

IRONSWORN DELVE



**PERILOUS EXPEDITIONS
FOR THE IRONSWORN RPG**

IRONSWORN



DELVE

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Preview Release: July 7, 2019

This is an early and incomplete draft for preview and playtesting purposes. Please excuse the rough edges.

If you have questions, feedback, or would like to stay informed of news and updates, please join the Ironsworn discord server at:

<http://bit.ly/Ironsworn-Discord>

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CHAPTER 1

AT THE THRESHOLD

Delve is a supplement for the *Ironsworn* roleplaying game, focused on exploration and adventures within perilous locations. You'll need the *Ironsworn* rulebook to utilize this supplement, along with some printable reference sheets and cards. Those materials are freely available at ironswornrpg.com.

In this book you'll find new moves, oracles, NPCs, and gameplay guidance and options. This supplement assumes you are playing in the default setting of the Ironlands, but you can easily adapt to your own world.

THE BASICS

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

In *Delve*, these locations are called a **site**. If you're interested in giving your exploration of a site additional detail and focus, you can plug the gameplay options included in this supplement directly into your *Ironsworn* campaign.

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 a site and reveal dangers and opportunities as you explore. If you are running an *Ironsworn* campaign as a GM, you'll find inspiration and mechanics to facilitate no-prep gameplay.

USING DELVE IN YOUR CAMPAIGN

Because the gameplay and fiction of your *Ironsworn* sessions are focused on your sworn vows, your purpose for delving a site will be in pursuit of a quest. You have a crucial objective 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, and they have 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*. If, however, the dangers prove too great, the horrors too overwhelming, you may be forced to flee. Or, you may find your body or sanity broken, lost forever to the depths.

What dangers will you face? What opportunities will you discover? Will you find your objective? Will you return from the depths? If so, what price will you pay?

Play to find out.

Keep in mind that *Delve* is not intended to emulate a “dungeon crawl” experience. The detail of a site is somewhat abstracted, and traditional fantasy RPG rewards such as loot are not a factor. It is your sworn vows that bring you here. It is those vows that will carry you deeper within a site even as the darkness and dangers close in.

WHAT ELSE YOU NEED

Since *Delve* is a plugin for your *Ironsworn* campaign, you’ll leverage your existing dice, character sheet, and asset cards.

Some additional materials specific to *Delve* are available. This includes:

- **Theme and domain cards**, which represent the nature of the site you will explore. These are available as digital downloads for printing or online reference. Or, you can purchase preprinted cards.
- A **moves reference sheet**, which includes the six new moves that help resolve your perilous exploration of the depths.
- A **site worksheet**, which you can use to track your progress within a site, make notes or maps, and identify the denizens of the place.

Visit ironswornrpg.com to download the *Delve* reference materials. To learn more about setting up your playscape, see page 10.

THE NEW MOVES

Delve provides seven new moves to help resolve your exploration of a site. Six of these moves are specific to site-based adventures. The seventh is a general purpose move which can be triggered outside of a site.

As in the core *Ironsworn* system, 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.

The *Delve* moves are:

- *Discover a Site* (page 5): 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 25): Make this move as you explore the site in search of your objective. Success on this move will then allow you to mark progress towards your goal, and may reveal opportunities or dangers.
- *Find an Opportunity* (page 34): 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 38): 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 42): When you check to see if you have a specific item that can help you overcome an obstacle, make this move. Unlike the other *Delve* moves, *Check Your Gear* can be used outside of a site.
- *Locate Your Objective* (page 44): This is a progress move. Make this move when you feel that your exploration of the site is nearly 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 46): 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.

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 new potential milestones for your 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 leverage 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 raider's demands. You visit the raider's 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" and "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.

Once you've determined that you must enter a perilous site, you can leverage the moves and oracles in this supplement to resolve your exploration. You'll start by triggering the *Discover a Site* move.

