IRONSWORN
DELVE

**PERILOUS EXPEDITIONS
FOR THE IRONSWORN RPG**

IRONSWORN

DELVE

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Ironsworn: Delve takes inspiration from several amazing games. Thank you to their creators.

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For Matt, Tealah, and Rhowan. May all your adventures be unperilous.

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CHAPTER 1

AT THE THRESHOLD

PREPARE TO DELVE

Ancient ruins. Deep caverns. Mysterious woods. Dreadful swamps. The Ironlands are riddled with untamed reaches and dark depths—where only the reckless or resolute venture.

In *Ironsworn: Delve*, these locations are called **sites**. They are the most perilous places in the Ironlands, home to ancient secrets and cunning denizens. Most stay well clear of them, but you are different. Using the guidance and tools in this rulebook, you'll brave these sites in pursuit of your sworn vows.

Beyond the resources for exploring sites, *Delve* also provides an array of material and tools for your *Ironsworn* campaign: new options, setting information, foes, character resources, tips, techniques, and more.

What dangers will you face? What opportunities will you discover? Will you escape the depths? If so, what price will you pay? Play to find out.

WHAT THIS BOOK CONTAINS

- **Chapter 1 – At the Threshold:** You're reading it! An introduction to *Delve* and how to setup an expedition into a perilous site. If you want to skip the preambles and get started, jump to page 4.

- **Chapter 2 – Into the Depths (page 19):** A complete walkthrough of *Delve's* site-based gameplay.

- **Chapter 3 – Finding Your Path (page 51):** Techniques, tips, and options for *Delve*, and new rules for your *Ironsworn* campaign.

- **Chapter 4 – Sites (page 79):** More information on the perilous sites within the Ironlands.

- **Chapter 5 – Denizens (page 107):** An array of deadly foes and challenging encounters for your *Ironsworn* campaign.

- **Chapter 6 – Threats (page 151):** Optional mechanics for tracking those forces which seek to undermine your vows.

- **Chapter 7 – Objects of Power (page 163):** Optional mechanics and inspiration to arm yourself with unique items.

- **Chapter 8 – Oracles (page 203):** New oracle tables to answer questions, generate sites, create monstrosities, and more.

This book will occasionally direct you to rules or resources found in the main *Ironsworn* rulebook. When it does, you'll see it referenced as ***Ironsworn Core***.

WHAT ELSE YOU NEED

Delve adds some additional reference materials to your *Ironsworn* playscape. All are available for download at ironswornrpg.com.

- **Theme and domain cards:** These represent the nature of sites and include oracle tables to help reveal what you encounter. They are available as preprinted tarot-sized cards and as free digital downloads.

- **Moves sheet:** A printable reference for new moves, including *Delve* moves and optional moves.

- **Site worksheet:** Use this to track your progress within a site, make notes or maps, and identify the denizens of the location.

ADDING DELVE TO YOUR CAMPAIGN

These rules are completely compatible with *Ironsworn*. You can plug the mechanics, moves, and resources in this supplement into your existing campaign, or as part of a new character and campaign. This book assumes you are exploring the default setting of the Ironlands, but you can easily adapt to your own setting.

As with the core *Ironsworn* system, *Delve* is suitable for use in solo, co-op, and traditional guided play. If you are playing without a GM, these tools will help you generate perilous locations and reveal dangers and opportunities as you explore. If you are a GM, you'll find inspiration and mechanics for no-prep gameplay.

SITES AND QUESTS

Because the gameplay and fiction of *Ironsworn* is focused on your sworn vows, the purpose for delving a site is usually related to a quest. There is a crucial goal which compels you to enter a forbidden place. For example:

- A **Haunted Barrow** holds an ancient weapon you must wield to defeat an otherwise untouchable foe.

- You have sworn to defeat the leader of an enemy clan who has taken refuge in a **Fortified Stronghold**.

- A **Corrupted Tanglewood**, fouled by dark magic, blocks your path on an important journey.

Depending on the nature of your quest, finding and overcoming your objective might mean you *Reach a Milestone* or *Fulfill Your Vow*. However, if the dangers prove insurmountable and the horrors overwhelming, you may be forced to flee. Or you may find your body or sanity broken, lost forever to the depths.

THE NEW MOVES

There are seven new *Delve* moves to help resolve your exploration of a site. These moves are fully detailed in Chapter 2 (page 19).

- *Discover a Site* (page 19): Make this move when you first introduce or encounter a site within your narrative. When you prepare to enter a site, you'll choose its theme and domain and give it a rank.

- *Delve the Depths* (page 21): Make this move as you explore the site in search of your objective. Success on this move will allow you to mark progress toward your goal, and may reveal opportunities or dangers.

- *Find an Opportunity* (page 30): This move is always triggered when you *Delve the Depths* and score a strong hit, and is sometimes triggered by a weak hit. Making this move represents discovering a helpful situation or feature within a site.

- *Reveal a Danger* (page 34): You make this move in a site when you encounter a risky situation or obstacle which you must overcome. This move is sometimes triggered by a weak hit as you *Delve the Depths*, and is always triggered if you score a miss on that move.

- *Check Your Gear* (page 38): When you check to see if you have a specific item that can help you overcome an obstacle, make this move.

- *Locate Your Objective* (page 40): This is a progress move. Make this move when your exploration of the site is done. The amount of progress you have marked on your site progress track is compared to the challenge dice to determine if the situation favors you.

- *Escape the Depths* (page 42): Make this move when you flee or withdraw from a site. This move functions as a mechanical and narrative shortcut, resolving your escape in a single roll.

Outside of these key moves, various other moves are provided in this book to support optional mechanics. A summary of *Delve* moves is available in Appendix A (page 226) and optional moves in Appendix B (page 229). Reference downloads for moves are available at ironswornrpg.com.

> As in *Ironsworn Core*, the move titles are referenced in this rulebook using *italicized* text. Moves will also sometimes reference other moves, in which case the name of that move will be *italicized*. When you see *italicized* text, that's your prompt to refer to that move to resolve what happens next.

GETTING STARTED

Start by defining your purpose for delving a site. This is your **objective**. You will generally encounter a site in one of two ways:

- **The site holds the key to moving forward in your quest.** Depending on the nature of your vow, your objective could be to defeat a person, creature, or force. Or perhaps you must recover a crucial object or uncover critical information.

- **You must traverse a site as part of a journey.** Perhaps the site is an obstacle in your path (such as a marshland), or allows you to circumvent otherwise impassable terrain (such as a network of caverns leading through snowbound mountains).

In either case, your objective is inherently tied to your vow. If your narrative suggests a complication in a quest, or you want to introduce a potential milestone for you vow, a site can serve as a dramatic and perilous obstacle.

> *This rulebook includes examples of play as boxed text, using the format seen below. These examples often use a solo play session, but the basic principles are also relevant to co-op and guided play.*

You have vowed to prevent an imminent attack by a powerful clan of raiders. The beleaguered settlement cannot withstand a raid, and their supplies are too meager to meet the raiders demands. You visit the enemy camp to negotiate, hoping that a smaller portion of the settlement's winter stores will satisfy them. During your audience with Ithela, the clan's leader, you make the *Compel* move and roll a weak hit. Not certain what she asks in return, you roll on the Action and Theme tables. The oracle responds, "Preserve History."

You interpret this to mean that Ithela prizes artifacts from the rulers of the Old World. She believes these relics hold the strength and power of those long-dead monarchs.

After some additional investigation, you learn of a **Barrow** that holds one of the greatest kings of the Old World. He was laid to rest there a few years after the exodus that brought your people to the Ironlands.

Once you've determined you must enter a perilous site, you can use the moves and oracles in this supplement to resolve your exploration. You'll start by triggering the *Discover a Site* move, which is shown on the next page.

DISCOVER A SITE

When **you resolve to enter a perilous site in pursuit of an objective**, choose the theme and domain which best represent its nature (*Ask the Oracle* if unsure), and give it a rank.

- Troublesome site: 3 progress per area.
- Dangerous site: 2 progress per area.
- Formidable site: 1 progress per area.
- Extreme site: 2 ticks per area.
- Epic site: 1 tick per area.

If you are returning to a previously explored site, roll both challenge dice, take the lowest value, and clear that number of progress boxes.

Then, *Delve the Depths* to explore this place.
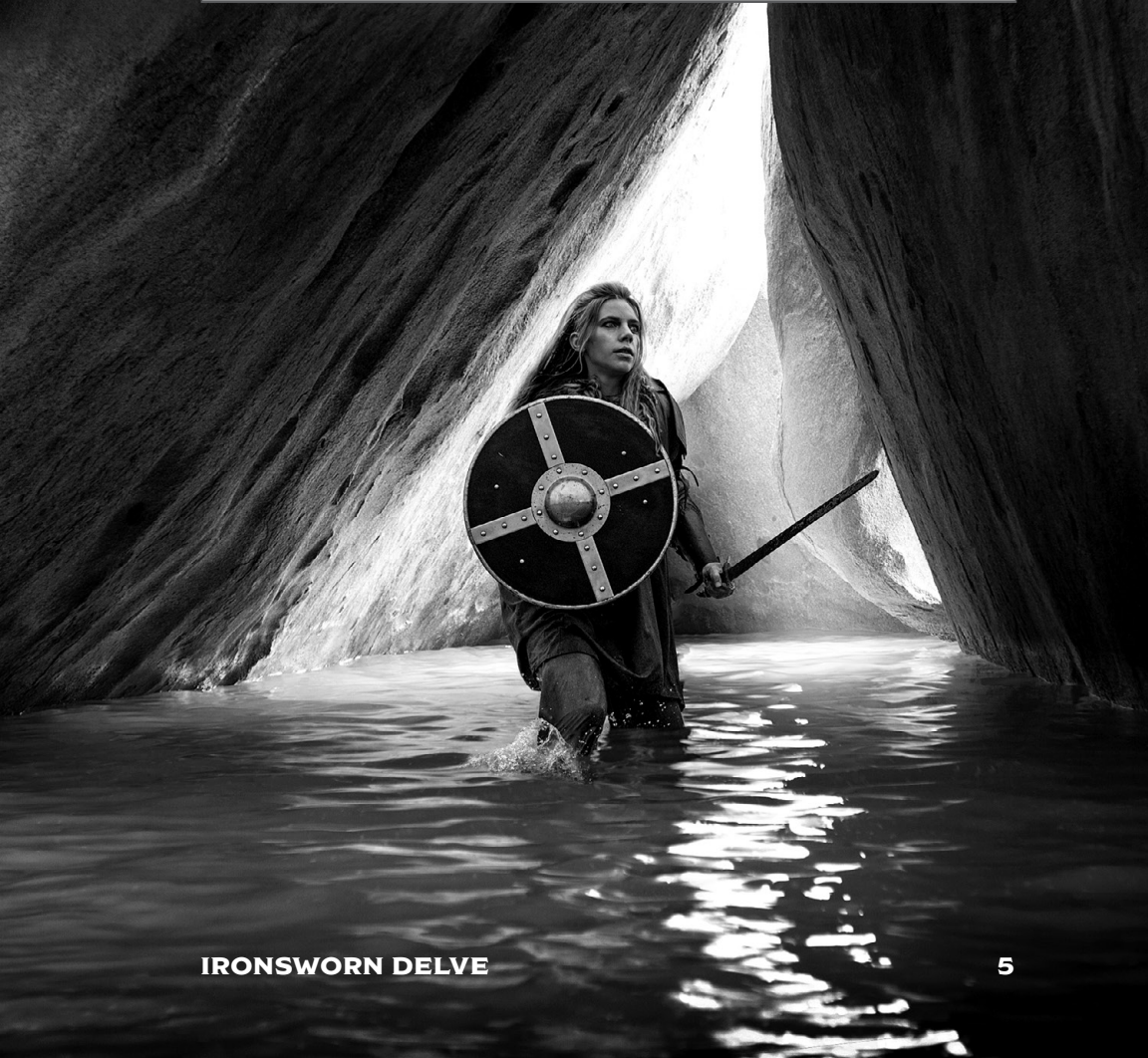
CHOOSING A THEME AND DOMAIN

Per the text of the *Discover a Site* move, you must first "choose the theme and domain which best represent its nature."

