

THE UNDERSVAULTS

A ROLL-&-WRITE SOLO DUNGEON CRAWL

Print & Play Quickstart – Three Delves into the Upper Vaults



FIELD AUDIT – OPEN

☐ DELVE I ☐ DELVE II ☐ DELVE III

by Jaragua Games

DRAFT V3 – PENDING CURATION – NOT FOR DISTRIBUTION

ENCLOSED WITH THIS FILE:

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REQUIRED FOR THE AUDIT: TWO SIX-SIDED DICE (2D6) • ONE PENCIL • ONE (1) ASSESSOR

START HERE → P. 2 • DOSSIERS PP. 18-20 SEALED – DO NOT READ UNTIL INSTRUCTED

PROPERTY OF THE GUILD OF RUIN-APPRAISERS • FIELD AUDIT IN PROGRESS • SALVAGE IS TAXABLE

Orientation Memo — New Field Assessors

MANDATORY READING — ISSUED ONCE, BILLED IF REISSUED

The Guild has condensed forty years of assessor mortality into four points; do them the courtesy of four minutes' attention, or at minimum, four seconds².

★ The lift is safe. The lift is the last thing that is.

1. THE PROCEDURE

Choose an unopened **exit** on your Vault Sheet. Roll the dice, draw the room they name onto your grid, and whatever is inside — occupant, hazard, salvage — presents itself for resolution. Resolve it. Choose the next exit. That is the whole job; everything else is consequences.

Everything you do is one of **two rolls**: **roll to explore** (make the next room) or **roll to resolve** (fight it, test it, appraise it). There is no third kind of roll.

2. THE COMMISSION

Audit the required number of chambers (Delve One: **six**). Quota met, the next exit you open becomes the **Seal Stair**: appraise the Seal Vault, settle its Custodian, and climb back out. Payment is issued on surfacing. Surfacing is, the Guild stresses, the assessor's own responsibility.

3. STAYING SOLVENT (ALIVE)

Failed defenses mark **fatigue**; a full track is death, and death is billed to you (fee, plus all unbanked salvage). Bandages recover fatigue — cross them off. Your lamp drinks **oil** as you go; run dry and you work in the dark at -2 to everything, a condition the actuaries describe as "brief".

4. THE LEDGER

Everything you do is recorded — rooms, kills, recoveries, deductions. Salvage rides your Vault Sheet as a pencil **tally** until you surface; only then is it settled to the **Guild Ledger**. XP is spent between delves at the Guild Office. Death does not end your career; it merely itemizes it. Now sign here, and mind the first step of the shaft. It is famous.

★ Three sheets, two dice, one pencil. The Guild has audited empires with less, though it declines to say which.

SETUP — FIVE STEPS, IN ORDER

FORM 0-A

1

Print the Field Forms, pp. 22-24. Minimum print: **three Vault Sheets, one Assessor's Licence, one Guild Ledger** — a fresh Vault Sheet per delve. The rest of this file may stay on screen.

2

Take two six-sided dice (2d6) and a pencil. That is the entire equipment budget the Guild has approved.

3

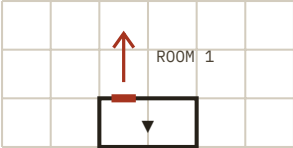
Choose your certification (p. 3) and copy its starting values onto the Licence.

4

Find the Descent Shaft on your Vault Sheet — pre-printed, faint, at the **bottom edge**: a 2×1 stub with **one door in its north wall**. Trace it dark. That is where every delve begins.

5

Open that door. You are now playing. Turn to **page 4** — the Teaching File deals your first three rooms, whichever certification you chose.



Steps 4-5, drawn. The bottom edge of your Vault Sheet, with the Descent Shaft (▼, 2×1) traced dark. The **door in its north wall** is the first exit you open — your first room is drawn on the far side of it, and the audit is under way.

NEXT: PAGE 3 — CHOOSE YOUR CERTIFICATION & SIGN

The Commission

A MEMORANDUM FROM THE GUILD OF RUIN-APPRAISERS, FILED UNDER YOUR NAME

You are a field assessor for the Guild of Ruin-Appraisers. A broken empire left its treasury sealed and unguarded — technically unguarded; the guards simply never clocked out. Your commission is to descend into **Vault 7-C of the former Imperial Treasury**, audit no fewer than **six (6) chambers**, locate the **Seal Vault**, appraise its contents, and return alive.

The last clause is a courtesy, not a requirement of payment.

THE ASSESSOR – CHOOSE YOUR CERTIFICATION

Two certifications are honored at this branch office. Pick one, copy its values onto your **Assessor's Licence** (p. 23), and descend. Each starts with base **Guard 9** (the number monsters must beat to wound you).

The Bruiser — “Structural assessment by impact.”

Formerly of the demolition trade. The Guild values thoroughness and bills them for doors.

ATTACK	GUARD	SAVE	MAX FATIGUE	LAMP OIL	ROPE	BANDAGES
+1	9	+0	10	3	1	2

Trinket — **Pry Bar**: +2 on tests to force doors and obstacles. Not admissible as a receipt.

The Lampwright — “Certified illumination, certified nerves.”

Keeper of the flame by trade and of the exits by instinct. Goes down with more oil than courage and has never once needed the courage.

ATTACK	GUARD	SAVE	MAX FATIGUE	LAMP OIL	ROPE	BANDAGES
+0	9	+1	9	6	1	1

Trinket — **Bullseye Lantern**: once per room, *before opening an exit*: roll **2d6** and **note the total beside that doorway**. Read its band on the **Room Contents Table** (p. 12) — that is what waits beyond. If you later open that door, the noted total **IS** the room's contents roll (apply the room's contents modifier, if any). The beam does not change what is there; it changes whether you knock.

Four further certifications — the Cartographer, the Appraiser, the Bonesetter, the Forgery-Clerk — are pending, and open in the full game.

SIGNATURE OF ASSESSOR

DATE OF DESCENT

SIGN. DESCEND. YOUR FIRST CHAMBER: TURN THE PAGE.

STANDARD TERMS OF FIELD COMMISSION – EXCERPTED FOR THE ASSESSOR'S CONVENIENCE

- Clause 2.** Payment is issued on surfacing. The Guild defines "surfacing" narrowly and audits it generously.
- Clause 9.** *Mortality of the Assessor.* Recovery of remains, re-issue of credentials, and laundering of the Vault Sheet are billed to the assessor's account at the scheduled rate.
- Clause 14.** Lamp oil is non-refundable, including — the Guild has been asked before — unburned.