CHOOSING A THEME AND DOMAIN

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

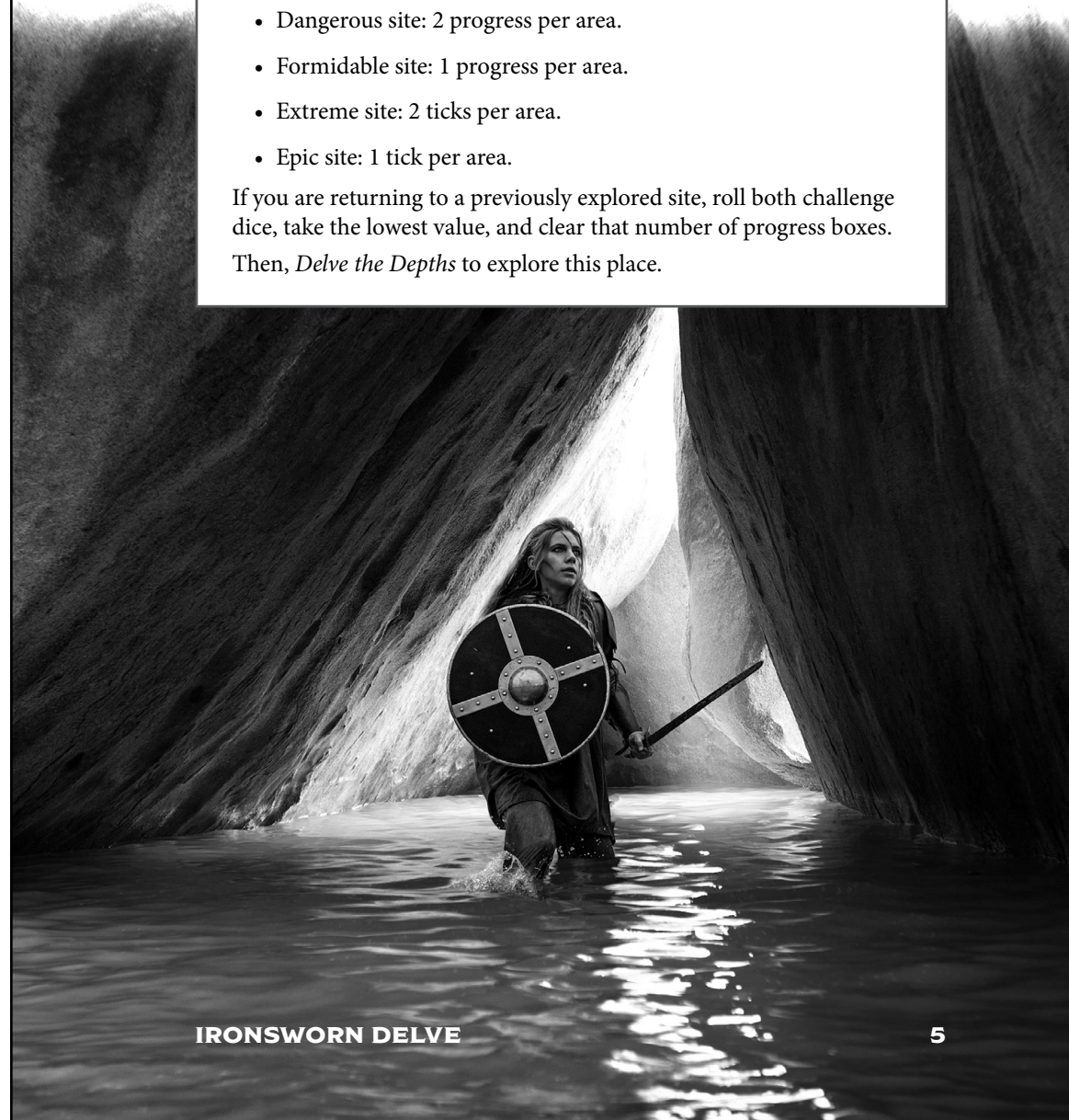
DISCOVER A SITE

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.



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

The **domain** represents the physical characteristics of the site. It is the terrain or architecture you must traverse. If you choose **Cavern**, you will envision a dark place of natural stone passages and chambers. A **Shadowfen** is a foul marshland. An **Underkeep** is a mysterious underground complex.

Together, the domain and theme help you visualize your exploration of the site, and provide oracle tables for **features** and **dangers**.

Themes and domains are formatted as tarot-sized cards, and are available as a free print-and-play download at ironswornrp.com.

THEME	DOMAIN
<p>CORRUPTED This place is tainted by dark magic.</p> <p>FEATURES</p> <ul style="list-style-type: none"> 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 <p>DANGERS</p> <ul style="list-style-type: none"> 1-5 Denizens spawn from dark magic 6-10 Denizens control dark magic 11-12 Denizens corrupted by dark magic 13-14 Dark magic 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 	<p>CAVERN A place of stone and darkness.</p> <p>FEATURES</p> <ul style="list-style-type: none"> 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 <p>DANGERS</p> <ul style="list-style-type: none"> 31-33 Cave-In 34-36 Flooding 37-39 Deep fissures 40-42 Crumbling escarpment 43-45 Collapsing sinkhole

CHOOSE A THEME

<p>ANCIENT This place holds the secrets of a bygone age.</p>	<p>CORRUPTED This place is tainted by dark magic.</p>
<p>FORTIFIED Foes defend this place against intruders.</p>	<p>HALLOWED Devotants worship in this place.</p>
<p>HAUNTED Restless spirits are bound to this place.</p>	<p>INFESTED Foul creatures dwell in this place.</p>
<p>RAVAGED This place is laid waste by time or strife.</p>	<p>WILD Nature prevails in this place.</p>



CHOOSE A DOMAIN

 <p>BARROW The dead are enshrined here.</p>	 <p>CAVERN A place of stone and darkness.</p>
 <p>FROZEN CAVERN A place of deep caves and enduring cold.</p>	 <p>ICE REACH A frigid landscape formed of frozen seas.</p>
 <p>MINE Tunnels dug greedily and deep.</p>	 <p>RUIN The crumbling legacy of a long-dead civilization.</p>
 <p>PASS Treacherous paths over high mountains.</p>	 <p>SEA CAVE Stone passages carved by ocean waves.</p>
 <p>SHADOWFEN A primeval marsh, cloaked in mist.</p>	 <p>STRONGHOLD A fortress secured against trespassers.</p>
 <p>TANGLEWOOD A perilous forest of eternal shadow.</p>	 <p>UNDERKEEP An age-old subterranean bastion.</p>

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

Print your theme and domain cards, shuffle them in separate decks, and draw a card from each deck.

