

IRNSWORN



**DELVE
MOVES**

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DELVE MOVES

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.

DELVE THE DEPTHS

When you explore a perilous site in search of your objective, roll on the theme/domain feature tables or envision your surroundings for each area you traverse. 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.

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

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

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: 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 into your quest.
69-78	You get the drop on a potential foe.
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.

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	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.

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*.

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).

ESCAPE THE DEPTHS

When you flee or withdraw from a site by retracing your steps or seeking the fastest way out, roll +wits.

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

On a **weak hit**, you find your way out, but this place exacts its price. You and your allies must each choose one.

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

On a **miss**, this place hinders your departure. You must *Reveal a Danger*. If you survive, you may attempt to *Escape the Depths* again and add +1.