Your First Audit in Five Minutes

TEACHING FILE — PLAY THESE THREE ROOMS BEFORE READING ANYTHING ELSE

This file is pre-rolled for a **Bruiser** (Attack +1 · Guard 9 · Save +0 · Fatigue 10 · Oil 3 · Rope 1 · Bandages 2 · Gold 0 · XP 0). **Whichever certification you signed on p. 3, this is your Delve One — live, on your Licence and this sheet.** A Bruiser plays it exactly as printed. A Lampwright plays the same rooms with their own line (Attack +0 · Save +1 · Fatigue 9 · Oil 6 · Bandages 1): every printed throw still lands — attack totals simply run 1 lower; bandages recover 1, not 2. Take a printed **Vault Sheet** and a pencil. **Use the dice throws printed here this once**, so your sketch matches the pictures in the margin; from Room 4 onward, the dice are yours. Every roll's table and page is filed in the margin.

ROOM 1 — A QUICK ONE

OPEN THE DOOR — your Descent Shaft has one door, north wall. Trace the shaft dark and open that door.

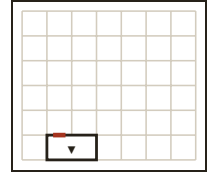
- **ROLL NOW** — 2d6 for the room. The file's dice say $2 + 4 = 6 \rightarrow$ **Records Room** (2×2). Not doubles — remember to check. Draw a 2×2 block on the far side of the doorway and write 1 in it.
- **Lamp.** You entered a new room: mark 1 box on the sheet's **Lamp track** (1 of 4).
- **ROLL NOW** — d6 for the feature: 1 $\rightarrow$ *Bare and swept*. Nothing. Somebody maintains this. File that thought away.
- **ROLL NOW** — d6 for exits: 5 $\rightarrow$ 2 exits. Pencil two unopened doorways on the room's free walls.
- **ROLL NOW** — 2d6 for contents: $4 + 2 = 6 \rightarrow$ **Monster**. Roll d66: 1, 5 = 15 $\rightarrow$ **Tallow Rat** (ATK 1 · DEF 6 · grit 1 · Oily · XP 1). Copy the line.
 - **ATTACK** — roll $2d6 + 1$: $5 + 4 = 9$, $+1 = 10$ vs DEF 6 — a hit, **1 wound**. Grit 1 $\rightarrow$ **slain**. Cross it off the audit. +1 XP (XP: 1).
- **Tick progress.** Rooms Audited: 1 — one box on the tally.

ROOM 2 — THE FULL FIGHT

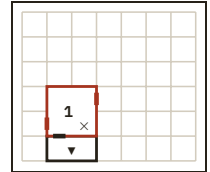
From Room 1, open the **east** doorway.

- **ROLL NOW** — 2d6 for the room: $5 + 5 = 10 \rightarrow$ **Grand Hall** (3×3) — and it came up **doubles**. Draw the 3×3 hall east of the doorway (it fits; if it hadn't, you would rotate, then trim — p. 7) and write 2.
- **Lamp.** Mark 1 box (2 of 4).
- **Feature** — **fixed**. The Grand Hall always has **Assessor chalk-marks**: your next test against a trap gains +2. Note it.
- **ROLL NOW** — d6 for exits (Grand Hall: minimum 2): $4 \rightarrow$ 2 exits. Pencil two.
- **ROLL NOW** — **doubles!** — d6 on Vault Events: 2 $\rightarrow$ **Patrol**. A monster finds you *after* this room's business is done.
- **ROLL NOW** — 2d6 for contents: $4 + 4 = 8 \rightarrow$ **Monster**. Roll d66: 4, 4 = 44 $\rightarrow$ **Hinge Hulk** (ATK 2 · DEF 8 · grit 3 · no trait · XP 2). A real fight.
 - **Round 1. ATTACK:** $6 + 3 = 9$, $+1 = 10$ vs 8 $\rightarrow$ **1 wound** (1/3). *It strikes:* $2d6 + 2 \rightarrow 5 + 4 = 9$, $+2 = 11$ vs Guard 9 $\rightarrow$ hit $\rightarrow$ **mark 1 fatigue** (1/10).
 - **Round 2. ATTACK:** $6 + 4 = 10$, $+1 = 11$ vs 8 $\rightarrow$ **1 wound** (2/3). *It strikes:* $6 + 5 = 11$, $+2 = 13 \rightarrow$ hit $\rightarrow$ **mark 1 fatigue** (2/10).
 - **Round 3.** Spend your turn to **bandage**: cross off 1 bandage. Bruiser: recover 2 $\rightarrow$ fatigue 0, bandages 2 $\rightarrow$ 1. Lampwright: recover 1 $\rightarrow$ fatigue 1, bandages 1 $\rightarrow$ 0. *It still strikes:* $2 + 3 = 5$, $+2 = 7$ vs 9 $\rightarrow$ **miss**.
 - **Round 4. ATTACK:** $5 + 4 = 9$, $+1 = 10$ vs 8 $\rightarrow$ **1 wound** (3/3) $\rightarrow$ **slain**. +2 XP (XP: 3).
 - **The Patrol arrives.** Roll d66: 1, 1 = 11 $\rightarrow$ **Shelf Louse** (ATK 0 · DEF 6 · grit 1 · XP 1). **ATTACK:** $4 + 3 = 7$, $+1 = 8$ vs 6 $\rightarrow$ **slain** before it can lift a leg. +1 XP (XP: 4).
- **Tick progress.** Rooms Audited: 2.

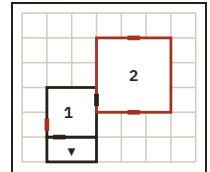
THE SHAFT



+ ROOM 1



+ ROOM 2

EVERY ROLL,
ITS TABLE

ROOM — 2D6
MASTER ROOM
TABLE, P. 11

FEATURE — D6 ·
P. 11

EXITS — D6 ·
P. 11

EVENT
(DOUBLES) — D6
· P. 12

CONTENTS — 2D6
· P. 12

MONSTER — D66
BESTIARY, P.
14

ATTACK — 2D6 +
ATK
VS DEF ·
COMBAT, P. 7

Room 3 — Treasure & Appraisal

THE TEACHING FILE, CONCLUDED — THEN THE DICE ARE YOURS

From the hall, open a south doorway.

- **ROLL NOW** — 2d6 for the room: 6 + 5 = 11 → **Counting Room** (2×2), contents fixed: **Rich Cache**. Not doubles. Draw the 2×2 and write 3.
- **Lamp**. Mark 1 box (3 of 4) — one more room and you cross off a flask.
- **ROLL NOW** — d6 for the feature: 3 → *Standing water* (−1 on tests here; none come up).
- **ROLL NOW** — d6 for exits: 2 → **1 exit**. Pencil it.
- **Contents** — fixed: **Rich Cache**. Appraise treasure: **ROLL D66** on the Appraisal Table → 5, 6 = 56 → **The Great Ledger's Missing Page, 45 gp**. Add 45 to the **Salvage** tally on your Vault Sheet — salvage rides the sheet until Settlement; it is not the Ledger's yet. Then **ROLL D6** to see if the cache was watched → 5 (4+) → a monster was watching. Roll d66: 2, 2 = 22 → **Porcelain Clerk** (ATK 1 · DEF 6 · grit 1 · Brittle · XP 1 · loot 2).
 - **ATTACK** — 2d6 + 1: 3 + 3 = 6 — doubles! Brittle means any doubles on your roll **slay it outright**. Slain. +1 XP (XP: 5), and its loot — add 2 to the **Salvage** tally (tally: 47).
- Tick progress. Rooms Audited: 3.