The **theme** represents the condition or state of the site, and indicates the kinds of denizens and threats you might find there. If you choose **Corrupted**, you envision this place as tainted by dark magic. A **Fortified** site is occupied and held by enemy forces.

The **domain** represents the physical characteristics of the site—the terrain or architecture you must traverse. A **Cavern** is a dark realm of twisting tunnels and claustrophobic chambers. A **Shadowfen** is a foul marshland.

Pick the theme and domain which best fit your understanding of the place you must explore or traverse. If you're not sure, see page 9 to learn how to randomly select a theme and domain. To learn more about the themes and domains included with *Delve*, see page 79.

Together, the theme and domain help you visualize your exploration of the site, and provide oracle tables for **features** and **dangers**. They are formatted as tarot-sized cards, and are available as a free print-and-play download at ironswornrpg.com. Preprinted cards are also available for purchase.

THEME	
CORRUPTED	
This place is tainted by dark magic.	
FEATURES	
1-4	Mystic focus or conduit
5-8	Strange environmental disturbances
9-12	Mystic runes or markings
13-16	Blight or decay
17-20	Evidence of a foul ritual
DANGERS	
1-5	Denizen spawned from dark magic
6-10	Denizen controls dark magic
11-12	Denizen corrupted by dark magic
13-14	Corruption marks you
15-16	Innocents held in thrall
17-18	Revelations of a terrible truth
19-20	Mystic trap or trigger
21-22	Mystic barrier or ward
23-24	Illusions lead you astray
25-26	Dark ritual in progress
27-28	Lingering effects of a dark ritual
29-30	Dread harbingers of a greater magic

DOMAIN	
CAVERN	
A place of stone and darkness.	
FEATURES	
21-43	Twisting passages
44-56	Cramped caves
57-64	Vast chamber
65-68	Subterranean waterway
69-72	Cave pool
73-76	Natural bridge
77-80	Towering stone formations
81-84	Natural illumination
85-88	Dark pit
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain
DANGERS	
31-33	Denizen lairs here
34-36	Cave-in
37-39	Flooding
40-42	Perilous climb or descent
43-45	Fissure or sinkhole

CHOOSE A THEME

ANCIENT
This place holds the secrets of a bygone age.

CORRUPTED
This place is tainted by dark magic.

FORTIFIED
Foes defend this place against intruders.

HALLOWED
The faithful worship here.

HAUNTED
Restless spirits are bound to this place.

INFESTED
Foul creatures dwell here.

RAVAGED
Time, disaster, or strife have taken their toll.

WILD
Nature prevails in this place.

CHOOSE A DOMAIN

BARROW
The dead are
enshrined here.

CAVERN
A place of stone
and darkness.

FROZEN CAVERN
A place of deep caves
and enduring cold.

ICEREACH
A frigid landscape
formed of frozen seas.

MINE
Tunnels dug
greedily and deep.

PASS
Treacherous paths over
high mountains.

RUIN
The crumbling legacy
of a dead civilization.

SEA CAVE
Stone passages carved
by ocean waves.

SHADOWFEN
A primeval marsh,
cloaked in mist.

STRONGHOLD
A fortress secured
against trespassers.

TANGLEWOOD
A perilous forest of
eternal shadow.

UNDERKEEP
An age-old
subterranean dungeon.

CHOOSING A RANDOM THEME AND DOMAIN

If you want to leave the nature of the site in the hands of fate, you can choose the theme or domain randomly in one of three ways:

Draw		**Generate**		**Discover**
Print your theme and domain cards, shuffle them in separate decks, and draw a card from each deck.	**or**	Roll on the Theme/ Domain oracles (page 212) and Site Name oracles (page 206).	**or**	Pick a site starter (page 94) to introduce a preset location within the Ironlands.

If a random result doesn't make sense in the context of the situation or terrain, draw or roll again.

> You've already established that you will explore a **Barrow** in search of the lost treasures of an Old World king. That is your domain.
>
> But you'd like to leave the theme in the hands of fate. You assemble your theme cards into a stack, shuffle them, draw one, and reveal that this place is **Infested**.
>
> Together, the theme and domain help you envision the nature of the site: an **Infested Barrow**.

You may also decide that certain themes or domains aren't a good fit for your campaign. For example, if you are running *Ironsworn* in a setting without magic or mystical forces, you may want to exclude or ignore themes and domains which include overtly supernatural characteristics. For more information on using your established truths, see page 80.

USING MULTIPLE THEMES OR DOMAINS

You can add even more detail to a site by utilizing an additional theme or domain. For example, a **Haunted Fortified Stronghold** (two themes and one domain) might be a place held by raiders and plagued by vengeful spirits. A **Haunted Barrow Cavern** (one theme and two domains) is a tomb within a natural cave complex.

To learn more about using an additional theme or domain, see page 69.

CREATING YOUR OWN THEMES AND DOMAINS

For information on custom themes and domains, see page 71.

SET UP YOUR PLAYSCAPE

Prepare for your exploration of the site by readying your moves reference sheet, site worksheet, and theme and domain cards. These materials are available for download at ironswornrpg.com.

Arrange your theme and domain cards with the theme to the left, and domain to the right.

If you are playing co-op, everyone at your table can share the site worksheet and cards. Put them in the center of your table, pass them around as needed, or nominate one of your players as the record-keeper.

DELVE MOVES

DISCOVER A SITE *(page 19)*

When **you resolve to enter a perilous site in pursuit of an objective**, choose the theme and domain which best represent its nature (*Ask the Oracle* if unsure), and give it a rank.

- Troublesome site: 3 progress per area.
- Dangerous site: 2 progress per area.
- Formidable site: 1 progress per area.
- Extreme site: 2 ticks per area.
- Epic site: 1 tick per area.

If you are returning to a previously explored site, re... take the lowest value, and clear that number of pro... Then, *Delve the Depths* to explore this place.

DELVE THE DEPTHS *(page 21)*

When **you traverse an area within a perilous site**, surroundings (*Ask the Oracle* if unsure). Then, com... you navigate this area…

- With haste: Roll +edge.
- With stealth or trickery: Roll +shadow.
- With observation, intuition, or expertise: Roll...

On a **strong hit**, you delve deeper. Mark progress an...
On a **weak hit**, roll on the following table according...
On a **miss**, *Reveal a Danger*.

Edge	Shadow	Wits	Weak Hit Result
1-45	1-30	1-40	Mark progress and...
46-65	31-65	41-55	Mark progress.
66-75	66-90	56-80	Choose one: Mark... Opportunity.
76-80	91-99	81-99	Take both: Mark pr... Opportunity.
81-00	00	00	Mark progress twic...

FIND AN OPPORTUNITY *(page 30)*

When **you encounter a helpful situation or featur...** the following table. If you are making this move as... on *Delve the Depths*, you may pick or envision an o... rolling.

Then, choose one.

- Gain insight or prepare: Take +1 momentum.
- Take action now: You and any allies may mak... progress move which directly leverages the o... do, add +1 and take +1 momentum on a hit.

Roll	Result
1-25	The terrain favors you, or you find a hidd...
26-45	An aspect of the history or nature of this p...
46-57	You locate a secure area.
58-68	A clue offers insight or direction.
69-78	You get the drop on a denizen.
79-86	This area provides an opportunity to scav...
87-90	You locate an interesting or helpful object...
91-94	You are alerted to a potential threat.
95-98	You encounter a denizen who might supp...
99-00	You encounter a denizen in need of help.

REVEAL A DANGER *(page 34)*

When **you encounter a risky situation within a site**, envision the danger or roll on the following table.

Roll	Result
1-30	Check the theme card.
31-45	Check the domain card.
46-57	You encounter a hostile denizen.

IRONSWORN DELVE   SITE WORKSHEET

SITE NAME:

OBJECTIVE:

THEME:

DOMAIN:

PROGRESS

○ TROUBLESOME ○ DANGEROUS ○ FORMIDABLE ○ EXTREME ○ EPIC

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

DENIZENS

VERY COMMON	01-27	COMMON	28-41	COMMON	42-55	COMMON	56-69
UNCOMMON	70-75	UNCOMMON	76-81	UNCOMMON	82-87	UNCOMMON	88-93
RARE	94-95	RARE	96-97	RARE	98-99	UNFORESEEN	00

When the outcome of a move prompts an encounter with a denizen, you may:

> Choose or introduce a denizen based on the situation and what you know of this place.

or Roll on the matrix to generate a random encounter. If the field is blank, add a new denizen.

or Identify a denizen as 'likely' to appear, and *Ask the Oracle*. If the answer is "no," roll on the matrix.

or Pick two denizens, rate one as 'likely,' and *Ask the Oracle* to determine which you encounter.

MAP / NOTES

THEME

INFESTED
Foul creatures dwell here.

FEATURES

1-4	Inhabited nest
5-8	Abandoned nest
9-12	Ravaged terrain or architecture
13-16	Remains or carrion
17-20	Hoarded food

DANGERS

1-5	Denizens swarm and attack
6-10	Toxic or sickening environment
11-12	Denizen stalks you
13-14	Denizen takes or destroys something
15-16	Denizen reveals surprising cleverness
17-18	Denizen guided by a greater threat
19-20	Denizen blocks the path
21-22	Denizen funnels you down a new path
23-24	Denizen undermines the path
25-26	Denizen lays in wait
27-28	Trap or snare
29-30	Victim's horrible fate is revealed

DOMAIN

BARROW
The dead are enshrined here.

FEATURES

21-43	Burial chambers
44-56	Maze of narrow passages
57-64	Shrine
65-68	Stately vault
69-72	Offerings to the dead
73-76	Statuary or tapestries
77-80	Remains of a grave robber
81-84	Mass grave
85-88	Exhumed corpses
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

DANGERS

31-33	Denizen guards this area
34-36	Trap
37-39	Death makes its presence known
40-42	Crumbling architecture
43-45	Grave goods with hidden dangers

If you are a player, you should have your standard *Ironsworn* kit as part of your playscape: character sheet, assets, dice, and your preferred reference and note-taking materials.

If you are the GM, you will manage the worksheet and site cards. If you want to keep the nature of this place a mystery (for now), you can keep these materials hidden from your players.

NAME THE SITE

Optionally, you can give the site a name and record it on your site worksheet. If you need inspiration, you can use the Site Name oracle on page 206.

You can also use the site worksheet to note your objective, theme, and domain. This will be handy if you don't wrap up your exploration of the site in a single session, and need to be reminded of those details when you return.

You give the long-dead king a name, and christen the barrow in his honor: Themon's Rest. To flesh out the legends of this king, you roll on the Character Goal oracle and twice on the Character Descriptor oracle. For the goal, the oracle answers, "Find redemption." For the descriptors, the oracle tells you, "Hot-tempered" and "Armed."

