

Introduction

*“In the deep places of the world! And thither we are going against my wish.
Who will lead us now in this deadly dark?”*

Below the sweeping landscapes of Middle Earth lurks a largely unseen world of vast palaces, nameless lakes, glittering caves, and endless labyrinths of tunnels and passages.

Unseen, that is, by free folk of the Third Age.

Now largely infested by orcs and things even more evil, few of these realms are inhabited by their original denizens. Elves and Dwarves of ages long past built vast underground palaces and mansions of surpassing beauty. And before them the Valar themselves brought great natural caverns into being. But one by one they fell to the Shadow, whose servants drove out with fire and steel the rightful owners, or else crept and slithered into vacant, echoing halls.

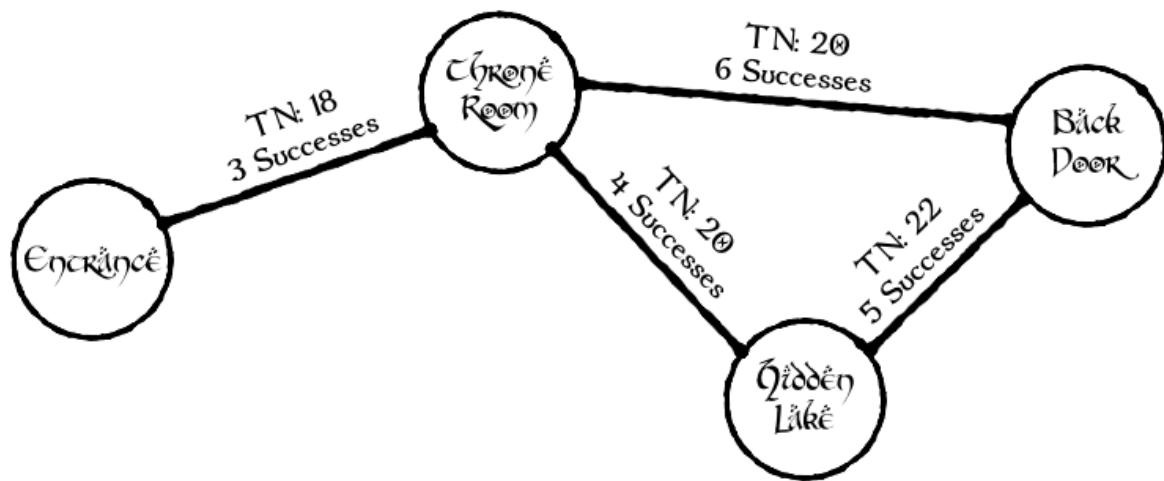
Few honest folk now have reason or motivation to brave the horror of these dark places, despite the forgotten riches rumored to be hidden within. Those who do face dangers unlike anything on the surface, not the least of which is the uncertainty of finding a way out again.

These supplemental rules for The One Ring roleplaying game are designed to bring these hidden realms to life, and allow LMs to give their players a sense of vast scale of underground realms, without requiring every room and passage to be drawn. These rules are not meant for every dusty basement and fetid troll-cave that adventurers may come across, but are specifically for those realms that require sustained exploration, where becoming lost and succumbing to darkness and despair are a grave risk.

Maps

“Frodo caught glimpses of stairs and arches, and of other passages and tunnels, sloping up, or running steeply down, or opening blankly dark on either side. It was bewildering beyond hope of remembering.”

Delving maps are simple, consisting of plot locations and the abstract regions connecting them, represented by lines. The plot locations are the areas that the LM has prepared for the adventure. Getting from one plot location to another requires Delving.



Each Delving region is described by two numbers: the number of successes required to traverse that region, and its ambient TN. All Delving tests, and some related tests, are made against that TN.

A map might be as simple as two nodes (entrance and goal) connected by one region but it could be more complicated, connecting several plot locations, each connected to two more of the others.