THE PAPERWORK AFTER THREE ROOMS

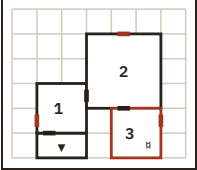
SHEET	STATE
Vault Sheet	Descent Shaft traced + three numbered rooms — a 2×2 (1), a 3×3 (2), a 2×2 (3) — unopened doorways still pencilled. Rooms Audited: 3 (flag at 6). Lamp track: 3 of 4. Salvage this delve: 47.
Assessor's Licence	One bandage spent. Bruiser: Fatigue 0/10 · Bandages 1/2 · Oil 3/3. Lampwright: Fatigue 1/9 · Bandages 0/1 · Oil 6/6. Either way: Rope 1/1 · XP: 5.
Guild Ledger	Still blank. Salvage rides the Vault Sheet tally (47) until Settlement (p. 9) — and death voids the tally. The Ledger records what surfaces, not what is carried.

Three more chambers to audit. When your tally reaches its **flag** (6), the next exit you open is the **Seal Stair** — and something behind a desk is waiting to be audited. That is the whole job. Everything else is consequences.

If you rolled your own dice instead — good. Nothing breaks. Your rooms, your fights and your tally will differ from the pictures; the procedure is identical, and every roll's table is filed in the margin. Keep going until the flag. The Guild grades method, not luck.

THE PROCEDURE YOU JUST RAN, STEP BY STEP: TURN THE PAGE

+ ROOM 3



THIS PAGE'S ROLLS

ROOM — 2D6 · P. 11

APPRAISAL — D66 TREASURE, P. 13

WATCHED? — D6, 4+ (COUNTING ROOM RULE)

MONSTER — D66 · P. 14

★ From Room 4 the dice are yours. The procedure will not change. The results, the Guild regrets, will.

The Delve Loop

PROCEDURE OF SURVEY — REPEAT UNTIL QUOTA IS MET

You ran this loop three times in the Teaching File. Here it is in full. Every delve begins at the **Descent Shaft** pre-printed at the bottom edge of your Vault Sheet — one door, north wall — and grows outward as you go. Repeat the loop until you have audited your quota of rooms, then find the Seal Vault.

The two rolls, kept. The memo promised that everything is one of two rolls. Steps 1–7 below are **roll to explore** — they build the next room. Whatever that room holds is **roll to resolve** — a fight (p. 7), a test (p. 9), an appraisal (p. 13). There is no third kind of roll.

- 1 Choose an exit.** From your current room, pick an un-opened doorway.
- 2 Generate the room.** Roll 2d6 on the **Master Room Table** (p. 11). Each entry lists a **size** in cells (*width × height*, e.g. 2×1, 1×4, 3×3). Draw the room at that size **on the far side of the doorway you just opened** — the cell directly beyond the door must be part of the room. Write its number in the room (rooms are numbered in the order you audit them). Read the flavor aloud if you like; the Guild does not, but you may. **If the room won't fit as drawn, see the surveyor's rule** (p. 7) — the sheet is a surveyor's rough sketch, not an architect's plan.
- 3 Lamp.** Mark **1 box on the Vault Sheet's Lamp track** for the new room (2 in a Cold draught) — at the burn line, cross off 1 oil. See **The Kit** (p. 8).
- 4 Room feature.** If the room's table entry names a *fixed* feature, use it; otherwise roll **d6** on the **Room Feature Table** (p. 11). Apply it.
- 5 Exits.** If the entry fixes an exit count, use it; otherwise roll **d6** on the **Exits Table** (p. 11). Pencil that many un-opened doorways onto the room.
- 6 Vault event (doubles).** If your room-generation roll in step 2 came up **doubles**, something stirs: roll **d6** on the **Vault Events Table** (p. 12) and apply it *before* resolving contents.
- 7 Room contents.** If the entry fixes the contents, use them; otherwise roll **2d6** on the **Room Contents Table** (p. 12) and resolve what you find (a monster, a hazard, salvage, an oddity, or nothing). See the relevant rules on pp. 7–9.
- 8 Mark progress.** A room you have fully resolved counts as **+1 audited room**. Tick it on the Vault Sheet's *Rooms Audited* tally.
- 9 Repeat** from step 1 until your quota is met.

★ *Doubles mean something is wrong. Doubles usually come up.*

★ *The sheet is a surveyor's rough sketch, not an architect's plan.*

Delve quotas. Each delve sets its own quota (Delve One: 6 rooms; Delve Two: 7; Delve Three: 8 — see *The Three Delves*, p. 17). Your Vault Sheet prints a **flag over boxes 6, 7 and 8** of the tally. When you tick your delve's flagged box, the machinery below acknowledges your paperwork: **the next exit you open becomes the Seal Stair** — the way down to the Seal Vault and its keeper (p. 9).

Drawing a Room That Won't Fit — the Surveyor's Rule

FIELD AMENDMENT TO THE PROCEDURE OF SURVEY

Your grid is 12×12 and rooms bump into each other and into the edges. Draw the room **beyond the doorway you opened**, sliding it sideways along that wall so it fits, as long as it still covers the cell right past the door. If it still won't fit, resolve it in this exact order — the same order the vault itself uses:

- 1** Draw it at its listed size. If it fits, done.
- 2** Rotate it. Swap width and height (a 1×4 becomes a 4×1; a 2×3 becomes a 3×2). If the rotated shape fits, use it.
- 3** Trim it down. If neither orientation fits, shrink the footprint to the **largest of these that fits** in the open space beyond the door, in order: 2×2 → 2×1 → 1×2 → 1×1 (a single square). Draw that instead — the chamber is bigger than your sketch admits; you only survey what you can reach.
- 4** Bricked up. If not even a single 1×1 square is free beyond the door (the cell right past it is off the grid or already drawn), that passage is a dead end. **Mark the doorway sealed** (■), draw nothing, and it does not count — choose a different exit.

This never changes a room's contents — only how much of its shape you can pencil in. A trimmed Grand Hall still rolls its Grand Hall feature and holds whatever it holds.

** A trimmed Grand Hall is still a Grand Hall. You only survey what you can reach.*

COMBAT — 2D6 AND A GRUDGE

When a room holds a monster, you fight it. Copy its line from the **Bestiary** (p. 14): ATK, DEF, grit (the number of wounds it takes to slay), and its **trait**.

