" type="text"/>	Spades: <input style="width: 40px;" type="text"/>	
Town Features Used	Heal CF: <input type="checkbox"/>	Heal SF: <input type="checkbox"/>	Heal MF: <input type="checkbox"/>	Oracle: <input type="checkbox"/> School: <input type="checkbox"/>	
Hireling: <input style="width: 150px;" type="text" value="Franz"/>	Type: <input style="width: 80px;" type="text" value="Porter"/>	Fatigue: <input style="width: 40px;" type="text" value="0"/>	Max: <input style="width: 40px;" type="text" value="3"/>		
Abilities & Notes... No Abilities, 9 Gear Slots	[Torch]	[Rations]	[Rations]		
Hireling: <input style="width: 150px;" type="text"/>	Type: <input style="width: 80px;" type="text"/>	Fatigue: <input style="width: 40px;" type="text"/>	Max: <input style="width: 40px;" type="text"/>		
Abilities & Notes...					
Hireling: <input style="width: 150px;" type="text"/>	Type: <input style="width: 80px;" type="text"/>	Fatigue: <input style="width: 40px;" type="text"/>	Max: <input style="width: 40px;" type="text"/>		
Abilities & Notes...					

Notes on the Sample Wizard

The Sample Wizard started with 15 Gold (9 + 6 for Social Ability) and is far too optimistic about getting lots of treasure, so has hired a Porter.

For Melee Challenges, Melee + Magic Melee + Wizard Staff for 3 dice.

For Ranged Challenges, Ranged + Magic Ranged + Wizard Staff + Wand of Magic Ranged for 4 dice.

For Mobility Challenges, Mobility + Magic Mobility for 2 dice.

For Knowledge Challenges, Knowledge + Magic Knowledge for 2 dice.

For Social Challenges, Social + Magic Social for 2 dice.

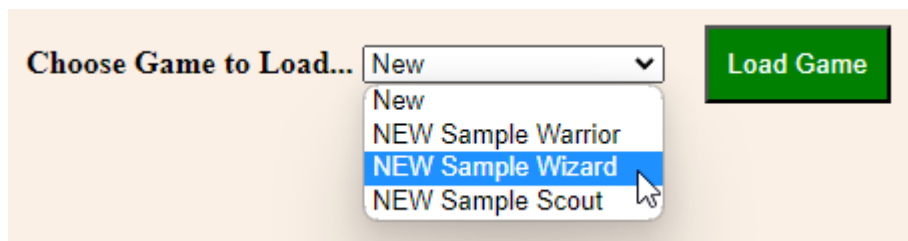
The Mage has used the Advanced Rule to cast Light Mage Armour, giving 1 Magic Fatigue that can't be healed until the Mage Armour is discarded.

To make it easier to see which items of Gear don't usually add Dice, I write them in brackets.

To make it easier to keep track of what adds Dice, I try to put them in columns close to the Ability they typically relate to.

Note that the Wand of Magic Ranged would have only cost 1 Gold as it adds a dice to a single Ability and requires a hand.

The Wizard has more dice for a wider variety of challenges, but it won't take much Fatigue to exhaust most of them.



DangerousDelves Example Character (Scout)

HERO: Sample Scout					
Melee 3	Ranged 3				COMBAT FATIGUE 0 Max: 8
		Mobility 4	Knowledge 3	Social 2	SPIRITUAL FATIGUE 0 Max: 5
MAGIC Melee 1	Ranged 1	Mobility 1	Knowledge 0	Social 0	MAGICAL FATIGUE 0 Max: 2
Sword 1	Bow	Good Boots		[Light Armour 1]	
[Sword 2]	[Arrows]		[Rations]	[Light Armour 2]	
			[Torch]	[Torch]	
Gold: 	Action Count: 	Delves Completed: 	Hirelings Died: 		
Information	Diamonds: 	Clubs: 	Hearts: 	Spades: 	
Town Features Used	Heal CF: <input type="checkbox"/>	Heal SF: <input type="checkbox"/>	Heal MF: <input type="checkbox"/>	Oracle: <input type="checkbox"/> School: <input type="checkbox"/>	
Hireling: 	Type: 	Fatigue: 	Max: 		
Abilities & Notes...					
Hireling: 	Type: 	Fatigue: 	Max: 		
Abilities & Notes...					
Hireling: 	Type: 	Fatigue: 	Max: 		
Abilities & Notes...					

Notes on the Sample Scout

The Sample Scout started with 13 Gold (9 + 2 for Social Ability).