Roll

Utilize the theme and domain oracles on page XX to generate a random result.

Generate

Utilize the site oracle on page XX to pick a themed, preset site.

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 this place: 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.

USING MULTIPLE THEMES AND DOMAINS

Once you've gained some experience using *Delve* in your campaign, you can add even more detail to a site by utilizing an additional theme or domain card. For example, a **Haunted Fortified Stronghold** (two themes and one domain) might be a place held by raiders and plagued by vengeful spirits.

To learn more about using multiple themes or domains see page XX.

CREATING YOUR OWN THEMES AND DOMAINS

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

SETUP 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 free 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 will share the site worksheet and theme and domain 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

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 the lowest value, and clear that number of progress. Then, Delve the Depths to explore this place.

DELVE THE DEPTHS

When you explore a perilous site in search of your theme/domain feature tables or envision your surroundings as you traverse 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 at 10. On a weak hit, roll on the following table according to your roll.

Edge	Shadow	Wits	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 Opportunity.
76-80	91-99	81-99	Take both: Mark progress and Opportunity.
81-00	00	00	Mark progress twice.

On a miss, Reveal a Danger.

FIND AN OPPORTUNITY

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

Then, choose one:

 - Gain insight or prepare: Take +1 momentum.
 - Take action now: Make a move (not a progress leverages the opportunity. When you do, add momentum on a hit.

Roll	Result
1-25	The terrain favors you, or you find a hideout.
26-45	An aspect of the history or nature of this site 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 secure your progress.
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 supply you with information.
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.

IRNSWORN DELVE

THEME

INFESTED

Foul creatures dwell in this place.

FEATURES

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

DANGERS

- 1-5 Denizens swarm and attack
- 6-10 Toxic or sickening environment
- 11-12 Denizens stalk you
- 13-14 Denizens take or destroy something
- 15-16 Denizens reveal surprising cleverness
- 17-18 Denizens guided by a greater threat
- 19-20 Denizens block the path
- 21-22 Denizens funnel you down a new path
- 23-24 Denizens undermine the path
- 25-26 Denizens lay 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 Trap
- 34-36 Grave guardian
- 37-39 Disturbing discovery
- 40-42 Crumbling architecture
- 43-45 Grave goods with hidden dangers

SITE WORKSHEET

SITE NAME: _____

THEME: _____

OBJECTIVE: _____

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	UNFORSEEN	00

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

- ① Choose or introduce a denizen based on the situation and what you know of this place.
- ② Roll on the matrix to generate a random encounter. If the field is blank, add a new denizen.
- ③ Identify a denizen as "likely" to appear and Ask the Oracle. If the answer is "no", roll on the matrix.
- ④ Pick two denizens, rate one as "likely" and Ask the Oracle to determine which you encounter.

MAP / NOTES

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CHAPTER 1 | AT THE THRESHOLD

If you are a player, you should also have your standard *Ironsword* kit as part of your playscape: Character sheet, assets, dice, and your preferred reference 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 XX.

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.

It is this 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.

IRNSWORN DELVE

THEME

INFESTED

Foul creatures dwell in this place.

FEATURES

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

DANGERS

- 1-5 Denizens swarm and attack
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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
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- 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 Trap
- 34-36 Grave guardian
- 37-39 Disturbing discovery
- 40-42 Crumbling architecture
- 43-45 Grave goods with hidden dangers

SITE WORKSHEET

SITE NAME: *Themon's Rest*

THEME: *Infested*

OBJECTIVE: *Find Themon's Dagger*

DOMAIN: *Barrow*

PROGRESS

○ TROUBLESOME ○ DANGEROUS ○ FORMIDABLE ○ EXTREME ○ EPIC

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

IRNSWORN DELVE

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GIVE THE SITE A RANK

Per the *Delve the Depths* 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 **Shadowfen** is a minor marshland. 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 a 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.

As noted in the *Delve the Depths* 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, you must roll both challenge dice, take the lowest, and erase 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 can probably make some assumptions based on the site's theme and domain. Also, you may have already learned something of the site through the your investigations or through the established facts of your setting.

For the sake of simplicity, denizen is used 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 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 tribe of fanatic 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 hart of a **Wild Tanglewood**, but an elder wolf and her pack also lair there.
- You have sworn to put to rest the long-dead seafarers, now bonewalkers, who lurk within a **Haunted Sea Cave**.

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 XX for more on using the matrix in play. For now, mark a few potential denizens based on what you know of this place. What does the theme and domain suggest? 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?