Your turn — attack:

- Roll 2d6 + your **Attack** vs the monster's DEF. Meet or beat it: you land **1 wound**. Tick it against the monster's grit.
- **Doubles = a clean strike**: +1 wound (2 total).
- **Snake eyes (double 1s) = a fumble**: you land nothing and **mark 1 fatigue**.
- Reduce its grit to zero and it is slain. **Cross it off the audit**, take its XP, and add any **loot** (gold) to the **Salvage tally** on your Vault Sheet. Carry on.

The monster's turn — it strikes back

(after your attack, if it still lives):

- It rolls 2d6 + its **ATK** vs your **Guard** (9). If it meets or beats your Guard, it hits: **mark 1 fatigue** on your track.
- Certain traits change this (venom marks 2, thief steals gold instead, etc. — see the **Trait Glossary**, p. 14).

Your other options on your turn (instead of attacking):

- **Flee**: leave the room and **mark 1 fatigue**. The monster keeps the room (that exit stays contested). *You cannot flee a sticky monster.*
- **Bandage**: cross off 1 bandage to recover fatigue (Bruiser 2 / Lampwright 1; a progression rank can raise this to 3). The monster still strikes after.

** A fight is quick: most Depth One occupants have grit 1-3. Most.*

Fight until the monster is slain, you flee, or you fall.

Fatigue & Death — a Deduction, Not a Game Over

SCHEDULE OF RETRIEVAL FEES, BY DEPTH — STANDARD TERMS, CLAUSE 9

- Failed defenses and mishaps **mark fatigue** on your Licence's track. Bandages and rest recover it.
- When your fatigue track is **full**, **you die**. Death is not the end of your career — it is an itemized expense.
- On death:** the Guild bills a **retrieval fee** — **50 gold in Delve One, 75 in Delve Two, 100 in Delve Three** (deeper remains cost more to fetch). Enter the fee on the **Guild Ledger** as a deduction. Then **cross out the Salvage tally on your Vault Sheet** — un-banked salvage (anything not yet settled to the Ledger) is forfeit. The vault reseals, reinspects itself, and quietly rearranges: the delve restarts from the Descent Shaft on a **fresh Vault Sheet**, the map wiped. Your **XP and progression choices** persist.
- (One progression rank — the **Bruiser's Method**, **rank 3B** (p. 15) — lets him *refuse* a single death per delve, remaining at his last box. Note it if you take it.)

★ *Death does not end your career; it merely itemizes it.*

FORM 12-D — INCIDENT OF ASSESSOR MORTALITY (SINGLE)

DECEASED

Your death has been received, reviewed, and found procedurally unremarkable. A retrieval surcharge of 50 gold has been applied to your ledger. The Guild reminds you that repeated mortality, while not a breach of contract, is habit-forming and reflects poorly on quarterly figures. The vault has been resealed pending your return. It knows you are coming back. They always know.

— Deputy Comptroller of Losses

EXHIBIT — AS ISSUED AT DEPTH ONE. DEEPER REMAINS BILL HIGHER.

THE KIT — OIL, ROPE, BANDAGES

Cross items off your Assessor's Licence as you spend them. **Between delves, only fatigue recovers free — the kit does not refill by itself.** Buy back what you spent at the **Guild Commissary** (p. 16).

Lamp Oil. Your lamp burns as you walk. Each time you enter a **new room**, mark **1 box on the Lamp track** printed on your Vault Sheet — **2 boxes in a Cold draught**. When you mark the **4th box**, cross off **1 lamp oil** on your Licence and erase the track. (Rank upgrades that slow the burn move the line to box 6 or 8 — the track prints the extra boxes.) **If your oil hits zero you are in the dark: -2 Attack and -2 on all tests** until you find more oil. Some events snuff or crack flasks outright.

★ *Darkness: a condition the actuaries describe as "brief".*

Rope. Some hazards let you **cross off 1 rope to bypass the test entirely** (rig a safe crossing and skip the roll). Two of Depth One's traps allow this.

Bandages. Cross off 1 bandage to recover fatigue (base 2 for the Bruiser, 1 for the Lampwright). Can be spent mid-combat.

Hazards & Tests — 2d6 + Save

PROCEDURE UPON ENCOUNTERING AN OBSTRUCTION

When a room's contents are a **trap** (or you interact with a hazard/oddity), make a **test**: roll **2d6 + your Save** vs the listed **Difficulty** (7–9). Meet or beat it and you clear it (sometimes with a small reward); fail and you suffer the listed consequence (fatigue, lost oil/gold, a tripped alarm, etc.).

- **Standing water** in a room: –1 on tests against traps and gazes there.
- **Assessor chalk-marks**: your next test against a trap gains +2.
- **In the dark** (no oil): –2 on all tests.
- **Rope bypass**: where offered, cross off 1 rope to skip the test cleanly.

Oddities are the harmless cousins of traps — a quiet room, a helpful ghost, a corner full of dropped coins. They just give you their effect; no test.

FINDING THE SEAL — THE BOSS, THE CLIMB, THE PAY

Once you have audited your delve's quota of rooms (Delve One: 6 · Two: 7 · Three: 8 — the flags on your tally), the next exit you open is the **Seal Stair**. The Seal Stair is a 3×3 chamber — place it with the surveyor's rule like any other room; **if the 3×3 cannot be placed at all, the Guild guarantees a way in**: draw it in the nearest open space at any size that fits. The vault does not get to refuse an audit.

Descend the stair to the **Seal Vault** and face that delve's keeper. **Only now break the seal on your delve's dossier** — Delve One: p. 18 · Two: p. 19 · Three: p. 20. Defeat it to recover the Vault Seal.

The Ascent. With the Seal appraised, climb back through rooms that know you now. **Roll 2d6: on a 4 or less**, something in the dark disputes your exit — fight one more wandering monster (roll it on the Bestiary, p. 14; apply the delve's monster modifier). On 5+ the climb is blessedly dull.

** Surfacing is, the Guild stresses, the assessor's own responsibility.*

SETTLEMENT — WHERE SALVAGE BECOMES MONEY

Surface and file your audit on the **Guild Ledger** (p. 24). **Salvage is banked only here**: until this moment it is a pencil tally on your Vault Sheet, and death can void it. At Settlement, enter:

- **Commission** for the delve, paid on surfacing: +100 (Delve One) · +150 (Two) · +220 (Three) gold.
- + **your whole Salvage tally** (treasure gold, monster loot, and the boss's finder's rate on the Seal: 80 · 140 · 160 gold by delve).
- – **all deductions** (death fees, gold lost to hazards, thieves, and tithes).
- The remainder is your **Balance Due to Assessor**. Record it and take a bow — then report to the **Guild Office** (p. 16) before the next descent.