Delves can be bewildering mazes of peril and Shadow, and some are beyond the ability of all but the most seasoned heroes. Ambient TNs in the low or mid 20's are not uncommon. Teamwork and preparation will be required for survival to be possible.

Objectives

"Go back?" he thought. "No good at all! Go sideways? Impossible! Go forward? Only thing to do! On we go!"

The heroes might be intentionally exploring a delve with a specific goal in mind, such as rescuing a companion or recovering an artifact, or they may be there by no choice of their own, hoping to find an exit, with no idea of which direction to go. Whatever the objective, the players must agree to it and describe it to the LM.

The LM uses the objective to determine which route the heroes will take, and how many successes at what TN will be required. The LM might not share that information with the players: sometimes the heroes will have a good idea of what they face, but other times they will be literally bumbling about in the dark.

Example (using the example map above):

The players tell their LM, “We are going to look for the underground lake we heard about, and see if the seer we are looking for is there.” The LM determines that from the heroes’ location at the front door they will first have to pass through the throne room. But the heroes don’t know that, so she just says, “Ok, the TN is 18. Start rolling!”

Three successes later the players emerge in the Throne Room, where the LM has a scene planned for them. They overcome that challenge, leaving dozens of angry orcs behind, and venture deeper into the mountain.

Now the LM tells them the TN is 20, and four successes later they find the Hidden Lake. The seer is indeed there, and the heroes play Riddles with him. But they can’t go back the way they came, so they say, “We look for another way out.” Referring to the map, the LM has them start rolling against TN 22, and 5 successes later they arrive at the Back Door, where they fight their way through some guards and out to freedom.

If heroes have multiple objectives they generally will have to pursue them individually, although once they are deep inside a Delve some objectives might be closer or farther, and TNs may be lower once they begin to learn their way about.

Sometimes a company will change their objective before reaching the current one, such as looking for water or even a missing companion. When that happens progress on the original objective is suspended...no successes count toward that total, and existing progress may even be lost...until they change their objective back again.

Delving

“Gimli aided Gandalf very little, except by his stout courage. At least he was not, as were most of the others, troubled by the mere darkness in itself. Often the wizard consulted him at points where the choice of way was doubtful; but it was always Gandalf who had the final word.”

Delving requires heroes to work together to solve riddles, overcome obstacles, and not lose track of each other in the endless dark. But while teamwork is necessary, too much debate and second-guessing costs time and risks. “Too many chefs (or guides) spoil the soup.” Heroes will have to find the right balance between too few and too many guides.

Delving is a form of collaborative prolonged test in which heroes use a mix of common skills simultaneously to accumulate successes, with each single test requiring the group to achieve more successes than failures. In other words, multiple heroes can participate in each roll, but at most only the best single roll will count.

Delving tests consist of the following steps:

1. Guides choose which skills (see *Skills*) they will be using.
2. The LM determines the TN. (See *Cooperation* and *Modifiers*.)
3. All Guides roll their dice simultaneously.
4. Successes are counted (see *Counting Successes*) and Hazards and Baggage Checks are determined.
5. A Torch Check is made to see if an additional torch is consumed. (See *Torch Checks*.)
6. Repeat until requisite number of successes have been accumulated.

Skills

Delving normally uses any combination of Explore, Travel, or Riddle, but the LM may allow other skills, depending on circumstances. For example, if the Objective is a specific creature, Hunting might be used in place of Riddle. Or if the rooms and chambers of the Delve are themselves the subjects of history and legend, Lore might be a suitable substitute.

Cooperation

If two different skills are used for this test (e.g., Riddle and Explore) then the TN is reduced by 2. If three different skills are used then the TN is reduced by 4.

Modifiers

Heroes will find that a little preparation goes a long way underground:

Minor Advantage (-2 TN) if the heroes...

- possess a decent map of the delve.
- consulted with somebody knowledgeable about the delve, or researched it in a library.