You may not have all of the answers to those questions. That's fine. You'll introduce encounters and potential foes through play. Leave many—or even most—of the fields blank to fill in as you explore. NPCs in *Ironsworn* don't have mechanical detail, so it's easy to introduce them on-the-fly.

You'll find sample NPCs starting in Chapter 5 (page 133) of the core *Ironsworn* rulebook, and more NPCs in Chapter 3 (page XX) of this guide. You can also use the denizen oracles (page XX) to randomly generate denizens.

If you are the GM, you can share information on potential denizens as appropriate to the character's knowledge of this place. Or, you can reveal details as the characters explore. Don't worry about fleshing out the specifics upfront. 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 mark them in 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 mark 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. Roll on the matrix to generate a random encounter. If the field is blank, add a new denizen. Identify a denizen as 'likely' to appear, and Ask the Oracle. If the answer is "no", roll on the matrix. 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 lay 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 lay before them. Here—and within the site itself—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 5).** Select a theme and domain based on what you know of the nature of this place, or *Ask the Oracle*.
- 2** **Set up your playscape (page 10).** Ready your moves reference, site worksheet, and theme and domain cards.
- 3** **Name the site (page 11).** Give the site 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).** Give the site a rank of troublesome, dangerous, formidable, extreme, or epic. Mark the rank on the site worksheet.
- 5** **Choose denizens (page 13).** Envision some potential inhabitants of the site and mark them in the denizens matrix on the site worksheet.
- 6** **Envision the scene (page 16).** Set the scene as you prepare to *Delve the Depths*.

The next chapter explains the *Delve* moves and the flow of play as you explore a site. It is suggested that you give this section at least a quick read before starting, and then refer back to it as necessary to answer questions. Once you understand the basics, you can rely on your printed reference materials to help manage your session.

The other material in this book provides options, inspiration, and reference. It includes:

- Options and techniques to customize your *Delve* experience (page XX)
- New NPC's and threats, useful as denizens for sites and as encounters within the Ironlands (page XX)
- Inspirational oracles to help resolve questions and add detail to your exploration of a site (page XX)

COMMON TERMS

AREA

An **area** is a semi-abstract representation of a particular zone 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*, you envision the features of the area you must traverse, or roll on the theme and domain cards for inspiration. When you successfully navigate through an area, you mark progress.

To learn more, see page 25.

DANGER

A **danger** is triggered by moves or fictional circumstances. When you encounter a danger within a site, you'll make the *Reveal a Danger* move (page 38). This move, and the theme and domain cards, provide a random table to help envision the threat you'll face. If you are the GM, you can roll on the *Reveal a Danger* table (or ask the player to roll), or simply introduce a dramatic threat that is a good fit for the current situation.

DENIZEN

A **denizen** is a person or creature you may encounter within a site, or a group of persons or creatures. When you introduce a site, you will envision some expected inhabitants and encounters using the site worksheet (page 13). If you are playing without a GM, this list may be vague or specific depending on the information you have on the nature of this place and its occupants. If you are the GM, this list will help you manage events and encounters.

For the sake of simplicity, denizen is used 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.

To learn more about denizens, see page XX.

DOMAIN

When you prepare to enter a site, you will choose a **domain** card to represent the physical characteristics of this place. If you choose **Cavern**, you will envision this site as an dark place of natural stone passages and chambers. A **Shadowfen** is a foul marshland. A **Stronghold** is a defended fortress.

Together, the domain and theme cards help you visualize your exploration of the site and provide oracle tables for features and dangers.

To learn more about the domains, see page 5.

FEATURE

As you explore the site, you will envision your surroundings, including the terrain or architecture and what you find within. If you're unsure, you can use the **features** oracle tables on the theme and domain cards. If you 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 *Delve the Depths*, you will mark progress towards your goal. When you *Locate Your Objective*, you'll make a progress roll to resolve your expedition.

OPPORTUNITY

An **opportunity** is the opposite of a danger. It represents a place or circumstance within the depths of a site which give you some advantage. An opportunity is sometimes triggered by success on the *Delve the Depths* move (page 25), and is resolved by the *Find an Opportunity* move (page 34).

SITE

The **site** is the physical location you will explore in your quest. When you *Discover a Site*, you choose a theme and domain card to represent its nature. When you enter a site, you make moves to resolve the outcome of your exploration and the progress towards your objective.

THEME

When you prepare to enter a site, you will choose a **theme** card 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.

To learn more about the themes, see page 5.



CHAPTER 2

INTO THE DEPTHS

THE DELVE MOVES

As you delve a perilous site, you'll trigger moves. The moves included with this supplement help you resolve the outcome of your exploration—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 in the narrative of your exploration. For a quick reference to these moves, without commentary and examples, see Appendix A (page XX). Or, you can download and print the *Delve* moves reference sheet from ironswornrpg.com.

As discussed in the previous chapter, you begin by introducing the nature of this place 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 5 for details on choosing your site templates and setting up your playscape.