** The climb is long, cold, and blessedly dull. Dull is the best thing the Undervaults sell.*

One Round of Audit

KEEP THE PACK OPEN HERE WHILE YOU PLAY – EVERYTHING A ROUND NEEDS FACES THIS PAGE

1

CHOOSE AN EXIT an un-opened doorway on your current room

2

ROOM – ROLL 2D6 read the line; note the size (W×H). Doubles? remember it for step 6.

p. 11 →

3

DRAW IT beyond the door. Won't fit? rotate → trim → brick up 

p. 7

4

LAMP mark 1 box on the sheet's Lamp track (2 in a Cold draught); at the burn line, cross off 1 oil

p. 8

5

FEATURE – D6 unless the room fixes it. Apply it.

p. 11 →

6

EXITS – D6 unless fixed. Pencil that many un-opened doorways.

p. 11 →

7

DOUBLES? EVENT – D6 only if step 2 was doubles — apply *before* contents

p. 12

8

CONTENTS – 2D6 unless fixed (apply the room's modifier first), then resolve:

p. 12

×

 MONSTER – fight · pp. 7, 14

‡

 TRAP – test 2d6+Save · pp. 9, 12

⌘

 TREASURE – appraise d66 → tally · p. 13

◇

 ODDITY – apply it · p. 12

– EMPTY – write "empty", move on

×

⌘ GUARDED – fight, then appraise

9

TICK ROOMS AUDITED one box on the tally — then back to step 1

§

AT YOUR FLAG (6/7/8) the next exit you open is the Seal Stair (3×3). Descend, and only then break your delve's dossier seal.

pp. 18–20

The same strip, in miniature, is printed on the margin of your Vault Sheet. When a roll surprises you, the Field Card (p. 21) is the short answer; the page named here is the long one.

A round is nine pencil marks and at most four throws of the dice. The Guild has timed it. The Guild times everything.

ROLL TO EXPLORE: STEPS 2–7 • ROLL TO RESOLVE: WHAT THE ROOM HOLDS • NO THIRD KIND OF ROLL

Generation Tables — Depth One

THE UPPER VAULTS — ROLL THESE ON PAPER

All three delves share these tables and the Bestiary — only the quota, the boss, and the monster modifier change with depth (see The Three Delves, p. 17).

MASTER ROOM TABLE — ROLL 2D6 (step 2)

Size is in cells, width × height. Draw it beyond the door you opened; if it won't fit, use the surveyor's rule (p. 7: rotate → trim → brick up).

2D6	ROOM	SIZE	NOTES
2	Collapsed Gallery	2×1	Contents roll gets +4; feature is fixed Rubble & spoil ; no exits on its own die (a dead-ish end). The ceiling gave up decades ago.
3	Flooded Antechamber	2×2	Feature fixed Standing water . Black water to the ankle.
4	Storage Cell	1×2	Contents roll gets +2. Shelving, crates, deferred inventory.
5	Service Corridor	1×4	A long throat of dressed stone.
6	Records Room	2×2	Ledgers floor to ceiling.
7	Vault Chamber	2×2	A standard holding chamber of the imperial treasury.
8	Guard Post	2×3	Contents fixed: Monster ✕ (do not roll contents). Weapon racks, a cold brazier.
9	Stair Landing	2×1	Exits fixed: 3 . A junction of passages.
10	Grand Hall	3×3	Feature fixed Assessor chalk-marks ; at least 2 exits (roll, minimum 2). Pillars, vaulted dark.
11	Counting Room	2×2	Contents fixed: Rich Cache ✕ — appraise treasure, then roll d6; on 4+ a monster was watching it (fight). Scales, sorting trays, locked drawers.
12	Sealed Reliquary	2×2	Contents fixed: Reliquary — resolve one trap/oddity, then appraise treasure at a +10 gp reliquary premium. A door with three broken wax seals.

(11 entries — the complete 2d6 spread. The **Descent Shaft** you started from is the 2×1 stub pre-printed at the bottom edge of your sheet — it is not a room and does not count toward quota.)

ROOM FEATURE TABLE — ROLL D6 (step 4)

(unless fixed by the room)

D6	FEATURE	EFFECT
1	Bare and swept	Nothing. <i>Somebody maintains this. File that thought away.</i>
2	Rubble and spoil	You may Search here once: roll d6 — 4+ recover 1d6 gold; 1 wrench something, mark 1 fatigue.
3	Standing water	Footing is poor: −1 on tests against traps and gazes here.
4	Cold draught	Your lamp gutters: this room marks 2 boxes on the Lamp track , not 1.
5	Assessor chalk-marks	Your next test against a trap gains +2.
6	Sound of scuttling	Any monster in this room strikes before you do (first strike).

EXITS TABLE — ROLL D6 (step 5)

(unless fixed by the room)

D6	EXITS PENCILLED ONTO THE ROOM
1	0
2	1
3	1
4	2
5	2
6	3

Zero exits is not a mistake. Some rooms were meant to be the last room, for somebody.

ROOM CONTENTS TABLE – ROLL 2D6 (step 8)

(unless fixed by the room) – apply the room's contents modifier first if it has one (Collapsed Gallery +4, Storage Cell +2), then read the total (clamped to 2–12).

2D6		CONTENTS
2	◇	Oddity (roll on Traps & Oddities; take an oddity)
3	‡	Trap
4	‡	Trap
5	–	Empty
6	×	Monster
7	×	Monster
8	×	Monster
9	–	Empty
10	¤	Treasure
11	¤	Treasure
12	×¤	Guarded (a monster stands between you and salvage — fight, then appraise)

(11 entries.) **Empty rooms** still count toward your audit – write "empty" in the box and move on.

VAULT EVENTS TABLE – ROLL D6 (step 7)

(only when the room roll was doubles)

D6	EVENT	EFFECT
1	Tremor in the Stacks	A spare flask cracks: cross off 1 lamp oil .
2	Patrol	Footsteps on a schedule: a monster finds you when this room's business is done (fight after resolving contents).
3	Message-Tube	A Guild memo arrives 140 years late. Flavor only — read a memo, gain nothing but dread.
4	Dripping Calm	The vault is briefly only architecture. Recover 1 fatigue .
5	Predecessor's Cache	A prior assessor's emergency fund behind a loose flagstone. Add 1d6 gold to the Salvage tally .
6	Bad Air	Something sweet and wrong. –1 Attack in your next combat .

The vault does not have moods. It has procedures that resemble them.

TRAPS & ODDITIES TABLE – ROLL D66 (12 ENTRIES, BANDS OF 3)

A "d66" is two d6 read as tens-and-ones (e.g. a 3 then a 5 = 35). The 36 outcomes group into 12 bands of three.