Major Advantage (-4 TN) if the heroes...

- are accompanied by a knowledgeable guide.
- have personal knowledge of the delve (including whenever they are backtracking or otherwise retracing their own steps.)

These advantages do not stack; consider only the largest one.

Counting Successes

After all Guides for a test have rolled their dice, count how many Successes they produced, including all extra successes due to Great or Extraordinary Success, and compare to the total number of failed rolls, to determine how many successes count toward their objective:

Condition	Successes Earned Toward Objective
All Successes	Use the best <i>single</i> result, including its extra Successes.
More Successes than Failures	One Success.
Tie	Zero Successes.
More Failures than Successes	As above, and a Group Hazard is triggered.
All Failures	As above, and a Baggage Check.

Example:

A fellowship of five heroes must accumulate 4 successes at TN 18 to get through a network of goblin tunnels. Three players declare their intent to roll on the first attempt:

Adelard decides to use Explore, Beran will use Travel, and Curufin will roll Riddle.

Because all three skills are covered, the TN is reduced by 4, to 14.

Adelard rolls a normal success, Beran gets a Great Success, and Curufin fails.

There were a total of three successes (two from Beran and one from Adelard) and one failure, so the company adds one success to their total. If all three had succeeded then Beran's extra success would have counted. Three to go!

One torch is automatically consumed. However, although Adelard passed he had the lowest Feat die with a 4. That's lower than the Fellowship size of 5, so the company subtracts one additional from their torch count.

On their next try Beran succeeds, but both Adelard and Curufin fail. Since the failures outweigh the successes, no successes are earned plus a Hazard is triggered. This time all the Feat dice are 5 or better, so only one torch is consumed.

On the third try Curufin rolls an Extraordinary Success, and both Beran and Adelard get normal successes. Since everybody passed, the best result (Curufin's) is counted and three more successes are earned, and the heroes arrive at their destination. However, Adelard rolled a 3 on his Feat die, so two more torches are subtracted.

Baggage Checks

“Why, O why did I ever leave my hobbit-hole!” said poor Mr. Baggins bumping up and down on Bombur’s back. ‘Why, O why did I ever bring a wretched little hobbit on a treasure hunt!’ said poor Bombur.”

When all guides fail a Delving test, their trusting companions may despair at the lack of progress. Any heroes who did not participate in this Delving test must now make a Corruption test against the ambient TN of the Delve or gain a point of Shadow. If the entire company participated in the test, then everybody must make the Baggage Check.

Anybody who fails this test with an Eye of Sauron also triggers an Individual Hazard. (See Delving Hazards, below.)

Torch Checks

“They had no fuel nor any means of making torches; in the desperate scramble at the doors many things had been left behind.”

After each Delving test:

- One torch is subtracted from the company’s supply.
- A Torch Check is also made: the lowest Feat die rolled by the participants is compared to the size of the Fellowship. If the Feat die is lower, subtract one additional torch.

In some instances the heroes will be required to make additional Torch Checks. When that occurs, one of the players rolls a Feat die and that result is used.

Magical Light Sources

“He took out his sword again, and again it flashed in the dark by itself. It burned with a rage that made it gleam if goblins were about; now it was bright as blue flame for delight in the killing of the great lord of the cave.”

If any hero is carrying a magical light source, such as a weapon with Luminescence or a lamp made under the tutelage of Ormal, then no Torch Checks are necessary while the item is emitting light.

Total Darkness

“Bilbo tried flapping his hand in front of his nose, but he could not see it at all.”

- When heroes are traveling in absolute pitch black they are Severely Impaired for combat as well as for all Movement, Perception, and Survival tasks.

See the section on Light and Torches for rules on keeping the darkness at bay.

- Dwarves with the Durin’s Way virtue reduce their own impairment due to darkness by one level, i.e. from Severe to Moderate or from Moderate to none.

