

DELVE NAME

CORIOLIS

THE GREAT DARK

DELVE CLASS

○ I ○ II ○ III ○ IV

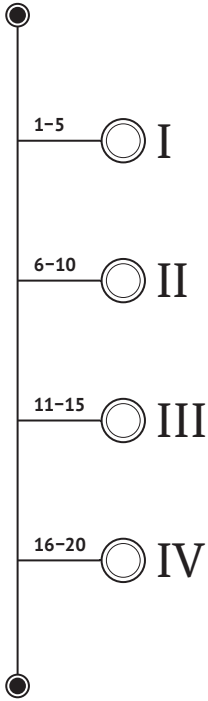
DEEP SCAN BONUS

BLIGHT SCAN BONUS

DISTANCE TO EXIT

FORAY DISTANCE

DEPTH CLASS



MAP/NOTES

LOCATION CHECK

2D6 + FORAY DISTANCE	RESULT
2-14	Hazard
15+	Location
20+	If depth class is equal to or greater than delve class, reach the endpoint. Otherwise, reach a location.

Spend 1 deep scan bonus to add one D6.

CAMP CHECK

2D6 + DELVE CLASS + DEPTH CLASS	RESULT
2-14	Time passes without incident
15+	Interruption

BLIGHT CHECK

- Start with two base dice.
 - Add a number of base dice equal to the delve class (1-4).
 - Add a number of base dice equal to your current depth class (1-4).
 - Optionally, reduce the number of base dice, using your Blight scan bonus. Spend 1 point to remove one die, down to a minimum of two dice.
- After gathering the dice, make the roll. The Blight exposure for the area traversed equals the number of ☠ rolled.