D66 BAND	KIND	NAME	TEST / EFFECT
11–13	‡	Counterweighted Floor Panel	Test vs 8, or cross off 1 rope to skip. Fail: 2 fatigue, lose 2 gold.
14–16	‡	Sheared Stairwell	Test vs 7, or cross off 1 rope to skip. Fail: 2 fatigue.
21–23	‡	Bellows Vent	Test vs 7. Fail: lose 1 oil, 1 fatigue.
24–26	‡	Toll Turnstile	Test vs 9. Pass: +3 gold. Fail: lose 6 gold.
31–33	‡	Needle Docket	Test vs 8. Fail: 2 fatigue, lose 1 bandage.
34–36	‡	Screamer Wire	Test vs 7. Fail: 1 fatigue + alarm (next room is a monster).
41–43	‡	The Miser's Doorjamb	Test vs 9. Fail: 1 fatigue, lose 4 gold.
44–46	‡	Scald Pipe	Test vs 8. Pass: +2 gold. Fail: 2 fatigue.
51–53	◇	The Waiting Room	Sit and wait: recover 2 fatigue .
54–56	◇	The Correction Nook	A ghostly proofreader marks your map: gain 1 XP .
61–63	◇	The Unswept Corner	A century of dropped coins: add 6 gold to the Salvage tally .
64–66	◇	The Attended Sconce	A trimmed lamp with a spare flask: gain 1 lamp oil .

(8 traps ‡ + 4 oddities ◇ = 12 entries. Gold "lost" to traps that you have not yet banked comes off the Salvage tally; if the tally is empty, it goes to the Ledger as a deduction at Settlement.)

Appraisal Table — Recovered Assets

ROLL D66 • 36 ENTRIES — WHENEVER A ROOM YIELDS TREASURE ✕

Gold ("gp") adds to the Salvage tally on your Vault Sheet — it settles to the Guild Ledger only at Settlement (p. 9); some entries also carry a one-time mechanical effect.

D66	ASSET	GP	EFFECT
11	Sack of Demonetized Crowns	8	—
12	Voided Bearer Bond, Imperial Issue	15	—
13	Seized Silver Tea Service	18	—
14	Notary's Lead Seal Matrix	12	—
15	A Predecessor's Field Kit	6	Gain 1 bandage
16	Coil of Guild-Stamped Line	4	Gain 1 rope
21	Sealed Tin of Lamp Oil	3	Gain 1 oil
22	Crate of Unissued Wage Chits	10	—
23	The Under-Treasurer's Signet	35	—
24	Bolt of Confiscated Damask	14	—
25	Ledger of Forgiven Debts	9	Gain 1 XP
26	The Miser's False Brick	22	—
31	Unclaimed Pension Medallions	16	—
32	Brass Tax-Stamp Roller	7	—
33	Vault Clerk's Comfort Flask	5	Recover 2 fatigue
34	Deed to a Building That Fell	3	—
35	Misprinted Coronation Scrip	11	—
36	Strongroom Key, Filed Smooth	20	—
41	Weighted Assay Scales	13	—
42	Shrine-Box of the Patron of Receipts	28	—
43	Whetstone of the Old Guard	8	+1 Attack rest of this delve
44	Buckler Stamped VAULT PROPERTY	10	+1 Guard rest of this delve
45	Quartermaster's Double Oil Ration	5	Gain 2 oil
46	Imperial Chandelier Drops	24	—
51	Assayer's Loupe	9	—
52	Rain-Fused Coin Lump	12	—
53	Ivory Auction Gavel	17	—
54	Wine of the Last Fiscal Year	21	—
55	The Chancellor's Silk Gloves	15	—
56	The Great Ledger's Missing Page	45	—
61	Bullion Runoff, Floor-Pooled	50	—
62	Petty-Coin Box, Untouched	26	—
63	The Emperor's Paperweight	42	—
64	Repossessed Wedding Rings, One Gross	30	—
65	A Predecessor's Unfinished Report	2	—
66	The Vault's Own Inventory, Signed	55	—

* Salvage is taxable.

* The Guild claims the artifacts. You claim the finder's rate. The Guild finds this arrangement satisfactory.

Bestiary of the Upper Vaults — Grade I

THE 36 OCCUPANTS × • ROLL D66 — COPY THE LINE AND FIGHT

Roll d66 when a room's contents are a Monster (or Guarded). Copy the line and fight per **Combat** (p. 7). **grit** = wounds to slay it. On slaying, cross it off the audit, take its XP, and add its loot (gold) to the Salvage tally. *In Delves Two and Three, apply the delve's monster modifier (p. 17) to ATK and DEF.*

D66	NAME	ATK	DEF	GRIT	TRAIT	XP	LOOT
11	Shelf Louse	0	6	1	None	1	0
12	Inkpot Leech	1	7	1	Venom	1	0
13	Coin Tick	1	6	1	Thief	1	2
14	Receipt Moths	0	8	2	Swarm	2	0
15	Tallow Rat	1	6	1	Oily	1	0
16	Blotting Mold	0	6	1	Oily	1	0
21	Seal Servitor	1	7	1	First strike	1	1
22	Porcelain Clerk	1	6	1	Brittle	1	2
23	Chain Coiler	1	8	2	Sticky	2	0
24	Bell-Wire Watcher	0	6	1	Alarm	1	0
25	Spindle Shrike	2	7	1	First strike	1	0
26	Strongbox Snapper	2	8	2	Armored	2	10
31	Unpaid Clerk	1	7	1	None	1	0
32	Docket Phantom	1	6	1	Gaze	1	0
33	Pensioner's Echo	0	7	2	Cowardly	2	1
34	Overtime Haunt	2	8	1	First strike	1	0
35	Severance Shade	1	8	2	Venom	2	0
36	Foreclosed Doorman	1	8	2	Armored	2	1

D66	NAME	ATK	DEF	GRIT	TRAIT	XP	LOOT
41	Sprocket Sentry	1	8	1	Brittle	1	1
42	Wick Sentinel	1	7	2	Oily	2	1
43	Klaxon Idol	0	7	1	Alarm	1	0
44	Hinge Hulk	2	8	3	None	2	0
45	Rust-Seized Warden	2	8	3	Armored	2	2
46	Vault Barnacle	0	7	1	None	1	3
51	Spoilbank Gull	1	7	2	Cowardly	2	1
52	Gutter Antiquarian	1	6	2	Cowardly	2	2
53	Vault Picker	1	7	1	Thief	1	3
54	Stairwell Cudgelman	2	6	1	None	1	1
55	Feral Deed-Goat	1	6	1	None	1	0
56	Binding Ledger	2	8	3	Sticky	2	3
61	Milled-Edge Worm	0	8	1	Brittle	1	3
62	Numismite Swarm	1	6	2	Swarm	2	2
63	Verdigris Adder	1	6	1	Venom	1	1
64	Brood Purse	1	7	2	Thief	2	7
65	Vault Weevil Brood	1	7	2	Swarm	2	0
66	Comptroller's Regret	2	8	3	Gaze	3	4

(36 monsters — the complete d66 bestiary, shared by all three delves.)