Separated

“He could not think what to do; nor could he think what had happened; or why he had been left behind; or why, if he had been left behind, the goblins had not caught him; or even why his head was so sore.”

If the company becomes separated into two or more groups, each group (possibly consisting of a single hero) must decide whether to remain stationary, search for the others, or pursue a different objective.

Searching for companions is a Delving objective like any other, with the required number of successes determined by the LM. The TN will generally be the ambient TN of the delve. As usual, any existing objectives are suspended while searching for companions.

Remember that heroes searching for creatures, including their missing companions, may substitute Hunting for Riddle.

If at least one group decides to seek the others, additional rules may apply:

- If the party they seek remains stationary then normal delving rules are used for the seekers.
- If two groups try to find each other, successes from both groups count toward the total needed. However, any time a group fails a delving test (tie or worse) then the total number of successes needed is increased by one.
- If the group being sought is pursuing another objective entirely, their successes in doing so are continually added to the total needed, as they keep moving away from those seeking them.

Example

Deuce Baggins finds himself separated from his friends. The LM doesn't reveal how many successes will be needed, but Deuce decides to look for the group rather than sit around in the dark waiting to be eaten.

On the first attempt his friends roll a single success. Deuce decides to try Riddle, and fails the roll. He now must both make a Baggage Check (because there are no non-guides in his group) and the number of successes required to re-unite increases by 1, effectively canceling his friends' success.

Obviously knowing the intent of other parties can influence decisions, and the LM will have to decide whether and how to restrict information. For instance, groups could be required to submit their plans privately to the LM, or the groups could even be physically separated while the search is played out.

Detours

The Delving rules assume that the heroes explore many dead-ends and impassable barriers. But sometimes the heroes will intentionally look for another route around something they can't or don't wish to face.

- If the heroes look for an alternate route, add three successes to the total required.

However, if the very next Delving test produces no successes (that is, the total successes rolled is equal to or less than the total failures rolled) then no route can be found and they must either face whatever it is they wished to avoid, or turn back.

Skill Use and Eye of Mordor

Delving is a constant test and requires the heroes to use their skills repeatedly. To some it might seem an easy source of Advancement Points, but delves are perilous, and the heroes' experience does not come cheap. Bountiful AP are one of the well-deserved rewards of braving these places.

Partly because of the frequent common skills use, players may find they are adventuring constantly above the Hunt Threshold (if the optional Eye of Mordor from Rivendell are used). They may even be permanently above the Threshold, given the location of many delves and the might of those who venture into them.

However, even the Eye has limitations and being below ground provides some obscurity from ~~seeing~~ the Eye:

- Underground, assume that Hunt Threshold is a minimum of 4 higher than the Fellowship's starting Eye Awareness score. As soon as they emerge the Threshold is restored to its normal level, possibly triggering a Revelation episode.

Delving Hazards

"There were not only many roads to choose from, there were also in many places holes and pitfalls, and dark wells beside the path in which their passing feet echoed."

There are two kinds of hazards in delves: those that affect the entire fellowship, and those that affect a single hero.

Group Hazards

When any delving test produces more failures than successes a Complication is encountered. Complications are obstacles or problems that test the heroes in many ways. Sometimes everybody in the fellowship will need to make a skill (or Wisdom or Valour) test. Other times only one hero needs to make a test, but with consequences that affect the whole Fellowship.

When a Complication is encountered, if the LM doesn't have something thematic prepared, the skill used in the worst roll of the delving test can determine the consequences:

Skill (Attribute)	Cost	Description
Explore (Body)	Endurance	Rough ground is hard going. All companions must pass an Athletics test or lose 1 Endurance.
Travel (Heart)	Shadow	Pass through a Blighted Area. All companions must pass a Wisdom test or gain 1 Shadow.
Riddle (Wits)	Torches	Time is wasted. The company must make another Torch Check by rolling 1 Feat die.

Generally the “worst” roll will be the lowest total, but an Eye of Sauron trumps all other results.