RETURNING TO A PREVIOUSLY EXPLORED SITE

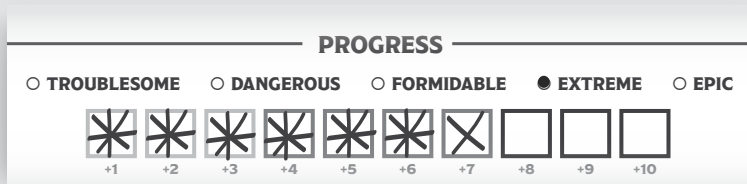
A site may prove too perilous, forcing you to flee or abandon your delve. Perhaps you are wounded, or shaken, or *Out of Supply*. Or, you might face a narrative complication which sends you out of the site.

If you later return to continue your exploration, you can leverage 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

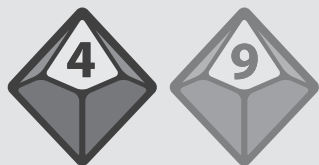
lowest value, and clear that number of progress boxes. A low result means your experience here can be leveraged as you return, allowing you to speed your way through previously explored terrain. A high result indicates that something has changed, your foes have bolstered their defenses, or the nature of this pace 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.

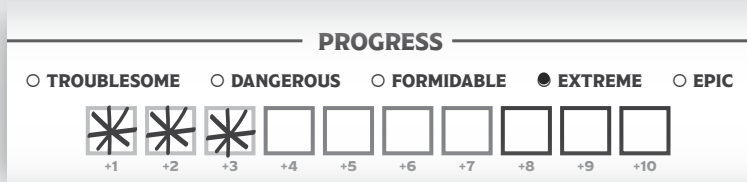
For example, you abandon an extreme site after accruing six filled progress and two ticks in the seventh box.



When you return to the site, you roll a 4 and a 9 on your challenge dice. 4 is the lowest value; the 9 is ignored.



You then clear four boxes on your progress track (including the partially fixed 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 of your progress boxes.

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

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*.

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 an 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 33.

WHAT IS AN AREA?

The portion of the site you attempt to traverse when you make this move is called an **area**. This is a semi-abstract representation of a particular zone 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. Simply put, 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-to-room dungeon crawling. Instead, the individual passages and spaces of a site can be abstracted.

Adjust the focus as you move through areas. Zoom out 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. Imagine your exploration as cinematic montages, interspersed with scenes which reveal details, introduce threats, or deepen your character.

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.

SET THE SCENE

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. Per the text of the move:

...roll on the theme/domain feature tables or envision your surroundings for each area you traverse.

Take a look at your theme and domain cards. They both include a **features oracle 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	Denizens protect an ancient secret
15-16	Denizens revere 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	Toxic environment
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 hides a hidden danger
43-45	Ancient secrets best left buried

Instead of rolling to generate a feature, you may envision the terrain or nature of the current area. You might decide that the current surroundings will require additional time to traverse, or you might simply assume you are moving through a specific terrain or architecture. 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 amount 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 already transitioning out of a unique area.

Something Unusual or Unexpected

Each domain card also includes a special 89-98 answer on the features oracle table: “Something unusual or unexpected”. If you roll this result, you can leverage another oracle to get your answer, such as the Action and Theme oracles (page 174 in the core rulebook), or the Aspect and Focus oracles (page XX). Or, simply envision what you encounter as appropriate to the current situation. Make it dramatic and surprising.

Transitioning into a New Theme or Domain

Finally, 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**. Or, you might stumble across a **Ruin** while navigating a **Tanglewood**. Discard the existing theme or domain and add the new one to your playscape. Then, envision what you encounter and how this transition manifests in your story. Your objective lies within.

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	Cave-In
34-36	Flooding
37-39	Lurking denizen
40-42	Rushing current
43-45	Claustrophobic squeeze

Add Detail

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

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

You make your way into the **Infested Barrow** in search of Themon’s Dagger, a priceless relic of the Old World. You envision moving warily through the entrance. The place smells of must 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 features oracle 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 quite sure how to interpret the result, so you *Ask the Oracle* and roll on the Focus table (page XX). 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.

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	Trap
34-36	Grave guardian
37-39	Disturbing discovery
40-42	Crumbling architecture
43-45	Grave goods with hidden dangers

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 put narrative control in the hands of 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 circumstances, 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 will make this move. You are leading this phase of the exploration. Other characters can attempt to bolster your action by making the *Aid Your Ally* move, using whatever stat is appropriate to their action. The leadership role may change from area to area as appropriate to the situation and your approach.

You envision moving through the entry chamber of the **Infested Barrow**, treading carefully across the morass of 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 <i>Find an Opportunity</i> .	On a weak hit , roll on the following table according to your stat.	On a miss , <i>Reveal a Danger</i> .
---	--	---

If You Roll a Strong Hit...

If you roll a strong hit, this phase of your exploration has gone well. You have the advantage, and are pushing further 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, you may make the *Find an Opportunity* move (page 34).

If You Roll 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	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> .

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 leveraged wits, that same roll tells you to mark progress and *Reveal a Danger*.