TRAIT GLOSSARY (12 PROTOCOLS)

- NONE** — no special rule.

FIRST STRIKE — it attacks once *before* your opening attack.

ARMORED — the first wound you deal each fight is ignored.

VENOM — when it hits you, mark 2 fatigue instead of 1.
- COWARDLY** — when reduced to its last grit, it flees (you get no XP, no loot).

SWARM — its DEF drops by 1 for each wound it has already taken.

THIEF — when it hits you, it steals 1d6 gold instead of dealing fatigue.

GAZE — *before* combat, test 2d6 + Save vs 7; on a fail you fight at −1 Attack.
- OILY** — you may cross off 1 oil at the start of the fight for +2 Attack against it.

BRITTLE — any doubles on your attack roll slays it outright.

STICKY — you cannot flee this fight.

ALARM — when you first wound it, the next room's contents are automatically a monster.

Progression (XP) — The Ranks

CERTIFIED ADVANCEMENT — PAYABLE AT THE GUILD OFFICE (FACING PAGE)

You earn XP by slaying monsters and from a few oddities. Between delves, at the Guild Office, you spend XP on your class's **rank ladder**: 7 ranks, in strict order (cheapest first; you cannot skip a rank). **Each rank is an A-or-B choice — pick one, the other is discarded for this run.** Real trade-offs, not a checklist (e.g. *+1 Guard* vs *+1 Attack*).

Note for the paper demo: the three demo delves yield only about **half the ladder** (roughly ranks 1–4 of 7). The higher ranks stay visible but locked — a hook to the full game. **Field Stitching** (Bruiser, rank 2B) makes bandages **recover 3** fatigue.

THE BRUISER — RANK LADDER (CHOOSE A OR B EACH RANK)

RANK	COST (XP)	A	B
1 · First Principles	2	+1 Guard	+1 Attack
2 · Conditioning	4	+2 max Fatigue	Bandages recover 3
3 · Method	7	Attack totals 11+ deal 2 wounds	Once/delve, refuse a death
4 · Seniority	11	+1 Attack & +1 Guard	+1 Attack; grit-2+ foes give +1 XP
5 · Second Wind	16	+3 max Fatigue	+2 Attack
6 · Journeyman's Warrant	23	+2 Guard & +1 max Fatigue	+2 Attack; 11+ totals deal 2 wounds
7 · Foreman Emeritus	31	+2 Attack & +2 Guard	+3 Attack; grit-2+ foes give +1 XP

THE LAMPWRIGHT — RANK LADDER (CHOOSE A OR B EACH RANK)

RANK	COST (XP)	A	B
1 · Trade Habits	2	Lamp burns oil every 6 rooms	+1 Guard
2 · Provisioning	4	+1 on tests vs traps	+2 max oil; bank 5 gp per unused flask
3 · Under Pressure	7	Once/combat, force an enemy to reroll a hit	Spend 1 oil at fight start for +2 Attack all fight
4 · Mastery	11	+1 Attack; ignore darkness penalties	+1 Attack; treasure salvage +25%
5 · Deep Habits	16	Lamp burns oil every 8 rooms	Bandages recover 4; +1 max Fatigue
6 · Registry Standing	23	Salvage +50%; +1 on all tests	+1 Attack, +1 Guard, +2 max oil
7 · Grand Certification	31	+2 Attack; never touched by darkness	+1 Attack; salvage +50%; +1 on all tests

Hatched rungs V–VII: visible, priced, and out of reach of the three demo delves — sealed until the full audit. (Lamp-cadence ranks move the burn line on your Vault Sheet's Lamp track to box 6 or 8.)

The ladder is climbed with receipts, not promises.

The Guild Office — Between Delves, on Paper

REST • RESUPPLY • RANK • RECORD

You surface, you settle, and before the next descent you report to the Guild Office. These things happen here, in order.

1 • REST — FATIGUE MENDS, FREE

Between delves your **fatigue recovers to full at no cost** — erase the whole fatigue track on your Assessor's Licence. The Guild bills that to morale.

2 • THE FIELD KIT DOES NOT REFILL

Whatever **oil, rope and bandages** you spent below stay spent. You carry down whatever remains (up to your capacity); **coin is the only resupply**. Buy back what you spent at the Commissary, below. (Some ranks let the Lampwright bank gold for unused oil on surfacing — that oil is sold, not carried.)

3 • THE GUILD COMMISSARY — THE GOLD SINK

The Quartermaster's cage. Spend banked gold; **the prices are the prices**, and they are tuned so coin never buys everything.

ITEM	PRICE	LIMIT	EFFECT
Lamp oil (flask)	8 gp	up to capacity	Restore one spent lamp-oil charge.
Rope	14 gp	up to capacity	Restore one spent rope.
Bandage	20 gp	up to capacity	Restore one spent bandage.
Reinforced Kit-roll	80 / 250 gp	max 2	+1 bandage capacity, permanently — with a fresh bandage already rolled in. (80 gp the first, 250 gp the second.)
Writ of Passage	45 gp	carry 1	Auto-clear one hazard below — or waive one tithe. Spend the one you hold before the cage sells another.
Ledger Amendment	35 gp	carry 1	Strike 4 fatigue off the record, any time below. Spend the one you hold before buying another.

★ The prices are the prices. The Quartermaster has heard every argument twice.

4 • CERTIFY A RANK — SPEND XP

Spend the XP you earned below on your class's **rank ladder** (p. 15, facing): cheapest rank first, no skipping, each rank a **choose-one A/B**. The three demo delves grant only enough XP for the lower rungs; the upper ranks stay visible but locked — a hook to the full game.

5 • RECORD IT

Log every purchase, every rank, and your running balance on the **Guild Ledger** (p. 24). Then take the next commission (p. 17) and descend again. The cage slams. Whatever you carry now is what you carry down.

★ Coin is the only resupply. Morale is the only thing on the house.

The Three Delves — Deeper into the Upper Vaults

THREE COMMISSIONS · ONE JOB · A STEEPER PRICE EACH TIME

The Guild grants three commissions. Each is the same job — descend, audit the quota, find the Seal, come back — run on the *same tables and Bestiary* as Delve One, at a steeper price. Between each one you return to the *Guild Office* (p. 16). Read this page when your first Settlement is filed; it is your next Letter of Commission.

Two things change as you go deeper: more rooms to audit, and the occupants get harder. Apply the monster modifier to every Bestiary line you roll (and to wandering monsters on the Ascent) — add it to that monster's ATK and DEF before you fight. The Seal Vault boss uses its own statline and is NOT modified.

★ ”Satisfactory”: a term the Guild does not use lightly or, indeed, ever in writing.