Alternately, the LM may design or adopt a more specific Hazard that fits the story. Hazards are still categorized by Attribute (Body, Heart, or Wits) and the selected Hazard should test skills of that Attribute.

Some Hazards might be *avoidable*, in the sense that they are obstacles blocking the path and the heroes might choose to seek an alternate route rather than face them. If so, use the rule for Detours.

Hazards are an ideal place to incorporate Revelations from the Eye of Mordor rules. A simple obstacle can become a perilous one when circumstances seemingly conspire against the heroes.

Suggestions for Group Hazards are listed in Appendix A.

Personal Hazards

When a Baggage Check is failed with an Eye of Sauron, that hero is subject to a Personal Hazard. Personal Hazards will require that the make an additional skill test to avoid additional consequences. Roll a Feat die to determine the specific Hazard the hero faces:

Roll	Title	Consequence
EoS	Left Behind	Become Separated from your companions.
1-2	Critter	Something drops on you in the dark and tries to bite or sting you.
3-4	Fool of a Took	Something better left alone irresistibly piques your inquisitiveness.
5-6	Lightened Load	Your pack doesn't seem so heavy. Perhaps you becoming physically fit?
7-8	Footpad	Is there something behind us?
9-10	Dropped	Something small but important slips from your grasp.
G	What Have I Got in my Pocket?	You put your hand on something in the dark...

Notes on Personal Hazards

Left Behind

Whether due to falling asleep at a rest, dawdling on the trail, or cracking your noggin on a low overhang, somehow you find yourself greatly surprised to be all alone in the dark. Succeed at a Travel test, or you are Separated. (You might find yourself suddenly wishing you had let somebody *else* lighten their torch load.)

The difficulty of reuniting with your friends will depend partly on how long it takes for them to realize you are missing, and the larger the company the longer that might take. Roll one Success die and add it to the number of your companions (Fellowship size minus one.) That is the number of Successes it will take to reunite.

Critter

The LM will describe what you can perceive of the creature. Wiggly? Slimy? Wings? Lots of legs? Succeed at a Protection test against TN 12 or you are Poisoned.

Fool of a Took

Succeed at a Wisdom test or be unable to resist a poorly considered distraction, such as throwing a rock down a darkly alluring hole. The exact consequences of your foolishness are left to your LM.

Lightened Load

(This needs some word-smithing.) Succeed at a Riddle test to realize in time to recover it that you have left one of the company's torches during a rest. Otherwise subtract 1 from the company's Torches.

Footpad

"But it was not an echo, for when they halted it pattered on for a little all by itself, and then grew still."

You are bringing up the rear, at least for the moment. Succeed at an Awareness test to realize that something is following the company in the dark. The LM will determine its nature and intent, but if is hostile (or simply mischievous) then you will be the first target.

Dropped

Describe something small but valuable or important that you have dropped. The entire party can Search for it, but only one attempt each, else it is lost. Later in this delve you may earn 1 XP if its absence makes your adventure more challenging.

What Have I Got in my Pocket?

“He guessed as well as he could, and crawled along for a good way, till suddenly his hand met what felt like a tiny ring of cold metal lying on the floor of the tunnel.”

Normally the object found would be something small but useful or valuable. A coin, a key, a (non-magical) ring, or something of the sort.

If the character is also Weary, Wounded, Poisoned, Separated, or in Total Darkness, there is a chance it is something more. If any of those conditions apply, treat the object as a minor (*T**) treasure hoard, and allow a roll for magical treasure. If the result is positive, the player may choose to ‘bid’ up to as many dice as the number of those conditions that do apply. (In case of Success, the player must still spend the appropriate XP.)