You envision this king's story. As a young man, Themon challenged his younger brother to a duel and killed him in a moment of impulsive rage. He spent the rest of his days burdened by this death, seeking but never finding redemption as a benevolent ruler. The dagger he drove into his brother's heart—a reminder of his failure—was always near him. Some say he never cleaned the blade, leaving the iron forever stained with his brother's blood.

This is the dagger you seek. Surely such a famous artifact will appease Ithela.

With that bit of background fleshed out, you fill in the site name, objective, theme, and domain on your site worksheet.

IRONSWORN DELVE	SITE WORKSHEET
SITE NAME: Themon's Rest	OBJECTIVE: Find Themon's Dagger
THEME: Infested	DOMAIN: Barrow

PROGRESS

○ TROUBLESOME ○ DANGEROUS ○ FORMIDABLE ○ EXTREME ○ EPIC

+1   +2   +3   +4   +5   +6   +7   +8   +9   +10

GIVE THE SITE A RANK

Per the *Discover a Site* move, the next step is to give the site a rank using the standard *Ironsworn* progress rank system.

- Troublesome site: 3 progress per area.
- Dangerous site: 2 progress per area.
- Formidable site: 1 progress per area.
- Extreme site: 2 ticks per area.
- Epic site: 1 tick per area.

The rank of a site represents its scale, peril, and complexity. A troublesome **Underkeep** is a place with a couple of chambers and connecting passages. An epic **Underkeep** is a subterranean complex of unknowable depths.

Mark the rank of the site on your site worksheet.

> You consider the rank of the **Infested Barrow**. You envision this place as labyrinthine catacombs, built by early settlers within a network of caves and expanded over decades. You give it a rank of formidable.

PROGRESS

○ TROUBLESOME   ○ DANGEROUS   ● FORMIDABLE   ○ EXTREME   ○ EPIC

+1 +2 +3 +4 +5 +6 +7 +8 +9 +10

Keep in mind that the rank will dictate how much focus you give to the exploration of a site in your campaign. A troublesome site might be dealt with in a matter of minutes at the table, while an epic site can be the focus of several hours of gameplay across multiple sessions. Generally, you should consider formidable as the typical rank for a site, offering a good balance of challenge and real-world time investment. Unlike a journey, it's not necessarily feasible to take a narrative break from a site, so higher-ranked delves may outstay their welcome. Lower ranked sites may not justify the initial setup.

As noted in the *Discover a Site* move, when you flee a site without finding your objective, you will give it the same rank if you return. However, the retreat costs you progress. As you resume your exploration, roll your standard *Ironsworn* **challenge dice** (two ten-sided dice), take the lowest, and clear that number of progress boxes.

CHOOSE DENIZENS

Before you wade into the depths, consider who might dwell in this place and what foes you may face. These are the **denizens**. You may have already learned something of the site through your investigations or through the established facts of your setting. You can also probably make some assumptions based on the site's theme and domain.

The denizens of a site might be the focus of your quest, or merely potential obstacles in your exploration of the place. For example:

- You must traverse a **Hallowed Shadowfen** in your journey to an Ironlander settlement, but a clan of elves protect these borders.

- You are sworn to defeat a clan of raiders who defend a **Fortified Ruin**.

- You seek guidance from a mystic said to live in the heart of a **Wild Tanglewood**, but an elder wolf and her pack also lair in that place.

- Bonewalkers, once seafarers, lurk within a **Haunted Sea Cave**. You have sworn to put them to rest.

> **For the sake of simplicity, denizen is often presented in moves and oracles as a singular term, but is not meant to strictly represent a single being. A denizen can also be a group, a category of people or creatures, or a faction.**

The site worksheet contains the **denizens matrix**, a set of blank fields for noting potential inhabitants. These fields are labeled very common, common, uncommon, rare, and unforeseen. Each field also has a number corresponding to a result on a 1-100 oracle roll.

DENIZENS							
VERY COMMON	01-27	COMMON	28-41	COMMON	42-55	COMMON	56-69
UNCOMMON	70-75	UNCOMMON	76-81	UNCOMMON	82-87	UNCOMMON	88-93
RARE	94-95	RARE	96-97	RARE	98-99	UNFORESEEN	00

If the outcome of a move indicates that you encounter a denizen, you can use the denizens matrix for inspiration or as the focus of a question when you *Ask the Oracle*.

See page 107 for more on using the matrix in play. For now, fill in a few potential denizens based on what you know of this place. Who is reputed to dwell here? Who has control of this place and what other creatures or forces vie for control? Who opposes you in your quest? What does the theme and domain suggest?

You may not have all the answers to those questions. That's fine. *Ironsworn* makes it easy to introduce NPCs on the fly. You'll introduce encounters and potential foes through play. Leave some—or even most—of the fields blank to fill in as you explore.

You'll find sample NPCs starting in Chapter 5 (page 133) of *Ironsworn Core,* and more NPCs in Chapter 5 (page 107) of this guide.

If you are the GM, you can share information on potential denizens as appropriate to the characters' knowledge of this place. Or you can reveal details as they explore. Don't worry about fleshing out the specifics up-front. Use the theme and domain for inspiration, and fill in a few inhabitants. You and your players can uncover the mysteries of this place together.

You choose some denizens for the **Infested Barrow**. First, you'll need a creature that reinforces the **Infested** theme—something that has overrun this place. Perhaps trogs. They are vicious, vile things which lurk in the deep places of the Ironlands.

You add them to the very common slot on your site worksheet. To further bolster the **Infested** theme, you also choose nightmare spider for a common slot. You envision the trogs and spiders as rivals in this place—each hunting the other for food.

Since this is a **Barrow**, you write bonewalker and haunt as uncommon encounters. Those who are entombed here do not always rest easy.

Finally, you choose blighthound for a rare slot. These creatures, harbingers of death, often lurk in tombs.

You leave the other fields blank. Some of these might get filled in as you explore.

DENIZENS

VERY COMMON 01-27	COMMON 28-41	COMMON 42-55	COMMON 56-69
Trog	Nightmare Spider		

UNCOMMON 70-75	UNCOMMON 76-81	UNCOMMON 82-87	UNCOMMON 88-93
Bonewalker	Haunt		

RARE 94-95	RARE 96-97	RARE 98-99	UNFORESEEN 00
Blighthound			

| When the outcome of a move prompts an encounter with a denizen, you may: | > | Choose or introduce a denizen based on the situation and what you know of this place. | or | Roll on the matrix to generate a random encounter. If the field is blank, add a new denizen. | or | Identify a denizen as 'likely' to appear, and *Ask the Oracle*. If the answer is "no," roll on the matrix. | or | Pick two denizens, rate one as 'likely', and *Ask the Oracle* to determine which you encounter. |

ENVISION THE SCENE

You stand at the precipice of the perilous site. Imagine the scene. What lies before you? How do you steel yourself for the dangers to come?

If you are the GM, set the scene for your players. Describe the surroundings and the sense of peril that await them. Use sights, sounds and smells to create atmosphere and offer clues for what they will find.

If you are a player, envision how your character prepares. If your actions trigger a move such as *Secure an Advantage*, make that move.

Light your torch. Ready your shield. Say your prayers.

The depths await.
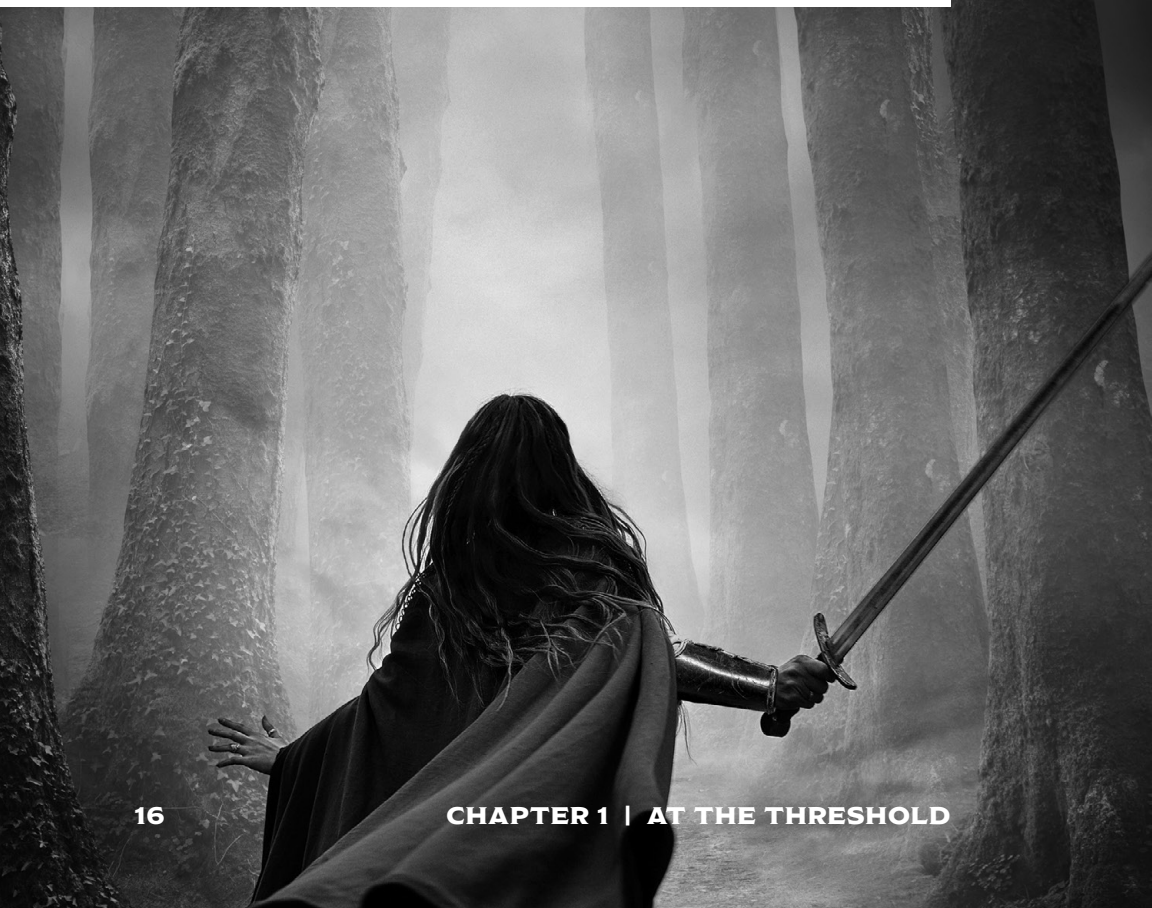
GETTING STARTED SUMMARY

1 **Choose a theme and domain (page 6).** Envision the nature of this place and select an appropriate theme and domain card—or *Ask the Oracle*.

2 **Set up your playscape (page 10).** Ready your moves reference, site worksheet, and theme and domain cards.

3 **Detail the site (page 11).** Give the location a name and record it on the site worksheet. Also, make note of your objective, theme, and domain.

4 **Give the site a rank (page 12).** Make the site troublesome, dangerous, formidable, extreme, or epic. Mark its rank on the site worksheet.

5 **Choose denizens (page 13).** Envision some potential inhabitants of the site and add them to the denizens matrix.

6 **Envision the scene (page 16).** Set the scene as you prepare to *Delve the Depths*.

WHAT'S NEXT?

Take a look at the next chapter (page 19) for a walkthrough of using *Delve* moves and creative prompts within a site. You can follow along with those instructions as you undertake your own expedition. Or just print out the *Delve* moves reference sheet (available at ironswornrpg.com), and refer back to Chapter 2 when you have questions.