For Melee Challenges, Melee + Magic Melee + Sword for 3 dice.

For Ranged Challenges, Ranged and Magic Ranged + Bow for 3 dice.

For Mobility Challenges, Mobility, Magic Mobility + Good Boots (where it makes Narrative Sense) for 3 dice.

For Knowledge Challenges, just Knowledge Ability for 1 dice.

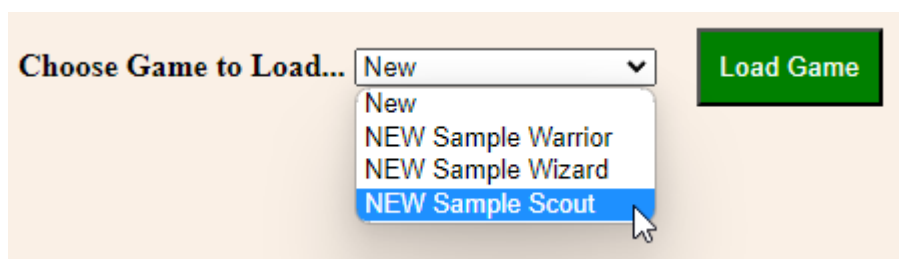
For Social Challenges, just Social Ability for 1 dice.

To make it easier to see which items of Gear don't usually add dice, I write them in brackets.

To make it easier to keep track of what adds dice, I try to put them in columns close to the Ability they typically relate to.

Note that "Good Boots" cost 2 Gold, 1 more than Rope, but don't need a hand and are likely to make Narrative Sense in more types of Encounter.

The Scout has two Torches but only one Rations, so may need to return to town for more if they don't find any in the Delve.



Playing with Multiple Heroes

If there are multiple Players, each should have their own Hero.

If there is only one Player, you may choose to play additional Heroes, but be aware this will take additional “admin”. Until you are familiar with the game mechanics, it’s recommended that solo players stick with one Hero and fill out their Party with Hirelings instead as soon as they can afford them.

Who is going FIRST?

Make a note of which Hero is “FIRST”. You can change this at any time BEFORE drawing a card or when going back to a Blocking Card or when facing an OPTIONAL Challenge.

Changes to Encounters

Enemies

For encounters with creatures (Monsters or Folk), there will be EITHER ...

- One creature for each Hero (who originally entered the Delve).
... OR ...
- The solitary creature will require additional successes based on the number of heroes (who originally entered the Delve).

The Hero designated as the current **FIRST**, must usually attempt the challenge first and make the first roll.

Each Hero must make their attempt before a Hero can make another attempt.

When ALL heroes have made an attempt, if the challenge has not been overcome or passed-through, repeat the process but the Heroes can go in a different order, even allowing the last Hero from the previous round to go first.

If the encounter says “[Pass-through after each Hero has made at least one attempt]” the player can choose to have their Hero exit the Challenge rather than having to make another attempt. Heroes that have chosen to Pass-through, cannot re-enter the Challenge later. When an encounter has been left by “Pass-Through on a Fail” by all surviving Heroes, it should be shuffled back into the deck (shuffled into the un-visited Cards, without disturbing the order of any face-up cards at the top of the deck). If an encounter is left by “Pass-through on a Fail” by all surviving Heroes, no Treasure is obtained.

Traps

A trap only targets one Hero at a time, usually starting with the one currently designated as FIRST.

A few trap encounters specify a RANDOM Hero, in which case use a dice to pick one at random.

The targeted victim makes their attempt first.

Until one Hero gets a FULL SUCCESS, choose each Hero in turn and have them make their attempt.

As soon as one Hero gets a FULL SUCCESS, the trap is overcome, and no more Heroes need to attempt it.

Notes on Playing with Multiple Heroes

Although Delves generated for more than 1 Hero have tougher Challenges (requiring additional Successes), surviving a Delve should be easier with Multiple Heroes to spread the Fatigue and Gear Costs and to offer a wider selection of Abilities and Gear.

Feel free to shuffle Gear and Loot around between yourself and other Heroes and any Hirelings at any time you are faced with an Optional Challenge or have not yet played the next Card or are in Town.

I recommend switching to Delves generated for “ALL FOUR KINGS” or “KING OF SPADES” Victory Conditions to try and avoid short Delves where there won't be enough opportunity to gather significant amounts of treasure.