Each stat offers advantages and disadvantages:

- **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, 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									
<input type="radio"/> TROUBLESOME	<input type="radio"/> DANGEROUS	<input type="radio"/> FORMIDABLE	<input checked="" type="radio"/> EXTREME	<input type="radio"/> EPIC					
									
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

DELVE THE DEPTHS SUMMARY

- 1 Set the scene (page 27): Envision your surroundings, or roll on the theme/domain features tables. Use other oracles to add detail or answer questions.
- 2 Envision your approach (page 30): 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 31): 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 can 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 your 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 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.

You will not directly trigger this move as your character. You cannot choose to *Find an Opportunity* unless a move or asset gives you that option. Typically, you will make this move as a result of a strong or weak hit when you *Delve the Depths*.

If you are playing with allies, the character who triggered this move is the one to make 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 36 for how that works.

DEFINE THE OPPORTUNITY

If you triggered this move through a weak hit on *Delve the Depths*, you will make an oracle roll using the included 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, roll again. 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 which is appropriate to the circumstances. 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.

ACT ON THE OPPORTUNITY

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

- Gain insight or prepare: Take +1 momentum.
- Take action now: You or an ally 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 risk making a move, or if the opportunity doesn't lend itself to a move. The momentum 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. Or, 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.

Also, more than one character may not make moves—such as *Delve the Depths* or *Make Camp*—which would otherwise be made by a single character.

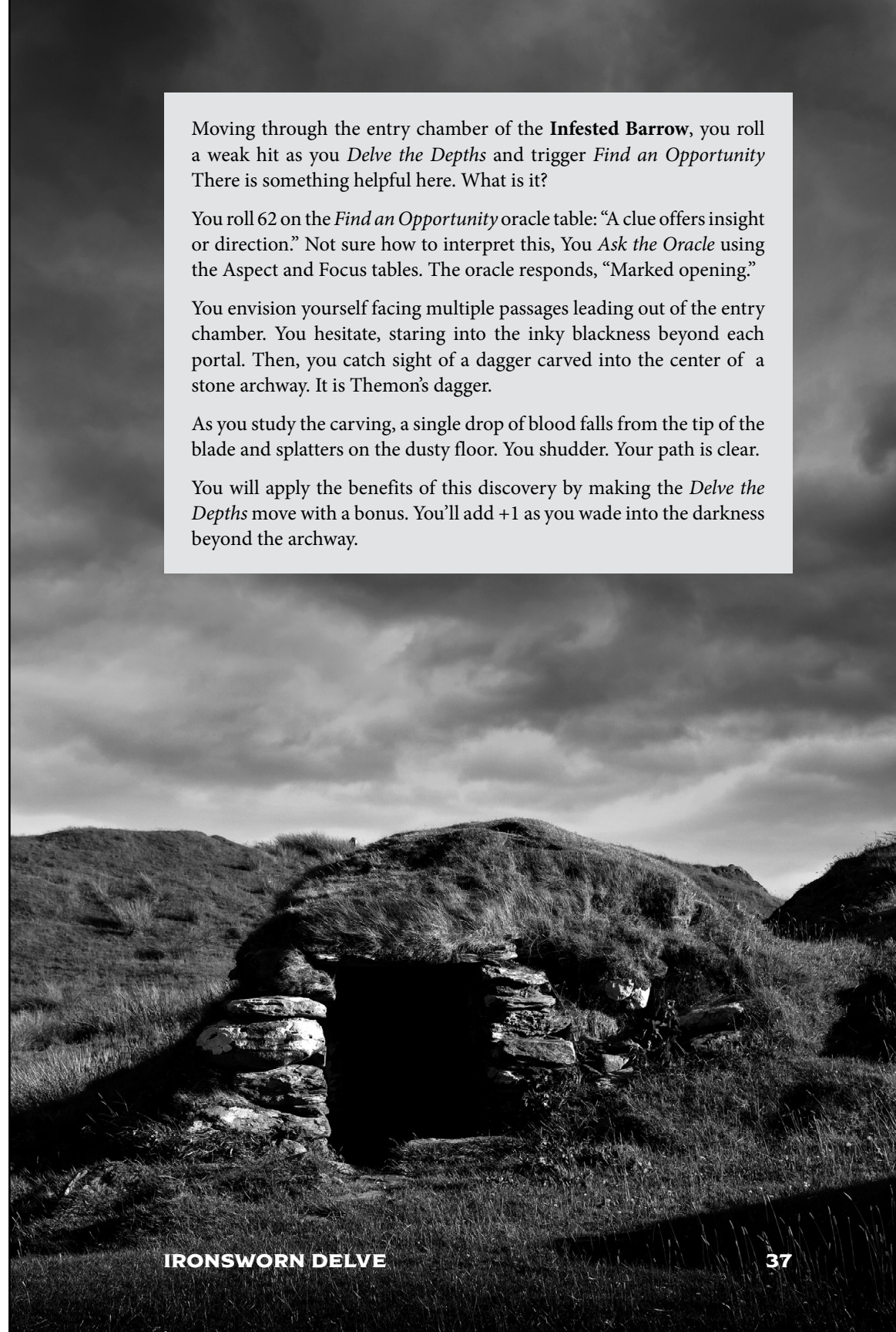
Moving through the entry chamber of the **Infested Barrow**, you roll a weak hit as you *Delve the Depths* and trigger *Find an Opportunity*. There is something helpful here. What is it?