CHAPTER 1
INTO THE DEPTHS

THE DELVE MOVES

As you explore a perilous site, you'll trigger moves. The moves included with this supplement help you resolve the outcome of your expedition—whether you make progress, and what dangers or opportunities you encounter.

In this chapter, we'll discuss each of those moves in detail, showing how they fit into the narrative of your exploration. For a quick reference, without commentary and examples, see Appendix A (page 226). You can also download and print the *Delve* moves reference sheet from ironswornrpg.com.

As discussed in the previous chapter, you begin by introducing the nature of the location through the *Discover a Site* move.

DISCOVER A SITE

When **you resolve to enter a perilous site in pursuit of an objective**, choose the theme and domain which best represent its nature (*Ask the Oracle* if unsure), and give it a rank.

- Troublesome site: 3 progress per area.

- Dangerous site: 2 progress per area.

- Formidable site: 1 progress per area.

- Extreme site: 2 ticks per area.

- Epic site: 1 tick per area.

If you are returning to a previously explored site, roll both challenge dice, take the lowest value, and clear that number of progress boxes.

Then, *Delve the Depths* to explore this place.

When you first encounter or introduce a site within your story, make this move. Choose a theme and domain, set the rank, ready your progress track, and prepare to enter. See page 6 for details on setting up your playscape.

RETURNING TO A PREVIOUSLY EXPLORED SITE

A site may prove too perilous, forcing you to flee or abandon your delve. Perhaps you are wounded, shaken, or *Out of Supply*. You might face a narrative complication which sends you out of the site.

If you later return to continue your exploration, you can use the existing progress on the site progress track—but not all of it. To determine how much progress remains, roll your challenge dice (two ten-sided dice), take the lowest value, and erase that number of progress boxes. A low result means

your experience here is kept as you return, allowing you to speed your way through previously explored terrain. A high result indicates that something has changed, your foes have bolstered their defenses, or the nature of this place is simply too chaotic and unpredictable.

If a progress box is partially filled (fewer than four ticks), you'll count it as one progress for the purposes of clearing boxes.

You abandon an extreme site after accruing six filled progress and two ticks in the seventh box.
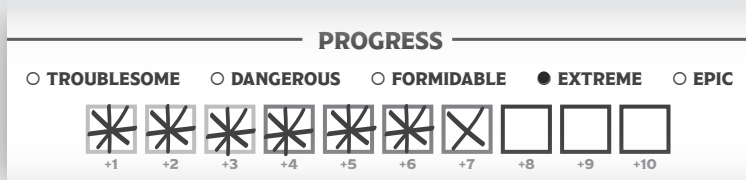
When you return to the site, you use the challenge dice to determine how much of your progress has been undone in your absence. You roll a 4 and a 9. You take the lowest value (4) and ignore the highest (9).

You then clear four boxes on your progress track (counting the partially filled box), leaving you with three filled progress.
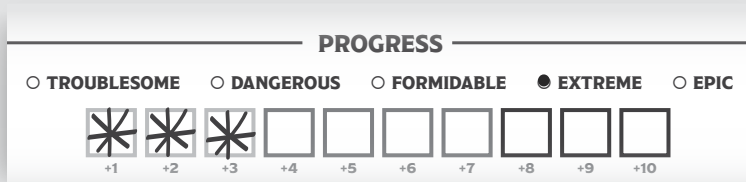
If you return to a site and your lowest challenge die is greater than your available progress, simply clear all the progress boxes.

When you're ready to enter the site, make the *Delve the Depths* move.

DELVE THE DEPTHS

When **you traverse an area within a perilous site**, envision your surroundings (*Ask the Oracle* if unsure). Then, consider your approach. If you navigate this area…

- With haste: Roll +edge.

- With stealth or trickery: Roll +shadow.

- With observation, intuition, or expertise: Roll +wits.

On a **strong hit**, you delve deeper. Mark progress and *Find an Opportunity*.

On a **weak hit**, roll on the following table according to your stat.

On a **miss**, *Reveal a Danger*.

Edge	Shadow	Wits	Weak Hit Result
1-45	1-30	1-40	Mark progress and *Reveal a Danger*.
46-65	31-65	41-55	Mark progress.
66-75	66-90	56-80	Choose one: Mark progress or *Find an Opportunity*.
76-80	91-99	81-99	Take both: Mark progress and *Find an Opportunity*.
81-00	00	00	Mark progress twice and *Reveal a Danger*.

Make this move when you enter a site, and as you push forward into the depths. Think of this move as a counterpart to *Undertake a Journey*. It resolves your exploration within a segment of the site and determines whether you mark progress.

This is the anchor move for your exploration of a site, and you'll return to it each time you attempt to move toward your objective. Because of the importance of this move, we'll spend a few pages breaking down how it works. If you want to jump directly to the summary, see page 29.

WHAT IS AN AREA?

The portion of the site you traverse when you make this move is called an **area**. This is an abstract representation of a particular segment of the site. In a **Fortified Stronghold**, a specific area might consist of a single room. In a **Wild Shadowfen**, an area can be a deer path winding for miles through a stagnant and misty morass. The size and detail will vary based on the nature of the site and the context of your exploration.

You can adjust the pace and focus of your exploration. Your travel through some areas may pass as a montage that spans hours in the game world. Other areas might become the focus of a high-intensity scene which represents mere seconds or minutes. An area is an imprecise but flexible reference for measuring your progress, framing your surroundings, and introducing dangers and opportunities.

> Generally, *Delve* is not designed to emulate room-by-room dungeon crawling. Instead, the individual passages and spaces of a site are often abstracted.
>
> Adjust the focus as you move through areas. Zoom out as a cinematic montage when you are transitioning through relatively mundane terrain or architecture. Zoom in when you encounter something of note, or when you face a new danger or opportunity.
>
> The moves will help prompt and guide your focus, but—like the director of a movie—you and your fellow players also have control. When it matters, when it's interesting or dramatic, zoom in. Use those moments to reveal interesting details, introduce complications, or deepen your characters.
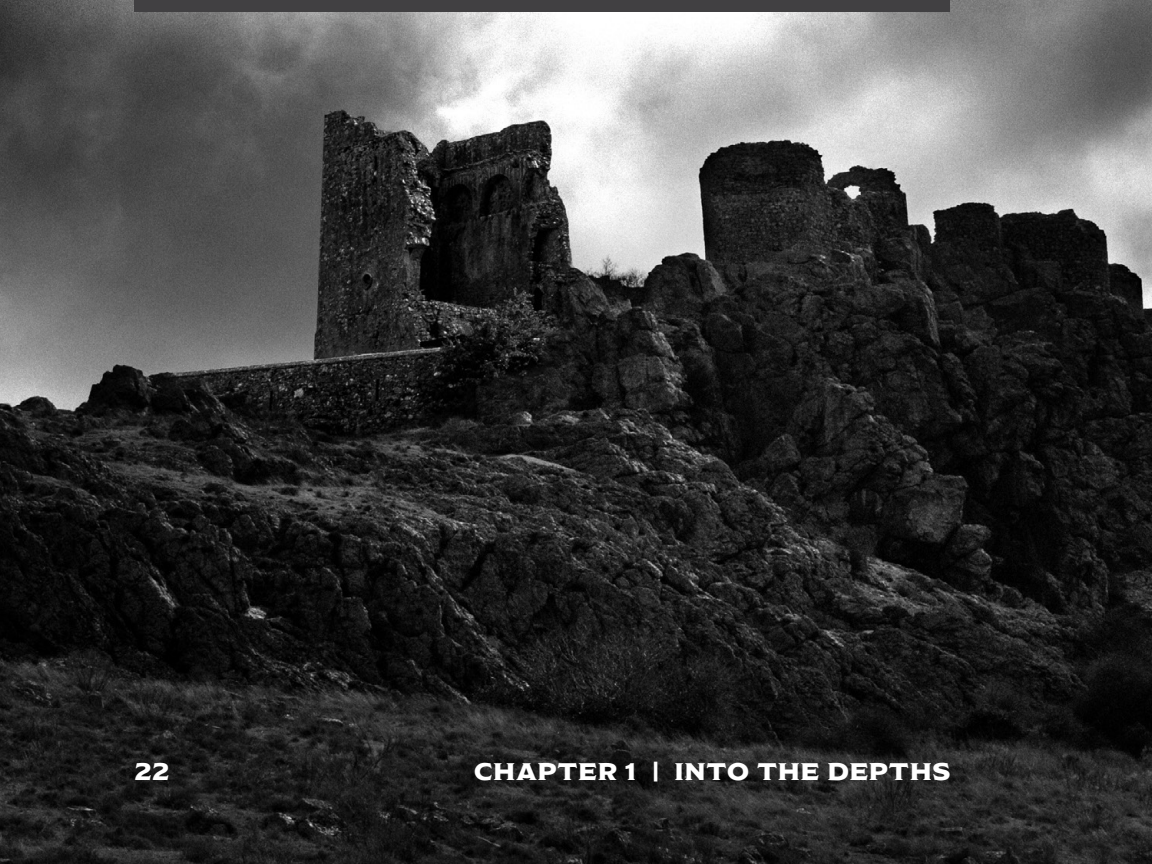
ENVISION YOUR SURROUNDINGS

When you make the *Delve the Depths* move, the first step is to define the characteristics of the area you are attempting to traverse. You are moving from a known area (your current location), into an unknown area. What will you find there? Taking a moment to reveal the characteristics of an area will create context for your exploration and the result of your moves.

Have a look at your theme and domain cards. They both include a **feature table**. When you want to define the characteristics of an area, you may *Ask the Oracle* using these tables as inspiration.

When you make a standard 1-100 oracle roll, the possible results span both cards. If you roll 1-20, refer to the theme card for your answer. 21-100 is found on the domain card.

When you roll 1-20, check the theme card.

When you roll 21-100, check the domain card.

THEME

ANCIENT
This place holds the secrets of a bygone age.

FEATURES

1-4	Evidence of lost knowledge
5-8	Inscrutable relics
9-12	Ancient artistry or craft
13-16	Preserved corpses or fossils
17-20	Visions of this place in another time

DANGERS

1-5	Ancient trap
6-10	Hazardous architecture or terrain
11-12	Blocked or broken path
13-14	Denizen protects an ancient secret
15-16	Denizen reveres an ancient power
17-18	Living relics of a lost age
19-20	Ancient evil resurgent
21-22	Dire warnings of a long-buried danger
23-24	Ancient disease or contamination
25-26	Artifact of terrible meaning or power
27-28	Disturbing evidence of ancient wrongs
29-30	Others seek power or knowledge

DOMAIN

RUIN
The crumbling legacy of a dead civilization.

FEATURES

21-43	Crumbling corridors and chambers
44-56	Collapsed architecture
57-64	Rubble-choked hall
65-68	Courtyard
69-72	Archive or library
73-76	Broken statuary or fading murals
77-80	Preserved vault
81-84	Temple to forgotten gods
85-88	Mausoleum
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

DANGERS

31-33	Ancient mechanism or trap
34-36	Collapsing wall or ceiling
37-39	Blocked or broken passage
40-42	Unstable floor above a new danger
43-45	Ancient secrets best left buried

Instead of rolling to generate a feature, you may simply envision the nature of the area. Perhaps your current surroundings require additional time to traverse, or you might assume you are moving into a specific terrain or architecture based on your understanding of this place. To reduce the frequency of your dice rolling, and give the place a sense of uniformity interspersed with interesting areas and discoveries, feel free to rely on your instincts or choose a feature from the oracle charts.