Region Generator (HEX CRAWL)

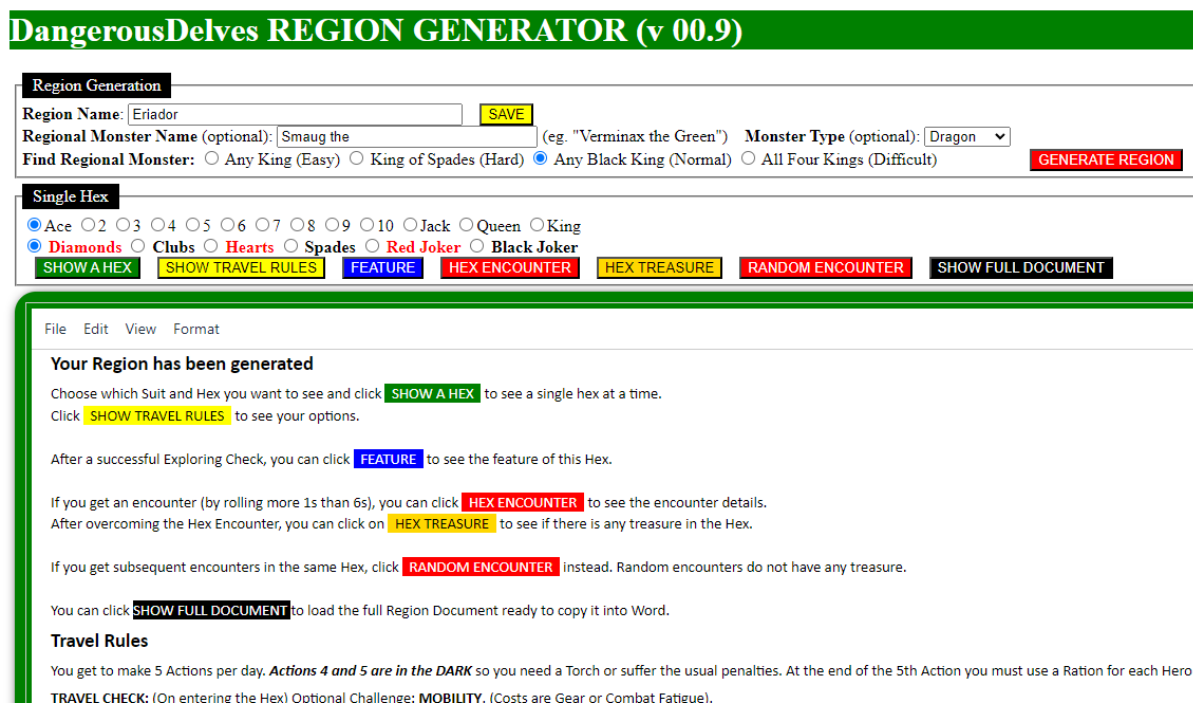
This update to the Rules (in Feb 2024) adds overland travel to the game.

There is now a Region Generator https://aigm.igm4u.com/dd_genhex.html

This generates a set of 54 Hexes of Terrain, each with a Terrain type and a chance of a special Feature (such as a Delve or a place of Rest).

There are new rules for travel overland.

The Region can be saved into localStorage on your browser (in the same way the Character Sheet gets stored).



You can use the page to play the game, a hex at a time and revealing only the Terrain when you draw the card.

It allows you to reveal whether there is a Feature (after a successful Exploring Check).

It allows you to reveal what the Hex Encounter is, after you roll more 1s than 6s on one of the checks.

It allows you to reveal whether there is any Treasure (after successfully dealing with the Hex Encounter).

If you roll further Encounters in the Hex, you can click to generate a Random Encounter (which never has Treasure).

There are also some Settlements in some of the hexes. These are either Villages or Manor houses. These Settlements don't have the full set of Goods and Services available in your City.

Once Your Region has been generated

The following text is added to the top of the generated Delve...

Choose which Suit and Hex you want to see and click **SHOW A HEX** to see a single hex at a time. Click **SHOW TRAVEL RULES** to see your options. After a successful Exploring Check, you can click **FEATURE** to see the feature of this Hex. If you get an encounter (by rolling more 1s than 6s), you can click **HEX ENCOUNTER** to see the encounter details. After overcoming the Hex Encounter, you can click on **HEX TREASURE** to see if there is any treasure in the Hex. If you get subsequent encounters in the same Hex, click **RANDOM ENCOUNTER** instead. Random encounters do not have any treasure. You can click **SHOW FULL DOCUMENT** to load the full Region Document ready to copy it into Word.