Example

Deuce, still Separated from his companions, Weary, and out of Torches, fails yet another Delving test and then fails his own Baggage Check with an Eye of Sauron. Poor Deuce! But he rolls a Gandalf for his Hazard, and in the dark he puts his hand on something interesting. With three conditions applying (Weary, Separated, out of Torches) he is allowed to roll for Magical Treasure, and gets an Eye of Sauron, naturally.

Three conditions also means he can roll up to 3 Success dice. He bets all three and gets two Tengwars! He has definitely found something interesting, and after looking in the treasure index his LM describes what has been found...

Torches & Encumbrance

“They had no fuel nor any means of making torches; in the desperate scramble at the doors many things had been left behind.”

Delves are, unsurprisingly, rather dark places, so prepared heroes will carry a source of light. Usually that will mean torches, although other sources may be used (see Appendix B: Optional Torch and Lantern Rules).

Each hero can carry two torches with no extra Encumbrance, but each torch beyond those first two adds 1 to Encumbrance. When torches are consumed Encumbrance is reduced, but not Fatigue. Larger companies can carry more torches, but also consume more torches as there is a limit to how much light a single torch can provide.

Appendix A: Group Hazard Suggestions (work in progress)

Some of these Hazards have suggestions for how to make them suitably perilous for Revelation episodes, as per the optional Eye of Mordor rules.

Dreadful Gap (Heart) *avoidable*

“The widest was more than seven feet across, and it was long before Pippin could summon enough courage to leap over the dreadful gap.”

Heroes must make a terrifying leap across a chasm. The jump is not far, but the consequences are daunting. Each hero must succeed at a Valour test to summon the necessary courage. Each failure results in a Shadow point. A single character who has made the leap may use Inspire one time to encourage his allies; each Success reduces the TN for remaining heroes by 2.

Revelation Episode: an Athletics test is still required after the Valour test is passed. On a failure the hero lands badly and loses 2 Endurance. On a failure with an Eye of Sauron the hero falls short, literally and figuratively, and plunges into the abyss, gone forever.

The Bat Cave (Wits) *avoidable*

A cave is filled with thousands of sleeping bats. Each hero must pass a Stealth test to cross the room without disturbing them. On the third failure the bats panic and rush from the room in a blinding torrent of wings and tiny claws. Each hero loses 1 Endurance, and Torch count is reduced by 1 for every 3 heroes in the company.

Revelation Episode: Venomous bats. Endurance loss increases to the roll of one Success each, and every hero must succeed on a Protection test vs. TN 12 or become Poisoned.

Perilous Passage (Body) *avoidable*

A crumbling mining tunnel is shored up by ancient, creaking timbers. Every footstep causes dust and small rocks to fall. Each hero passing through rolls a Feat die: on a result lower than their Body score they trigger a small rockfall, taking 1 Success die worth of Endurance damage.

The heroes can potentially repair some of the shoring: for each Success on a single Craft test, each hero treats their Body as 1 point lower.

Revelation Episode: The third time the company triggers rockfall, or if the Feat die roll produces an Eye of Sauron, the tunnel fully collapses after that hero passes, permanently sealing the passage and potentially splitting the Fellowship in two. See section on Separated.

Going in Circles (Heart)

The heroes realize they have gone in a circle. Add 1 to the total Successes needed. If the guide who rolled this Hazard achieves a Great Success on an Inspire roll then all is well; otherwise everybody must pass a Wisdom test or gain 1 Shadow from discouragement.

Revelation Episode: The heroes recognize their own tracks, but they are partially erased by some kind of strange, sinuous track. A successful Hunting or Lore roll suggests they belong to a monstrous serpent.

Blighted Area (Heart) *avoidable*

A guide who triggered this Hazard rolling Travel may make a Wisdom check to notice the corruption, and if successful this Hazard becomes Optional. Otherwise all companions must pass a Corruption test or gain 1 Shadow.

Dead End (Heart)

After a long descent, the trail ends and must be retraced, uphill. Everybody pass a Travel test or gain 1 Fatigue.