Default Features

The first feature listed on the domain card (21-43 result) can be considered the default architecture or terrain for a site. For example, in a **Sea Cave** you traverse **watery tunnels** to reach chambers and other features. To reduce the frequency of oracle rolls, especially in a large site, you can often envision moving through the default surroundings when you *Delve the Depths*. This is especially appropriate if you are moving out of a unique area.

Something Unusual or Unexpected

Each domain card also includes a special 89-98 answer within the feature table: "Something unusual or unexpected." If you roll this result,

DOMAIN

SEA CAVE
Stone passages carved by ocean waves.

21-43	Watery tunnels
44-56	Eroded chamber
57-64	Flooded chamber
65-68	Vast chamber
69-72	Dry passages
73-76	Freshwater inlet
77-80	Rocky island
81-84	Waterborne debris
85-88	Shipwreck or boat
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

DANGERS

31-33	Denizen strikes without warning
34-36	Denizen lurks below
37-39	Flooding
40-42	Rushing current
43-45	Claustrophobic squeeze

you can use another oracle to get your answer, such as the Action and Theme oracles (*Ironsworn Core,* page 174), or the Aspect and Focus oracles (page 204). Or simply envision what you encounter as appropriate to the current situation. Make it something which reveals new facets of the site or subverts your assumptions.

Transitioning into a New Theme or Domain

A roll of 99 or 100 on the feature table triggers the introduction of a new theme or domain. When you encounter this result, choose a new theme or domain as appropriate to the situation. If in doubt, randomly draw a card or *Ask the Oracle*. You might find that the **Fortified** site is now **Infested**. You might stumble across a **Ruin** while navigating a **Tanglewood**. Discard the existing theme or domain and add the new one to your playscape. Keep all your existing progress. Then, envision what you encounter and how this transition manifests in your story. Your objective lies within.

Adding Detail

A result on the feature table might be abstract, mundane, unusual, or specific. If you want to clarify a result or add additional detail, you can use another oracle for inspiration.

The Aspect and Focus oracles (page 204) are useful prompts to help flesh out your surroundings or give detail for an encounter or event within a site.

The examples in this chapter continue the story from the previous chapter: The Quest for Themon's Dagger.

You make your way into the **Infested Barrow** in search of Themon's Dagger, a priceless artifact of the Old World. You envision moving warily through the entrance. The place smells of mold and dead things. The darkness wraps around you, barely held back by the flickering light of your torch.

You make the *Delve the Depths* move, and roll on the feature table to define your initial surroundings. You roll 70, and check the result on the domain card: "Offerings to the dead."

What sort of offerings? You're not sure how to interpret the result, so you *Ask the Oracle*

DOMAIN

BARROW

The dead are enshrined here.

FEATURES

21-43	Burial chambers
44-56	Maze of narrow passages
57-64	Shrine
65-68	Stately vault
69-72	Offerings to the dead
73-76	Statuary or tapestries
77-80	Remains of a grave robber
81-84	Mass grave
85-88	Exhumed corpses
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

DANGERS

31-33	Denizen guards this area
34-36	Trap
37-39	Death makes its presence known
40-42	Crumbling architecture
43-45	Grave goods with hidden dangers

and roll on the Focus table for additional detail (page 205). The oracle responds, "Remains."

You envision an entry chamber filled with the remains of animals sacrificed to the memory of the old king. The bones of cows, goats, and horses litter this place, and the ground is stained with blood. "Are there any fresh remains?" you wonder, giving it an unlikely chance as you *Ask the Oracle* using the yes/no table. "No," the oracle answers. There is nothing here but bones and dust.

> If you are playing as the GM, you may roll for a feature or simply envision and describe the surroundings as appropriate to the nature of the site. You can also give narrative control to your players, encouraging them to make oracle rolls and interpret the results.
>
> Working from a fixed map, or assuming a specific number of locations within a site, probably won't work as well. The actions your players take—and the result of their moves—will largely dictate the pace of the expedition and the number of areas they traverse. *Delve* works best when exploring places that are a mystery for everyone, including the GM.

ENVISION YOUR APPROACH

Next, envision how you will attempt to traverse this area. The *Delve the Depths* move gives you three options. Choose one.

- With haste: Roll +edge.
- With stealth or trickery: Roll +shadow.
- With observation, intuition, or expertise: Roll +wits.

Your selection should be based on several factors, including the abilities and approach of your character, the terrain or architecture you find yourself in, your current situation, and the nature of the site. For example:

- Time is of the essence, and you must warn a village of an impending raider attack. Unfortunately, it lies on the other side of a **Corrupted Shadowfen**. Forced by the narrative circumstances to plunge heedlessly into danger, you roll +edge.

- A **Hallowed Stronghold** is held by enemy cultists. To blend in as you move through occupied areas, you wear the robes of their sect. You roll +shadow and hope no one takes notice of you.

- An **Ancient Frozen Cavern** holds age-old secrets. This is a perilous place, and your exploration is hindered by traps and dangerous terrain. You move with caution, wary of new dangers, and roll +wits.

If you are playing with allies, only one of you makes this move. Decide who is leading this segment of the exploration. The leadership role may change from area to area as appropriate to the situation and your approach. Another character can attempt to bolster the leader's action by making the *Aid Your Ally* move, though that carries its own risk of complication.

You envision moving through the entry chamber of the **Infested Barrow**, treading carefully across the scattered bones. On the other side of the space, a dark passage beckons. You stop and listen, wary of what might lurk beyond the reach of your torchlight.

You decide that +wits best represents your careful and observant approach as you begin your exploration of this place.

MAKE THE ACTION ROLL

You have envisioned your surroundings and approach. Now, it's time to roll the dice. Make a standard action roll using your chosen stat. *Delve the Depths* breaks down the results as follows:

On a **strong hit**, you delve deeper. Mark progress and *Find an Opportunity*.	On a **weak hit**, roll on the following table according to your stat.	On a **miss**, *Reveal a Danger*.

If You Score a Strong Hit...

If you roll a strong hit, this phase of your exploration has gone well. You have the advantage, and are pushing farther into the depths of this place. Mark progress per the rank of the site. For example, if this is a dangerous site, mark two progress. If it is extreme, mark two ticks. Then, make the *Find an Opportunity* move (page 30).

If You Score a Weak Hit...

On a weak hit, the outcome is uncertain. You must make a standard oracle roll on the table included in the *Delve the Depths* move, which is shown below.

Edge	Shadow	Wits	Weak Hit Result
1-45	1-30	1-40	Mark progress and *Reveal a Danger*.
46-65	31-65	41-55	Mark progress.
66-75	66-90	56-80	Choose one: Mark progress or *Find an Opportunity.*
76-80	91-99	81-99	Take both: Mark progress and *Find an Opportunity.*
81-00	00	00	Mark progress twice and *Reveal a Danger*.

Note that this table includes a different potential result for the three stat options: edge, shadow, and wits. Reference the appropriate column and check the result based on the stat used in your action roll. For example, if you *Delve the Depths* using shadow, rolling a 35 on this table instructs you to mark progress. If you used wits, that same roll tells you to mark progress and *Reveal a Danger*.

Each stat choice offers advantages and disadvantages as you *Delve the Depths*:

- **Edge gives you the potential to move faster through the site,** marking additional progress. But you are also more likely to *Reveal a Danger* and have less chance to *Find an Opportunity*.

- **Shadow is the safest option,** making it likely you will mark progress and not *Reveal a Danger*. However, your wariness gives you a reduced chance to *Find an Opportunity*.

- **Wits is a balanced approach,** with more potential to *Find an Opportunity* as you mark progress. But you put yourself at risk to *Reveal a Danger*.

When you envision your approach, your stat choice should be driven by the situation, your surroundings, and your character's abilities and methods. But you can also be mindful of how the stat will impact the result when you are forced to roll on this table.

If the table directs you to mark progress, do so. "Mark progress twice" means you should double the progress. For example, if you are exploring a dangerous site, you would normally mark two progress boxes. Marking twice gives you four progress boxes.

If the result instructs you to *Reveal a Danger* or *Find an Opportunity*, make that move now.

If You Roll a Miss...

On a miss, you do not mark progress and must make the *Reveal a Danger* move. You have been waylaid by a threat.

> You make the *Delve the Depths* action roll with +wits, and score a weak hit. You roll your oracle dice, and check the table for the outcome. A roll of 85 gives you "Take both: Mark progress and *Find an Opportunity*."
>
> This is a formidable site, so you mark one progress. Then, you make the *Find an Opportunity* move to resolve what you discover.

PROGRESS

○ TROUBLESOME   ○ DANGEROUS   ● FORMIDABLE   ○ EXTREME   ○ EPIC

+1 +2 +3 +4 +5 +6 +7 +8 +9 +10

DELVE THE DEPTHS SUMMARY

(1) **Envision your surroundings (page 23):** Portray the environment as appropriate to the site, or roll for a feature on the theme/domain cards. Use other oracles to add details or answer questions.

(2) **Consider your approach (page 26):** Envision the current situation and how you will attempt to traverse this area. Choose edge, shadow, or wits as the stat which best represents your approach.

(3) **Make the action roll (page 27):** Make a standard action roll using your selected stat. On a strong hit, mark progress and *Find an Opportunity*. On a weak hit, roll on the *Delve the Depths* table. On a miss, *Reveal a Danger*.

> **Reminder: if you are playing with allies, only one of you makes this move. They are the leader for this segment of the exploration. Other players contribute by helping set the scene and interpreting outcomes. Allies can also make the *Aid Your Ally* move to bolster the leader's action.**
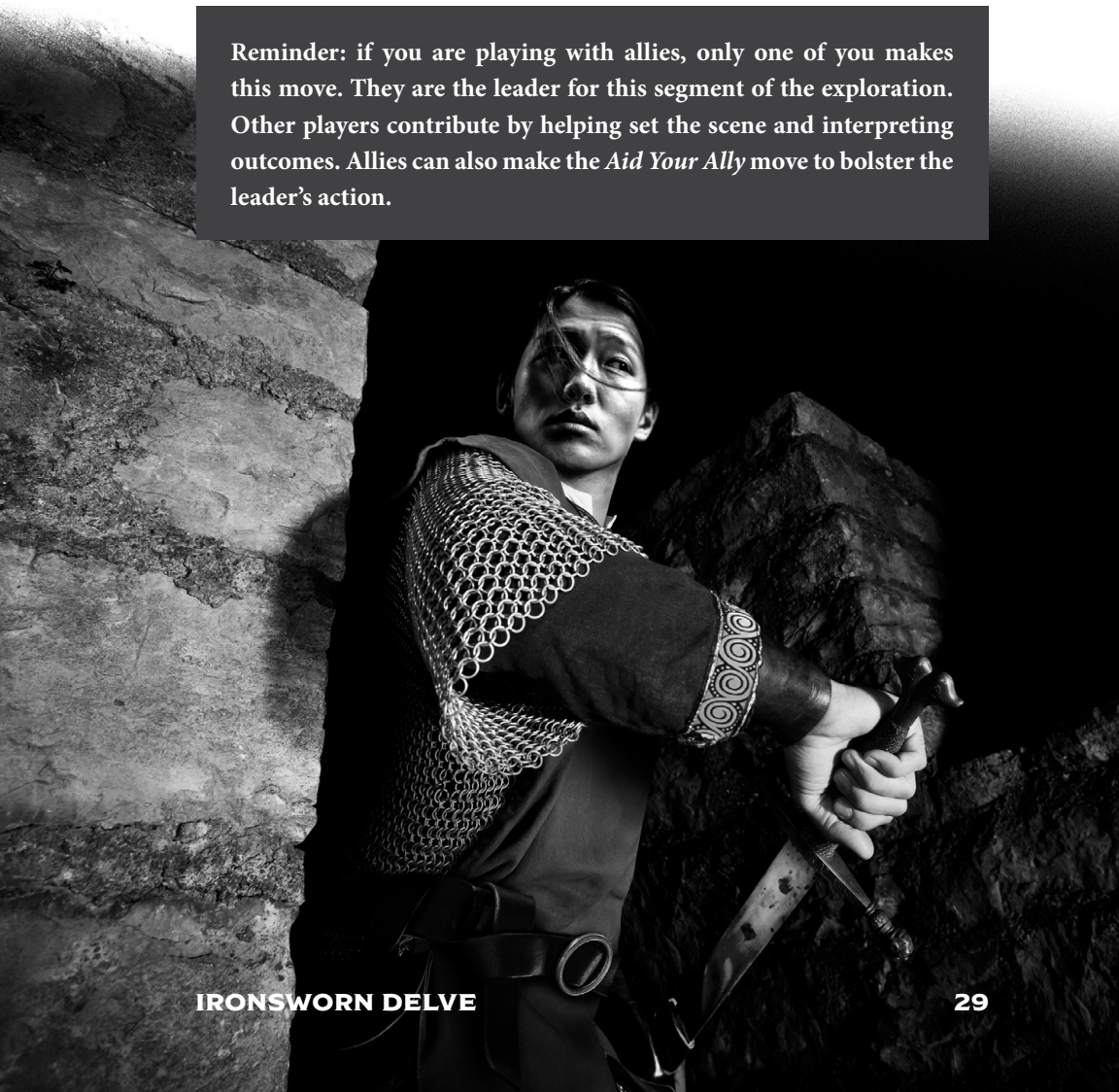
FIND AN OPPORTUNITY