Travel Rules

You get to make 5 Actions per day. **Actions 4 and 5 are in the DARK** so you need a Torch or suffer the usual penalties. At the end of the 5th Action you must use a Ration for each Hero & Hireling or they suffer 1 Combat fatigue. Actions are one of the Checks below...

When you leave a Delve and return to an Overland Hex, for simplicity, it is OK to reset the number of Daily Actions back to 5 if there has been an encounter in the Delve that required you to eat Rations. Otherwise the Delve can be assumed to have taken a single Action.

TRAVEL CHECK

Optional Challenge: **MOBILITY**. (Costs are Gear or Combat Fatigue). You cannot **leave** a Hex (other than the Town Hex) until a Hero has made a successful Travel Check.

FORAGING CHECK

Decide if looking for Crude Rations or a Crude Torch or a Crude Club. Optional challenge: **RANGED or KNOWLEDGE** (Costs are ANY Fatigue). A FREE SUCCESS generates 2 Crude Rations while a Success with Cost generates 1 Crude Rations. If you were foraging for a Crude Torch or Crude Materials, only a FREE SUCCESS gains 1 of those. Nb. Crude items cannot be sold but otherwise have the same properties.

EXPLORING CHECK

(Searching for a Feature such as a Delve). Optional Challenge: **MOBILITY or KNOWLEDGE** (Costs are Used Gear or Spiritual or Magical Fatigue). Success lets you click **FEATURE** to see if the Hex contains a Feature.

USING INFORMATION

If you have Information about a specific Card Suit matching the Hex you are in or are moving in to, you can use it to give the usual bonus dice to a Check (Travel, Foraging or Exploration – or for Overcoming the Random Encounter). Alternatively, draw two cards and KEEP one (placing it face up under the top card, representing knowledge of what's just ahead. DISCARD the other.

ENCOUNTERS

An Encounter occurs if a Travel Check, Foraging Check or Exploring Check results in more 1s than 6s. For the first Encounter, click **HEX ENCOUNTER** to get the one for the specific Hex. For subsequent Encounters in that Hex, click **RANDOM ENCOUNTER** and one will be generated on-the-fly dependent on the Terrain Type.

SETTLEMENTS

Villages only have a Market that can provide items worth 1 Gold (but here they must be bought for 2 Gold). They can provide only a Porter Hireling. A village witch can provide Oracle Services and Healing (-1 to the number of points rolled). A Manor House can provide items worth up to 2 Gold (but here they must be bought for 1 Gold more), but can provide Archers, Heralds, Porters, Priests and Warriors. Manor Houses can also provide Healing (-1 to the number of points rolled). Only a Town can provide the full list of goods and services and Hirelings. Each Village or Manor House can only provide a single Healing Roll for each Hero/Hireling. They must enter a Delve and overcome at least one Challenge in it, before they can gain Healing from the Village or Manor House again.

One Hex At A Time

When you enter a Hex it will display something like...

A large lake lies ahead.
(Requires a Boat to cross)

Check Difficulties: Travel (MOBILITY 4) Foraging (RANGED 4) or (KNOWLEDGE 5) Exploring Check (MOBILITY 5) or (KNOWLEDGE 4).

You can make an Exploring check to see if you can find a **FEATURE**

If you roll more 1s than 6s, you get a **HEX ENCOUNTER** and click a button to see a Hex Encounter such as...

A wretched-looking woman with a rusty blade, is running towards a RANDOM Hero screaming in terror or madness.

Challenge: MELEE 3, RANGED 3, MOBILITY 4, SOCIAL 5

If you overcome the Challenge, you can click to see if there is any **HEX TREASURE** (often there won't be any)...

1 Loot

Multiple Heroes and Exploring a Region

When playing with Multiple Heroes, it is the group that gets 5 Actions and Heroes should take it in turn each day to perform an Action. No Hero can perform a second Action until all other Heroes have performed an Action.