Orc Patrol (Wits)

A flickering light and the sounds of footsteps warns of an approaching group of Orcs. The heroes can use Stealth to hide, but is this an opportunity? Following the Orcs could save time. Each Hunting success (vs. unmodified ambient TN) equals one success toward the total needed, until a failure results in losing the trail for good, or an Eye of Sauron failure results in discovery.

Revelation: Actually, the orcs are going the wrong way, toward greater danger.

Spider Webs (Body or Wits) *avoidable*

A tunnel is filled with a tangle of Weaver Spider webs. (See Appendix B: New Adversaries) Are the spiders there, or are these webs abandoned? A successful Lore or Hunting roll might provide clues.

Revelation Episode: No, the webs are not abandoned.

Mysterious Waymarker (Wits)

On the wall of a particularly confusing nexus a helpful traveler has scrawled directions, but in an unrecognizable language. A successful Lore test grants a bonus Success toward your objective; a failure causes lost time and a Torch check.

Revelation Episode: a failed Lore test leads the heroes into the lair of a dangerous Adversary.

Wind Tunnel (Wits) *avoidable*

A gust of wind roars down a tunnel. Lose 1 Torch for every 3 heroes.

Overwhelming Stench (Heart)

Valour, or gain 1 Fatigue.

Tap Tap Tap (Heart)

A faint sound repeats endlessly somewhere in the vast darkness. (Valour test?)

Cave-In (Body)

A crumbling tunnel behind you collapses soon after you pass through it. No adverse effects, but backtracking is now impossible.

Locked Door (Body) *avoidable*

You face a sturdy door, with a lock, requiring a single successful Craft test to open it. Each attempt after the first requires a Torch check, the TN increasing by 2 each time.

Tight Squeeze (Body) *avoidable*

Each hero must succeed on an Athletics test versus a TN of 10 plus their Body attribute. Failure resulting in getting stuck and losing 2 Endurance as their companions push/pull through through.

Revelation Episode: An adversary is lurking on the other side, potentially Ambushing the first hero through. Only one hero can try to squeeze through for each combat round.

Appendix B: Optional Torch and Lantern Rules

“As the wizard passed on ahead up the great steps, he held his staff aloft, and from its tip there came a faint radiance.”

Players and LMs may wish to trade simplicity for a richer array of lighting options, including both torches and lanterns of varying quality, and the opportunity for heroes to Craft their own.

The difference between poor and fine torches and lanterns is essentially how long they provide light per point of Encumbrance carried:

- Very finely made torches might be equal to 3 torches for 2 encumbrance (“3:2”) or even 2:1.
- A non-magical lantern or lamp has 1 Encumbrance. Its quality determines the effectiveness of lamp oil; poorer lanterns consume oil faster for the same amount of light.
- A supply of fine lamp oil has 1 Encumbrance, and depending on the quality of the lamp might be worth between 2:1 and 8:1 torches.

Crafting

Heroes may choose to create their own torches or lanterns, using Craft.

Torches can be made using natural materials. The Craft roll is only partly a test of individual skill; it is also a measure of the quality of the materials that can be found. Therefore once a test has been made it cannot be reattempted by the fellowship without moving at least 20 miles in the search for better materials. Once the quality of the torches is determined the company may craft as many as they like.

Lanterns can only be made during a Fellowship Phase, as an Undertaking, and only in larger or well-equipped settlements (e.g. Laketown, Dale, Erebor, or Rivendell) that could provide the proper materials and workshops. It costs 1 Treasure to attempt to craft a Lantern, although on a great or extraordinary success the player may choose to craft a finer instrument at the cost of extra Treasure.