When **you encounter a helpful situation or feature within a site**, roll on the following table. If you are making this move as a result of a strong hit on *Delve the Depths*, you may pick or envision an opportunity instead of rolling.

Then, choose one.

- Gain insight or prepare: Take +1 momentum.

- Take action now: You and any allies may make a move (not a progress move) which directly leverages the opportunity. When you do, add +1 and take +1 momentum on a hit.

Roll	Result
1-25	The terrain favors you, or you find a hidden path.
26-45	An aspect of the history or nature of this place is revealed.
46-57	You locate a secure area.
58-68	A clue offers insight or direction.
69-78	You get the drop on a denizen.
79-86	This area provides an opportunity to scavenge, forage, or hunt.
87-90	You locate an interesting or helpful object.
91-94	You are alerted to a potential threat.
95-98	You encounter a denizen who might support you.
99-00	You encounter a denizen in need of help.

This move represents discovering a helpful situation or feature within a site. It is a fortunate circumstance—not a willful action taken by your character—so is triggered only when you *Delve the Depths* and score a hit. It is always triggered on a strong hit with that move, and sometimes on a weak hit.

If you are playing with allies, the character who triggered *Find an Opportunity* as they *Delve the Depths* is the one to resolve the move. However, everyone at the table can participate in interpreting the outcome and describing the reactions of their character. Also, the rewards of this move may benefit your allies; see page 32 for how that works.

DEFINE THE OPPORTUNITY

If you triggered this move through a weak hit on *Delve the Depths*, make an oracle roll on the included **opportunity table**. Check your result and interpret the outcome as appropriate to the nature of the site and your current situation.

If you scored a strong hit on *Delve the Depths*, you may pick an outcome from the table without rolling. Or you can simply envision any moderately helpful circumstance as an opportunity. If you are unsure, or want to leave it in the hands of fate, *Ask the Oracle*.

INTERPRET THE OPPORTUNITY

Next, bring the opportunity to life. What do you encounter? How can it help you? The opportunity should make sense in the context of the site, the characteristics of this specific area, and the purpose of your exploration.

If you roll on the *Find an Opportunity* oracle and the response is difficult to interpret for your current situation, you can check up or down one row from your original answer, or reverse the digits (37=73). However, the abstract nature of these results should allow them to fit most circumstances.

If you need additional detail or clarification, *Ask the Oracle*.

> If you are playing in guided mode, the result of the *Delve the Depths* move—a strong hit or weak hit—can define who has narrative control over an opportunity. On a strong hit, the player defines the opportunity. On a weak hit, the GM has control.
>
> In the latter case, the GM may direct the player to roll on the *Find an Opportunity* table, or simply introduce an opportunity appropriate to the situation. Feel free to talk it over with the players, or *Ask the Oracle* for guidance.
>
> When this move is triggered by a weak hit, the opportunity should feel like a minor reward. It is a moment of hope or respite in an otherwise dire circumstance, rather than a dramatic shift in the character's fortunes. A strong hit on *Delve the Depths* can prompt a more powerful narrative opportunity, especially when paired with a match on the challenge dice.

ACT ON THE OPPORTUNITY

Finally, per the text of the move, use the opportunity to choose one:

- Gain insight or prepare: Take +1 momentum.
- Take action now: You and any allies may make a move (not a progress move) which directly leverages the opportunity. When you do, add +1 and take +1 momentum on a hit.

Take the first option if you don't want to take the chance of suffering a cost by making a move, if the opportunity doesn't lend itself to a move, or if you're more interested in building momentum without risk. This reward represents your improved confidence and position as you push deeper into the depths. If you are playing with allies, this benefit is limited to the character making the move.

Take the second option if you want to make an immediate move to leverage your opportunity. For example, you might find an area where you can *Make Camp* in relative comfort or safety. A clear path may allow you to *Delve the Depths* with renewed determination. Perhaps you can *Gather Information* to search an area or follow tracks.

> If you are exploring with allies, the "take action now" option is usable by anyone, and you may each make one move (not a progress move) which leverages this reward.
>
> However, don't bend the fiction to a breaking point by trying to justify a move which is tangential or unrelated to the opportunity. If there is a clear action for your character, take it. Otherwise, let someone else have the spotlight.
>
> Group moves which are made by a single character—such as *Delve the Depths* or *Make Camp*—still have that limitation when you *Find an Opportunity* and take action. However, the character who originally acted to *Delve the Depths* can pass control to any ally for the next group move.

Moving through the entry chamber of the **Infested Barrow**, you roll a weak hit as you *Delve the Depths* and trigger *Find an Opportunity*. There is something helpful here. What is it?

You roll 62 on the *Find an Opportunity* oracle table: "A clue offers insight or direction." Not sure how to interpret this, You *Ask the Oracle* using the Aspect and Focus tables. The oracle responds, "Marked opening."

You envision yourself facing multiple passages leading out of the entry chamber. You hesitate, staring into the inky blackness beyond each portal. Then, you catch sight of a dagger carved into the center of a stone archway. It is Themon's Dagger.

As you study the carving, a single drop of blood falls from the tip of the blade and splatters on the dusty floor. You shudder. Your path is clear.

You then apply the benefits of this discovery by making the *Delve the Depths* move with a bonus. You add +1 as you wade into the darkness beyond the archway.

REVEAL A DANGER

When **you encounter a risky situation within a site**, envision the danger or roll on the following table.

Roll	Result
1-30	Check the theme card.
31-45	Check the domain card.
46-57	You encounter a hostile denizen.
58-68	You face an environmental or architectural hazard.
69-76	A discovery undermines or complicates your quest.
77-79	You confront a harrowing situation or sensation.
80-82	You face the consequences of an earlier choice or approach.
83-85	Your way is blocked or trapped.
86-88	A resource is diminished, broken, or lost.
89-91	You face a perplexing mystery or tough choice.
92-94	You lose your way or are delayed.
95-00	Roll twice more on this table. Both results occur. If they are the same result, make it worse.

This move is the inverse of *Find an Opportunity*. It is triggered by a miss or weak hit when you *Delve the Depths*.

You can also trigger *Reveal a Danger* as a consequence of any complication or failure within a site. If you must *Pay the Price* when exploring, and want to introduce an outcome related to the location, make this move instead of referencing the *Pay the Price* table. For example, if you *Make Camp* within the depths of a **Wild Tanglewood**, and roll a miss, you can choose to *Reveal a Danger* instead of rolling on the *Pay the Price* table.

ENVISION THE DANGER

Much like *Pay the Price*, you can choose to simply introduce a danger that's a good fit for the current situation. If a dramatic outcome springs to mind immediately, go with it. Otherwise, you can put it in the hands of fate and roll on the included **danger table**. When you make your oracle roll on this table, the potential result spans three locations:

- 1-30 is found in the danger table on the theme card.

- 31-45 is found in the danger table on the domain card.

- 46-100 is found on the main *Reveal a Danger* table.

THEME

WILD

Nature prevails in this place.

FEATURES

1-4	Denizen's lair
5-8	Territorial markings
9-12	Impressive flora or fauna
13-16	Hunting ground or watering hole
17-20	Remains or carrion

DANGERS

1-5	Denizen hunts
6-10	Denizen strikes without warning
11-12	Denizen leverages the environment
13-14	Denizen wields unexpected abilities
15-16	Denizen guided by a greater threat
17-18	Denizen protects something
19-20	Hazardous terrain
21-22	Weather or environmental threat
23-24	Benign aspect becomes a threat
25-26	Overzealous hunter
27-28	Disturbing evidence of a victim's fate
29-30	Ill-fated victim in danger

DOMAIN

SHADOWFEN

A primeval marsh, cloaked in mist.

FEATURES

21-43	Narrow path through a fetid bog
44-56	Stagnant waterway
57-64	Flooded thicket
65-68	Island of dry land
69-72	Submerged discovery
73-76	Preserved corpses
77-80	Overgrown structure
81-84	Tall reeds
85-88	Camp or outpost
89-98	Something unusual or unexpected
99	You transition into a new theme
00	You transition into a new domain

DANGERS

31-33	Denizen hunts
34-36	Deep water blocks the path
37-39	Toxic environment
40-42	Concealing or disorienting mist
43-45	Hidden quagmire

Roll	Result
1-30	Check the theme card.
31-45	Check the domain card.
46-57	You encounter a hostile denizen.
58-68	You face an environmental or architectural hazard.
69-76	A discovery undermines or complicates your quest.
77-79	You confront a harrowing situation or sensation.
80-82	You face the consequences of an earlier choice or approach.
83-85	The path is blocked or trapped.
86-88	A resource is diminished, broken, or lost.
89-91	You face a perplexing mystery or tough choice.
92-94	You lose your way or are delayed.
95-00	Roll twice more on this table. Both results occur. If they are the same result, make it worse.

If you are playing as the GM when someone triggers the *Reveal a Danger* move, you determine how the danger manifests. You can simply introduce an appropriate danger, roll on the oracle table, ask the player to roll, or talk it out with the group.

If you are playing with allies, a danger can impact a particular character or the entire group. Envision the danger, resolve the situation, and apply mechanical and narrative costs as appropriate.

PLAY TO FIND OUT WHAT HAPPENS

Most results on the danger tables are a setup for a new threat or complication. You encounter an obstacle which must be overcome, or a foe who must be dealt with, or a mystery which must be solved. If you need clarification for an abstract or suggestive result, *Ask the Oracle*. Then, zoom in and resolve the situation. If a move is triggered, make it.