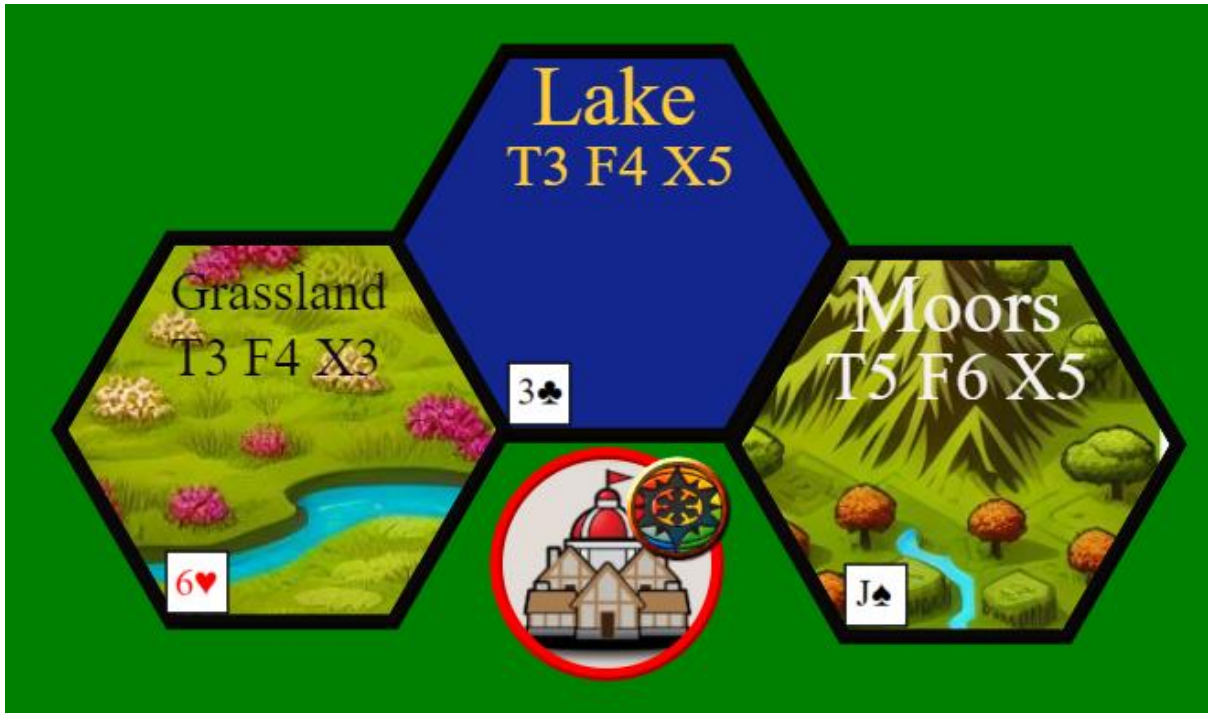
Ways to use the Region Generator

Your adventures are assumed to start in a major Town that has ALL the Gear and Services available.

The Region Generator generates the contents of the surrounding hexes and can include other Settlements such as "Villages" and slightly larger settlements that are protected/ruled by a Manor House. The Manor Houses are intended to represent a cluster of villages with more access to gear and services than a village, but not as well equipped as a Town.

Some of the generated Hexes also include a Delve as a Feature you can discover by succeeding on an **Exploring Check**.

I recommend placing the Town and the Party marker at the southern edge of your map and then drawing cards for the Hexes NW, N and NE. Place the indicated tokens on the Hex Mapper along with a token for the relevant card.



Choose a hex to move into and move the "Party" token on to it. A Travel Check is only required when you LEAVE a Hex (other than the Town Hex).

As soon as you move onto a Hex, draw cards for any adjacent hexes.



You can choose not to fill in any of the hexes running South of the Town. If you later change your mind and want to explore South, you can extend the size of the map by changing the height and width, then clicking "Resize".

h: w:

There are three main ways to use the Region Generator...

Exploring and Mapping a Region

You can have an Overland Adventure to explore and map the region, just looking for treasure in the overland hexes, or searching for Delves and marking them on your hex map. You can switch to a generated Delve at any time when you encounter one on the map.

Heading for a Hex

Alternatively, you can simply decide that a particular Hex on your map contains a Delve that you want to descend into and then travel to it a hex at a time. In this case, ignore any Feature or Settlement or Treasure in the target Hex's description and replace it with the Delve you intend to explore.

You can decide for yourself whether you need to search around for the entrance to the Delve, or whether you already know where it is. If you decide to search around, you must succeed on an Exploring Check to locate the Delve, and might get a **RANDOM ENCOUNTER**.

When you leave a Delve

Rather than instantly returning to Town, you will instead return to the Overland Hex containing the Delve. From there you must make your way back to a Town, Village or Manor House.

Daily Action Count on the Digital Charactersheet

The Digital Charactersheet now includes a field to track the number of Actions you take per day (purely for Overland Travel).

When you leave a Delve and return to an Overland Hex, for simplicity, it is OK to reset the number of Daily Actions back to 5 if there has been an encounter in the Delve that required you to eat Rations. Otherwise the Delve can be assumed to have taken a single Action.