The following table shows the result based on the Craft test:

Roll	Torches	Lantern (and additional cost)
Failure	1:2	none
Success	1:1	one 2:1 Lantern
Great Success	3:2	one 4:1 Lantern (+1 Treasure) or two 2:1 Lanterns

Extraordinary Success	2:1	one 6:1 Lantern (+2 Treasure) or one 4:1 Lantern, or two 2:1 Lanterns
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Appendix C: New Adversaries

Weaver Spider

“He noticed a place of dense black shadow ahead of him, black even for that forest, like a patch of midnight that had never been cleared away. As he drew nearer, he saw that it was made by spider-webs one behind and over and tangled with another.”

Attribute Level: 4

Endurance: 24

Hate: 3

Parry: 4

Armor: 2D

Personality: 2, Movement: 3, Perception: 3, Survival: 2, Custom: 1, Vocation: 2

Weapon Skills:

Sting: 2 (Dmg: attribute_level, Edge: 10, Injury: 14, Called Shot: Poison)

Special: Denizen of the Dark, Entangling Webs, Thick Hide, Craven

These lurkers are less intelligent than their forest cousins, but are crafty web-spinners, and they are protected by thick, chitinous shells. They do not use their web-spinning ability in combat to ensnare victims. Instead, they weave webs as traps in the narrow passages and caverns of the delves they inhabit. There they wait, sometimes falling asleep. A Cave Spider will never pursue uninjured prey outside the safety of its webs.

Entangling Webs

Whenever moving or attacking in close combat weapon within the area of Cave Spider webs, heroes must make successful Awareness checks to avoid touching any of the sticky, fine strands. On the first failure, the character is entangled and cannot leave the area. On the second failure he is *Moderately Hindered* for all Combat and Movement tests. And on subsequent failures he is *Severely Hindered*.

An ensnared victim can be freed, by himself or another, with any edged weapon, with a TN of 14. However, anything larger than a short sword risks entanglement and requires yet another Awareness roll. If the owner of the web is sleeping, any failed attempt to cut the web will awaken it.

Alternately, a hero may use Athletics against a TN of 16 to break out of the web, but doing so automatically awakens spiders.

Heroes may stay out of the webbed area and attack safely from range, but their attacks into the webs are considered Moderately Hindered.

Cave Serpent

Attribute Level: 4

Endurance: 40

Hate: 3

Parry: 4

Armor: 3D

Personality: 3, Movement: 4, Perception: 3, Survival: 1, Custom: 0, Vocation: 1

Weapon Skills:

Bite: 3 (Dmg: 5, Edge: EoS, Injury: 16, Called Shot: Pierce)

Constrict: 2 (Dmg: 8, Edge: N/A, Injury: N/A, Called Shot: N/A)

Special: Denizen of the Dark, *Dreadful Spells**, Fell Speed, Seize Victim, Savage Assault, Thick Hide.

**Hypnotic Gaze:* a hero who fails the Corruption check due to Dreadful Spells cannot take any actions for a number of rounds equal to 6 minus his Wisdom rating.

Despite their massive size, these ancient serpents move about quickly and stealthily, ever in search of their next meal. They rely on their sensitive, flickering tongues to sense prey in the endless dark of the tunnels and caverns they inhabit. When attacking, they often follow up their fanged bite by wrapping their coils about a victim, letting them bite and crush their prey to death at their leisure.

But even more terrifying than their jaws is their baleful, hypnotic gaze. Many a hapless goblin and dwarf has fallen prey to the perilous seduction of this beast's luminescent eyes.

Cave Serpents are intelligent, but what languages they know and how they learn them is a mystery.

Goblin Skulker

“...they slipped on soft shoes, and they chose out their very quickest runners with the sharpest ears and eyes. These ran forward, as swift as weasels in the dark, and with hardly any more noise than bats.”

Attribute Level: 2

Endurance: 12

Hate: 2

Parry: 4

Armor: 1D

Personality: 1, Movement: 2, Perception: 3, Survival: 2, Custom: 1, Vocation: 1

Weapon Skills:

Jagged Knife: 2

Special: Denizen of the Dark, Hate Sunlight, Craven, Snake-like Speed

[needs description]