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 will apply the benefits of this discovery by making the *Delve the Depths* move with a bonus. You'll 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	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.

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 being forced to *Pay the Price*. If you must *Pay the Price* when exploring a site, and want to introduce an outcome related to the location, make this move. 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 referencing the *Pay the Price* table. This move is another tool in your kit of perilous outcomes.

ENVISION THE DANGER

Much like *Pay the Price*, you can choose to roll on the included **dangers table**, or 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. When you make your oracle roll to *Reveal a Danger*, the potential result spans three locations:

- 1-30 is found in the dangers table on the theme card.
- 31-45 is found in the dangers table on the domain card.
- 46-100 is found in the *Reveal a Danger* table.

When you roll 1-30,
check the theme card.

When you roll 31-45,
check the domain card.

THEME	
WILD	
Nature prevails in this place.	
FEATURES	
1-4	Denizen's lair
5-8	Viewpoint
9-12	Impressive flora or fauna
13-16	Hunting ground or watering hole
17-20	Remains or carrion
DANGERS	
1-5	Weather or environmental threat
6-10	Denizens hunt
11-12	Denizens strike without warning
13-14	Denizens leverage the environment
15-16	Denizens wield unexpected abilities
17-18	Denizens guided by a greater threat
19-20	Denizens protect something
21-22	Terrain hinders you
23-24	Overzealous hunter
25-26	Benign aspect becomes a threat
27-28	Disturbing evidence of a victim's fate
29-30	Hapless 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	Deep water blocks the path
34-36	Lurking denizen
37-39	Toxic environment
40-42	Concealing 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.

When you roll 46-100,
check the move table.

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 danger tables, 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 as appropriate to the circumstances. Envision the danger, discuss your reactions, resolve the situation, and apply mechanical and narrative penalties as appropriate.

PLAY TO SEE WHAT HAPPENS

The majority of the 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 rolled a result and need clarification, *Ask the Oracle*. Then, zoom in and play to see what happens. 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 further 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 should carry a cost. For example, you escape immediate harm as you dive out of the way of the rockfall. But, you must suffer -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 'Gradient Threats' on page XX.

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 *Reveal a Danger*.

You roll and 11 on the danger oracle. Results for 1-30 are found on the theme card, so you check there for your answer. "Denizens stalk you", the card tells you.

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

THEME	
INFESTED	
Foul creatures dwell in this place.	
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	Denizens stalk you
13-14	Denizens take or destroy something
15-16	Denizens reveal surprising cleverness
17-18	Denizens guided by a greater threat
19-20	Denizens block the path
21-22	Denizens funnel you down a new path
23-24	Denizens undermine the path
25-26	Denizens lay 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 the medicinal herb you'll need to *Heal* them?
- 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 you'll need to make moves (or avoid a move) leveraging 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*. Depending on the circumstances, this may mean turning the peril of the current circumstances 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* core move set. If so, you can trigger this move outside of site-based exploration.

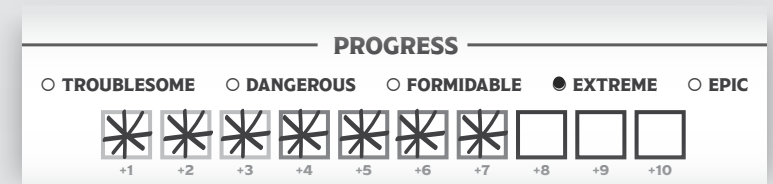
DON'T OVERDO IT

Save this move for dramatic moments. If you 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 *Reach Your Objective*. Just a bit farther...



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 rope? You *Check Your Gear* and roll a strong hit. You envision digging through your pack and pulling out a long strand of woolen rope.

You have what you need to make your final push towards 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*. 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**, through the very heart of 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 benefit (or suffer) 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 a deep 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 a iron circlet. His eyes are black pits in a sunken, dessicated 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 reach out and grasp your own. The mouth opens with a dry snap. A sickly blue light springs to life in the hollow eyes...

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.

When you are ready to make your way out of the site, and you aren't facing an immediate threat or obstacle which will oppose you, make this move.

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 rush for the nearest exit, make this move to see what happens. If you later return to try again, you'll reduce the amount of accrued progress when you *Discover a Site* (page 23).

To escape a site, you can envision retracing your steps 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. You and your allies must each choose one from the options in the move. Take a moment to envision how the site exacted this price.

On a miss, the depths hinder your escape. You must *Reveal a Danger*. If you overcome this obstacle, try to *Escape the Depths* again. When you do, add +1 to represent the headway you've gained.