However, some results may suggest an immediate consequence, such as suffering a loss of spirit, harm, supply, or momentum. If so, make it happen. Varying the focus and nature of the dangers you encounter will help you manage the pace of your session. If it's interesting and dramatic, zoom in. Otherwise, apply the consequence and move on.

REINFORCING A PERILOUS ENVIRONMENT

When you travel overland using the *Undertake a Journey* move, your supply is reduced on a weak hit. This creates a sense of urgency, forcing you to manage your resources or seek help within a community.

When you *Delve the Depths*, the potential consequence of a weak hit is more open-ended. You have more options to absorb a failure through your status tracks and narrative complications. However, you also have fewer options to recover from failure. A *Sojourn* is probably not possible without retreating entirely from the site. Depending on the nature of a site, you may not have an opportunity to *Resupply* or *Make Camp*. The deeper you delve, the more you are pushing your limited resources, and the greater the cost if you are forced to retreat or flee.

Also, consider the effect of this place on your morale. You face darkness, fear, aberrant environments, deadly foes, and constant peril. This will wear on you. Consider *Endure Stress* as a natural outcome for the sights and situations you encounter in a site. Your stress track should function as an ever-present ticking clock, counting down to an agonizing choice: do you abandon this place, or risk losing yourself to it forever?

ADJUSTING THE SEVERITY OF A DANGER

The nature of the threat can also reflect your current situation and the outcome of the preceding move. If you trigger *Reveal a Danger* through a weak hit on *Delve the Depths,* you might have an opportunity to overcome or avoid the threat. For example, you *Face Danger* to avoid a sudden rockfall when exploring a **Mine**, and continue on your way unscathed.

A miss on *Delve the Depths* should trigger a danger that is dire, and has greater impact on your story. Even if you manage to overcome the threat, the effort or delay can carry a cost. For example, you escape immediate harm as you dive out of the way of the rockfall. But you must suffer a loss of momentum as you spend time and energy digging your way through the now-blocked passage.

For additional guidance and options for setting the severity of a danger, see Risk Zones on page 54.

You have descended deeper into the **Infested Barrow** in search of Themon's Dagger. After a string of successes, you roll a miss as you *Delve the Depths*. You must now *Reveal a Danger*.

You roll an 11 on the danger table. Results for 1-30 are found on the theme card, so you check there for your answer. "Denizen stalks you," the card tells you.

You envision catching sight of a pack of trogs behind you. Their pale eyes glimmer as they cling to the walls with gangly limbs. Then, a noise from ahead. More trogs. You are surrounded. What will you do? Decide, then play to see what happens.

THEME

INFESTED
Foul creatures dwell here.

FEATURES

1-4	Inhabited nest
5-8	Abandoned nest
9-12	Ravaged terrain or architecture
13-16	Remains or carrion
17-20	Hoarded food

DANGERS

1-5	Denizens swarm and attack
6-10	Toxic or sickening environment
11-12	Denizen stalks you
13-14	Denizen takes or destroys something
15-16	Denizen reveals surprising cleverness
17-18	Denizen guided by a greater threat
19-20	Denizen blocks the path
21-22	Denizen funnels you down a new path
23-24	Denizen undermines the path
25-26	Denizen lays in wait
27-28	Trap or snare
29-30	Victim's horrible fate is revealed

CHECK YOUR GEAR

When **you check to see if you have a specific helpful item**, and you have at least +1 supply, roll +supply.

On a **strong hit**, you have it. Take +1 momentum.

On a **weak hit**, you have it, but your resources are diminished. Take +1 momentum and suffer -1 supply.

On a **miss**, you don't have it and the situation grows more perilous. *Pay the Price.*

The isolation and perilous nature of a site may force you to consider what equipment you can bring to bear to overcome an obstacle. By default, the *Ironsworn* system is not concerned with tracking a detailed inventory. This may lead to situations where you aren't sure if you are prepared for an unexpected challenge. For example:

- Your enemies are coming across the bridge. Do you have a blade you can use to cut the rope support?

- Your ally is poisoned. Do you have an antidote in your herbalist's kit?

- The troll wants something for its collection. Do you have an appropriately shiny trinket?

When you check to see if you have a particular item on-hand, make this move.

On a strong hit, you've got it. You have the fictional framing to make moves (or avoid a move) using this item. Plus, you take a +1 momentum bonus to represent your readiness for this situation.

On a weak hit, you have it, but your resources are reduced. Take the +1 momentum reward and suffer -1 supply.

On a miss, you don't have what you need, and things get worse. You must *Pay the Price.* This may mean turning the peril of the current situation up a notch, or inflicting an immediate negative outcome.

CHECKING YOUR GEAR OUTSIDE OF A SITE

If you like what it adds to the game, you can consider *Check Your Gear* as part of *Ironsworn's* default move set. If so, you can trigger this move outside of site-based exploration.
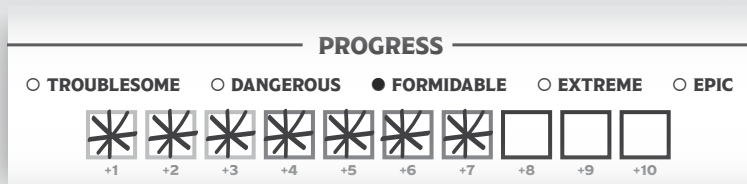
DON'T OVERDO IT

Save this move for dramatic moments. If you are prepared to explore a site, you can assume you are equipped with the basics (such as lighting, rations, and weapons). Make this move when looking for something specific or noteworthy.

PREFER TO IGNORE THIS MOVE?

Since this move is not essential to resolving your exploration of a site, you can consider it as an optional component. For example, if you prefer to keep a more detailed inventory for your character, this move may not be necessary. Or you might prefer to just handwave equipment entirely. If you think this move delivers an unnecessary level of detail, or not enough detail, you can ignore it and rely on your usual approach for managing gear.

> Your exploration of the Infested Barrow is almost at an end. You have accumulated seven progress, and are nearly ready to *Locate Your Objective*. Just a bit farther...
>
> ```
> ─────────────── PROGRESS ───────────────
> ○ TROUBLESOME   ○ DANGEROUS   ● FORMIDABLE   ○ EXTREME   ○ EPIC
> ✳  ✳  ✳  ✳  ✳  ✳  ✳  ☐  ☐  ☐
> +1  +2  +3  +4  +5  +6  +7  +8  +9  +10
> ```
>
> Unfortunately, you roll a weak hit on *Delve the Depths*, and trigger the *Reveal a Danger* move. Your check against the *Reveal a Danger* table tells you, "The path is blocked or trapped."
>
> Looking for clarification on the nature of this obstacle, you *Ask the Oracle* by rolling on the Aspect and Focus oracles. The oracle responds, "Deep Boundary."
>
> You envision a broken crevice blocking your way. You drop a stone into the chasm, and it falls into nothingness. You don't hear it hit bottom.
>
> "Is it narrow enough to jump across?" you ask the oracle, giving it 50/50 odds. "No," the oracle answers.
>
> What then? Perhaps use some rope tied to something overhead? Do you even have a rope? You *Check Your Gear* and roll a strong hit. You envision digging through your pack and pulling out a length of woolen rope.
>
> You have what you need to make your final push toward your objective.

LOCATE YOUR OBJECTIVE

Progress Move

When **your exploration of a site comes to an end**, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

On a **strong hit**, you locate your objective and the situation favors you. Choose one.

- Make another move now (not a progress move), and add +1.
- Take +1 momentum.

On a **weak hit**, you locate your objective but face an unforeseen hazard or complication. Envision what you find (*Ask the Oracle* if unsure).

On a **miss**, your objective falls out of reach, you have been misled about the nature of your objective, or you discover that this site holds unexpected depths. If you continue your exploration, clear all but one filled progress and raise the site's rank by one (if not already epic).

When you are ready to complete your exploration of a site, make this move. Since this is a progress move, you tally the number of filled boxes on your progress track. This is your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal. You may not burn momentum on this roll, and you are not affected by negative momentum.

This move is structured and functions similarly to *Reach Your Destination* (*Ironsworn Core*, page 68). Have you found what you were looking for? Are there additional obstacles in your path? Roll to find out.

When you score a strong hit, you locate your objective. Depending on the context of your objective, your task may be complete or you are well-positioned to take action. For example:

- You have traveled through a **Ravaged Cavern**, taking a more direct and perilous path through the Veiled Mountains, in your quest to reach the Shattered Wastes. With a strong hit on *Locate Your Objective*, you find the exit. You take +1 momentum as you ready yourself for the next phase of your adventure.

- You have delved into the heart of a **Fortified Mine** to rescue a friend held by raiders. With a strong hit on *Locate Your Objective*, you find where they are held. The guards are asleep. You add +1 as you *Face Danger* to sneak past without alerting them.

On a weak hit, something complicates your objective. Things are not what you expected, or an obstacle stands in your way. Envision what you encounter. Then, play to see what happens.

On a miss, things have fallen apart. Your objective lies somewhere else, you were mistaken about the nature of your objective, or you face a turn of events that undermines your purpose. Depending on the circumstances, this might mean your exploration ends in failure, or that you must push on while clearing all but one of your filled progress and raising the site's rank.

If you are traveling with allies, one of you makes this move. Each of you benefits (or suffers) from the narrative outcome of the roll. Only the character making the move takes the mechanical benefit of a strong hit.

Finally, consider how the objective impacts your quest. If this is a milestone, make the *Reach a Milestone* move. If this objective represents what you believe is the completion of your quest, *Fulfill Your Vow*.

> You have eight progress marked. Themon's Dagger awaits. Or does it? You *Locate Your Objective* to find out.
>
> You roll a weak hit. Per the text of the move: "You locate your objective but face an unforeseen hazard or complication."
>
> There's no need for an oracle roll to reveal what you find. You already have something in mind.
>
> You envision entering Themon's burial chamber. The place has high ceilings and ornate columns. Your torchlight sends shadows dancing against the far wall. A stone sarcophagus sits there, nestled in an alcove.
>
> The room is quiet. Dust glimmers in the still air.
>
> You head for the coffin. With little reverence, you hunch over and shove the lid. It scrapes across the sarcophagus, then falls to the floor with a thunderous crack. The contents are laid bare.
>
> The former king wears once-fine armor and an iron circlet. His eyes are black pits in a desiccated face. His hands—shriveled flesh stretched across yellow bones—hold a dagger to his sunken chest. The blade is bright silver, its edge stained with blood.
>
> You reach in and take hold of the weapon.
>
> Suddenly, Themon's hands grasp your own. The mouth opens with a dry snap. A blue light springs to life in the hollow eyes...

ESCAPE THE DEPTHS

When **you flee or withdraw from a site**, consider the situation and your approach. If you...

- Find the fastest way out: Roll +edge.
- Steel yourself against the horrors of this place: Roll +heart.
- Fight your way out: Roll +iron.
- Retrace your steps or locate an alternate path: Roll +wits.
- Keep out of sight: Roll +shadow.

On a **strong hit**, you make your way safely out of the site. Take +1 momentum.

On a **weak hit**, you find your way out, but this place exacts its price. Choose one.

- You are weary or wounded: *Endure Harm.*
- The experience leaves you shaken: *Endure Stress.*
- You are delayed, and it costs you.
- You leave behind something important.
- You face a new complication as you emerge from the depths.
- A denizen plots their revenge.

On a **miss**, a dire threat or imposing obstacle stands in your way. *Reveal a Danger.* If you survive, you may make your escape.