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 objective in a site is to find your way out. In that case, *Locate Your Objective* gives you the means to escape.

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* to reset your progress track value. Using the "If you are returning to a previously explored site..." option in that move, roll both challenge dice, take the lowest value, and clear that number of progress boxes from your current progress track. Set a new objective to escape this place. Then, *Delve the Depths* and play to see what happens.

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*.

You roll a weak hit. You envision a mad rush through the passages of the **Infested Barrow**. Packs of trogs come after you, yelping like hounds.

Finally, you stumble through the tomb's entrance. The mid-day light is blinding. The trogs, growling and muttering, slink back into the shadows.

You consider your options for the weak hit, and choose "A denizen plots their revenge." You envision a cold certainty as you study the dagger. The king is not at rest, and will reclaim the bloodied blade.

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.

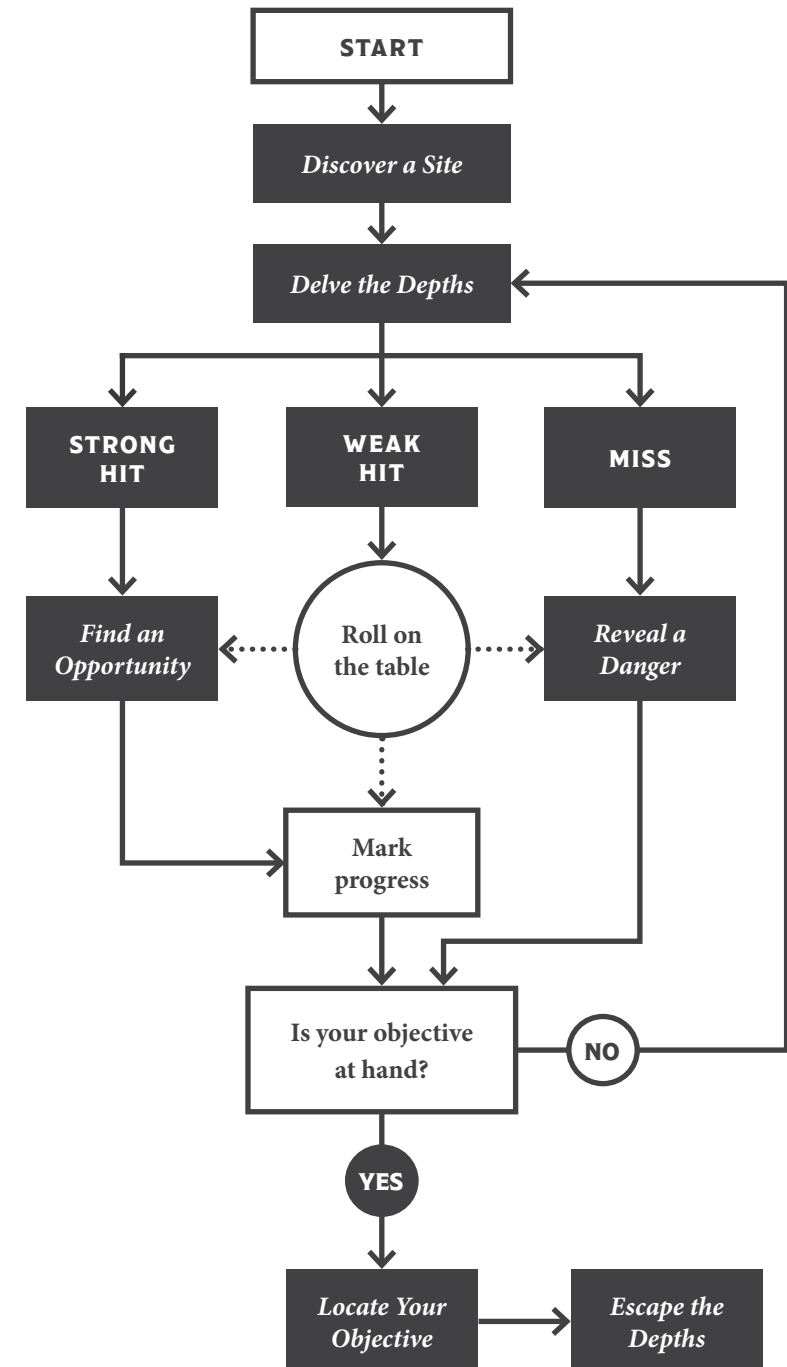
For example:

- 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 leverage a ritual asset to weave forbidden magic.

Remember, your fictional framing will dictate the moves you *can* make and the moves you *must* make. Lead with the fiction, and the moves and mechanics will follow naturally.



THE FLOW OF PLAY



THANK YOU FOR YOUR INTEREST IN IRONSWORN DELVE!

This rulebook is a work-in-progress.
Please excuse the rough edges.

The full version of *Delve* will contain
additional material, including denizens,
oracles, and gameplay options and
techniques.

If you have questions, feedback, or
would like to stay informed of news
and updates, please please join the
Ironsworn discord server at:
<http://bit.ly/Ironsworn-Discord>