With the focus and effort devoted to exploring the site, getting back out after you *Locate Your Objective* can feel anticlimactic. *Escape the Depths* gives you a zoomed-out method of abstracting your exit from this place. With a single roll, you'll resolve what happens when you journey out of the depths.

You might also need to *Escape the Depths* when your resources are exhausted, the dangers prove too great, or if you are at the brink of calamity. When you need to get the hell out, make this move. If you later return to try again, you'll reduce the amount of accrued progress when you *Discover a Site* (page 19).

To escape a site, you can envision reversing course or heading for the nearest exit. To justify the move, feel free to introduce a convenient shortcut or a heretofore unknown exit. In open terrain, such as a **Tanglewood** or **Shadowfen**, your exit can be a path leading to safer territory.

If you are playing with allies, one of you will take the leadership role and make this move for the party.

On a strong hit, you are free and clear. Envision the escape as a montage. You persevere over any obstacles. For the moment, you are safe.

On a weak hit, you escape the site, but not without cost. Envision how the site exacted this price, and pick an option from the move.

If you score a weak hit when escaping with allies, consider how the cost impacts the group. You can each choose an option from the weak hit results—for example, one might suffer harm and another stress—or just inflict the cost on the acting character. A narrative cost such as "you face a new complication" can apply to the group as a whole.

On a miss, the depths block your escape. You must *Reveal a Danger*. Zoom in as you deal with this sudden turn of events. Per the text of the move, make it a dire threat or imposing obstacle. Make it hurt. If you overcome this challenge, you may then envision your successful escape from the site.

> You hold Themon's Dagger. The lifeless corpse of the Old World king lies at your feet. Your objective is complete. Now, you must *Escape the Depths*.
>
> Beset by howling trogs, you envision a mad rush back through the passages of the **Infested Barrow**. You roll +edge, and score a weak hit.
>
> You consider your options for the weak hit, and choose "A denizen plots their revenge." You picture the scene as you stumble through the tomb's entrance. The mid-day light is blinding. You have escaped. But you feel a cold certainty as you study the dagger. The king is not at rest, and will attempt to reclaim the bloodied blade.

DON'T MAKE THIS MOVE WHEN...

Don't make this move when you are not in a position to escape. If you are in the middle of a fight, you must defeat your foes or *Face Danger* to break away from the battle. If the path is blocked or hindered, deal with that obstacle first.

You also won't make this move if your sole objective in a site is to find your way out. In that case, when you successfully *Locate Your Objective*, you have the means to escape and can envision doing so without making another move.

Finally, if you would prefer to detail your journey back out of the depths, you can ignore this move. Instead, after you successfully *Locate Your Objective*, you should *Discover a Site*. Using the "If you are returning to a previously explored site..." option, roll both challenge dice, take the lowest value, and clear that number of progress boxes from the site progress track. Set a new objective to escape this place. When you successfully *Locate Your Objective* again, you have escaped.

MAKING OTHER MOVES

The *Delve* moves are not the only actions you will take within a site. Make other *Ironsworn* moves as appropriate to the circumstances and your intent. Take proactive actions when circumstances give you an opportunity. Make reactive moves when a situation forces you to avoid a threat or endure a hardship.
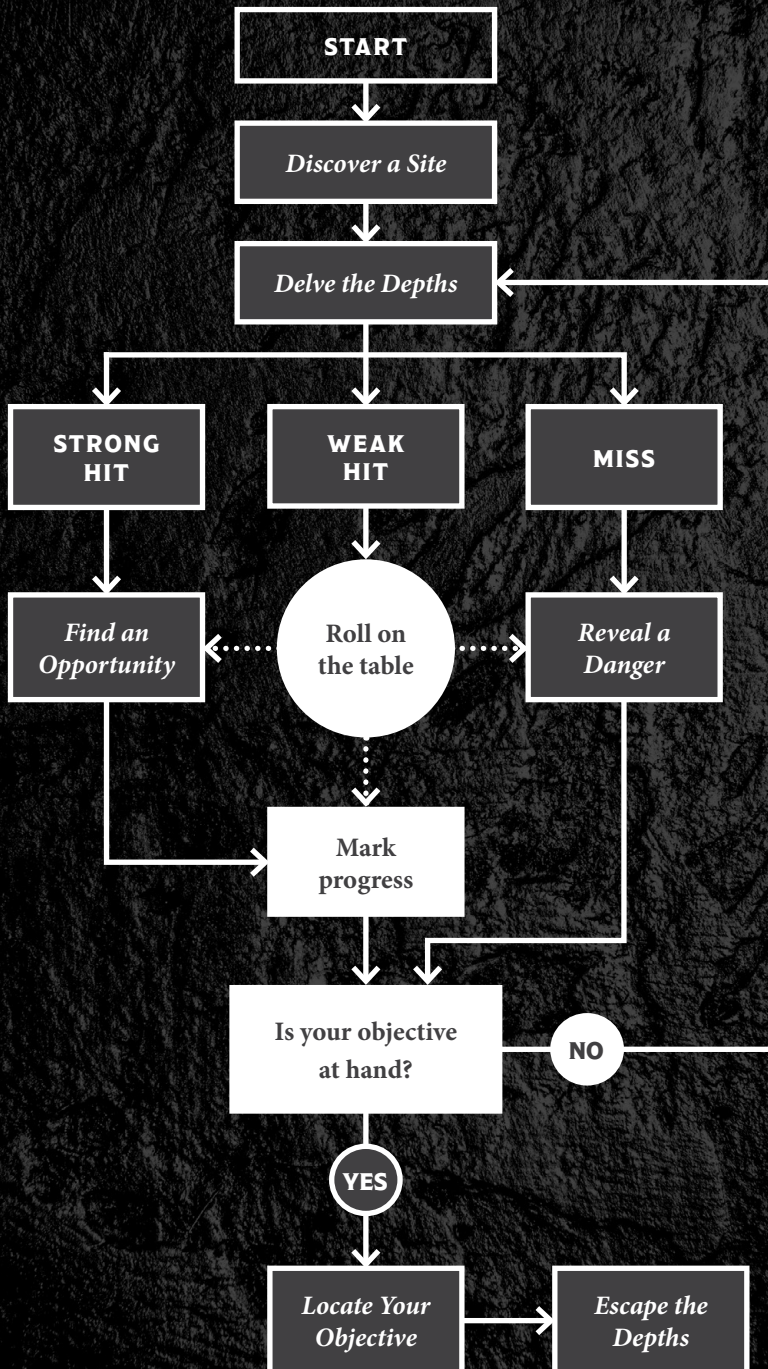
For example:

- You *Enter the Fray* as you are ambushed by a denizen.

- You find a place to rest and *Make Camp*.

- You search a storeroom to *Resupply*.

- You *Compel* a troll to let you pass.

- You *Face Danger* as you cross a raging underground river.

- You encounter a horrifying denizen, and *Endure Stress*.

- You *Swear an Iron Vow* to put a tormented spirit to rest.

- You use a ritual asset to weave forbidden magic.

Remember, your fictional framing will dictate the moves you *can* make and the moves you *must* make (*Ironsworn Core*, page 205). Lead with the fiction, and the moves and mechanics will follow naturally.

WHAT'S NEXT

- **When you're ready to delve deeper, check out Chapter 3 (page 51) for additional advice, techniques, and options.**

- **If you want to know more about the perilous sites within the Ironlands, jump to Chapter 4 (page 79).**

- **Need some new foes and encounters for your *Ironsworn* campaign? You'll find them in Chapter 5 (page 107).**

- **Interested in making the threats in your world more reactive and dangerous? See Chapter 6 (page 151).**

- **Do you want to introduce objects of power into your *Ironsworn* campaign? Check out Chapter 7 (page 163).**

- **And, finally, there's a host of new oracle tables in Chapter 8 (page 203).**

THE FLOW OF PLAY

```
                        ┌─────────────┐
                        │    START    │
                        └─────────────┘
                               │
                               ▼
                        ┌─────────────┐
                        │ Discover a  │
                        │    Site     │
                        └─────────────┘
                               │
                               ▼
                        ┌─────────────┐
                        │ Delve the   │◄──────────────┐
                        │   Depths    │               │
                        └─────────────┘               │
```

START

Discover a Site

Delve the Depths

STRONG HIT

WEAK HIT

MISS

Find an Opportunity

Roll on the table

Reveal a Danger

Mark progress

Is your objective at hand?

NO

YES

Locate Your Objective

Escape the Depths

SUMMARY OF CORE TERMS

AREA

An **area** (page 21) is an abstract representation of a segment of a site. In a **Fortified Stronghold**, a specific area might consist of a single chamber. In a **Wild Shadowfen**, an area can be a deer path winding for miles through a stagnant and misty morass. The size and detail will vary based on the nature of the site and the context of your exploration.

When you *Delve the Depths* (page 21), you envision the features of the area you must traverse, roll on the theme and domain cards, or use another oracle for inspiration. As you successfully navigate through an area, you mark progress.

DANGER

A **danger** is triggered by moves or fictional circumstances. When you encounter a danger within a site, make the *Reveal a Danger* move (page 34). This move, and the theme and domain cards, provide random tables to help envision the threat you'll face.

DENIZEN

A **denizen** is a person, creature, or group you may encounter within a site. When you *Discover a Site* (page 19), envision potential denizens, and add them to the denizens matrix on your site worksheet. As you explore a site, you may reveal new aspects of those inhabitants or uncover new denizens.

Learn more about denizens and the denizens matrix in Chapter 5 (page 107). Other foes and encounters are available in *Ironsworn Core* (page 133).

DOMAIN

When you *Discover a Site* (page 19), choose a **domain** to represent the physical characteristics of this place. A **Cavern** is a dark realm of twisting tunnels and claustrophobic chambers. A **Shadowfen** is a foul marshland. A **Stronghold** is a defended fortress.

Together, the theme and domain help you visualize your exploration of the site and reveal features and dangers. They are formatted as tarot-sized cards.

Learn more about the default domains on page 88.

FEATURE

As you *Delve the Depths* (page 21), you will envision your surroundings, including the terrain or architecture and what you find within. If you're unsure, you can use the **feature tables** on the theme and domain cards.

If you are playing solo or co-op without a GM, you will use these oracles to help envision your surroundings and encounters. If you are the GM, you can choose to roll on the feature tables (or ask a player to roll), or simply use them for inspiration when appropriate.

OBJECTIVE

Your **objective** is your purpose for exploring this site. As you D*elve the Depths* (page 21), you mark progress toward your objective. When you *Locate Your Objective* (page 40), you'll make a progress roll to see what happens when you reach the end of your expedition.

OPPORTUNITY

An **opportunity** is the opposite of a danger. It represents a place or circumstance within the depths of a site which gives you some advantage. An opportunity is sometimes triggered by success on the *Delve the Depths* move (page 21), and is resolved with the *Find an Opportunity* move (page 30).

SITE

The **site** is the physical location you will explore in your quest. When you *Discover a Site* (page 19), choose a theme and domain card to represent its nature. When you enter a site, *Delve the Depths* (page 21) to resolve the outcome of your exploration and the progress toward your objective.

THEME

When you *Discover a Site* (page 19), choose a **theme** to represent the nature of this place. If you choose **Infested**, you will envision this site as overrun by swarms of foul creatures. If you choose **Corrupted**, dark magic has tainted this place.

Together, the theme and domain help you visualize your exploration of the site and reveal features and dangers. They are formatted as tarot-sized cards.

Learn more about the default themes on page 84.