DELVE	NAME	QUOTA	COMMISSION	SEAL FINDER'S RATE	MONSTER MODIFIER	SEAL VAULT DOSSIER
One	Intake Audit · Vault 7-C	6 rooms	+100 gp	+80 gp	none	Dossier I — p. 18
Two	Second Audit · The Revenue House	7 rooms	+150 gp	+140 gp	+1 ATK	Dossier II — p. 19
Three	Final Audit · The Hall of Clocks	8 rooms	+220 gp	+160 gp	+2 ATK, +1 DEF	Dossier III — p. 20

***Delve Two — The Revenue House.** Your first filing has been accepted with commendation (see: none attached). Descend again, deeper, to the Revenue House of the Lower Registry. The occupants have had time to read your previous report — and the thing that keeps the Seal down here does not stamp forms. It collects. Audit seven chambers, locate the Seal Vault, and carry coin: you will be billed for the privilege of leaving.*

***Delve Three — The Hall of Clocks.** The Guild extends its rarest courtesy: a third commission. Descend to the deepest registry the survey permits — the Hall of Clocks, where the Treasury’s last Auditor-General still keeps the books of a dead empire. Audit eight chambers and locate the final Seal. Be warned: down there, time is not on your side. It is, specifically and deliberately, on its.*

Everything else runs exactly as Delve One: the Delve Loop, the same Master Room Table, features, exits, contents, traps, treasures, and the full Bestiary — only tougher, and longer. When your audited count hits the quota, the next exit is the Seal Stair.

★ Deeper remains cost more to fetch. See the schedule of fees, clause 9.

THE DOSSIERS OVERLEAF STAY SEALED UNTIL YOU STAND AT A SEAL STAIR. THE SEALS ARE AUDITED.

SEALED BY THE GUILD — OPEN ONLY AT THE SEAL STAIR OF DELVE ONE · THE SEALS ARE AUDITED

The Provisional Custodian

SEALED · I

THE SEAL VAULT — DELVE ONE · INTAKE AUDIT

The Seal Vault opens onto a desk. Behind the desk: nine feet of brass, verdigris and clerical intent, still at its post one hundred and forty years after the last payroll. Its nameplate reads PROVISIONAL. It stamps a form and looks up. It has been expecting an auditor. It does not intend to be audited.

	ATK	DEF	GRIT
The Provisional Custodian	2	8	6

Fight it exactly like a monster — 2d6 + Attack vs its DEF to wound; it strikes 2d6 + its ATK vs your Guard — with the two rules below.

THE FILING DOCKET (side target)

A rack of forms at its side. DEF 9, 2 hits to wreck. You may spend your attack striking the Docket instead of the Custodian. Wreck it and: no more Forms are drawn, and the Custodian's Defense drops by 1 (to 7) for the rest of the fight.

The Docket collapses in a blizzard of triplicate. The Custodian pauses — for the first time in a century, it has no procedure to follow.

THE FORMS — ROLL D6 EACH ROUND before the Custodian acts

(While the Docket stands. Once it is wrecked, skip this step entirely.)

D6	FORM	EFFECT THIS ROUND
1	Form 1-A — Denial of Entry	It braces: Defense +1 this round.
2	Form 7-C — Seizure of Assets	If its strike hits, you also lose 1d6 gold (off the Salvage tally).
3	Form 9-F — Escalation	Stamped in red: Attack +2 this round.
4	Writ of Eviction	Test 2d6 + Save vs 8 or lose your attack this round.
5	Stamp of Censure	It files twice: it attacks twice this round.
6	Clerical Error	It stamps its own demolition: takes 1 wound and does not attack this round.

VICTORY

The Custodian folds at the waist like a closed ledger. Behind the desk, the Vault Seal of the Imperial Treasury — your finder's rate on an artifact of a dead state comes to 80 gold. The Guild will claim the Seal itself. You will receive a memo about it.

Reward: +5 XP, +80 gold to the Salvage tally. Then make the Ascent roll and surface to Settlement (p. 9). Report to the Guild Office (p. 16), then take your next commission (p. 17).

SEALED BY THE GUILD – OPEN ONLY AT THE SEAL STAIR OF DELVE TWO • THE SEALS ARE AUDITED

The Tithe-Collector

SEALED • II

THE SEAL VAULT – DELVE TWO • THE REVENUE HOUSE

This Seal Vault is a counting-house, and the thing behind the cage is all hands and abacus. Where the Custodian filed, this one COLLECTS – and it is bigger, harder, and hungrier than the paper-pusher above it. It was the Treasury’s last revenue officer, and it has assessed arrears in the dark for a hundred and forty years with a compounding interest rate and no one to bill. It sees your purse before it sees you. It presents an invoice, and the invoice grows.

	ATK	DEF	GRIT
The Tithe-Collector	3	8	8

Fight it like a monster — 2d6 + Attack vs DEF 8 to wound; it strikes 2d6 + its Attack vs your Guard — with one extra step each round: the Tithe.

THE TITHE – LEVIED EACH ROUND, before you act

Keep two tallies on scratch paper: the **round count** (starts at 0) and your **arrears** (starts at 0, maximum 6). Each round it levies a demand:

This round's tithe = 16 gold + 4 × (rounds elapsed) + 8 × (arrears).
First round's demand is 16. It climbs +4 every round it draws breath, paid or not — you cannot out-wait it.

Then choose how to answer the invoice:

YOU ANSWER . . .	WHAT HAPPENS
Pay (if you hold the gold)	Deduct the demand from your gold (Salvage tally first). It rakes the coins in and busies itself counting — it does not strike this round.
Present a Writ of Passage (if carried)	It waives this round's tithe — no coin, no arrears — and does not strike this round. (The base levy still climbs +4.) Spend the Writ.
Refuse — or come up short	The debt is filed as Arrears (+1, max 6). Every point of arrears adds +2 to its Attack and +8 to every future tithe. At 3+ arrears it strikes TWICE each round.

Then take your turn (attack / flee / bandage / Ledger Amendment). If you neither paid nor presented a Writ this round, it strikes back afterward — at Attack 3 + (2 × arrears), once, or twice at 3+ arrears.

You cannot pay forever (the levy compounds) and you cannot stall (it keeps collecting). Race its grit-8 down before the invoice bankrupts you and the arrears break your back.

VICTORY

The Tithe-Collector’s abacus runs out of beads. It totals its ledger one final time, finds the account closed, and simply stops. The Revenue House Seal appraises at 140 gold — a poor return on everything it made you pay to get here, which is, the Guild suspects, the entire point of a revenue office.

Reward: +7 XP, +140 gold to the Salvage tally. Make the Ascent roll and surface to Settlement (p. 9).

SEALED BY THE GUILD – OPEN ONLY AT THE SEAL STAIR OF DELVE THREE · THE SEALS ARE AUDITED

The Auditor-General

SEALED · III

THE SEAL VAULT – DELVE THREE · THE FINAL RECKONING

The deepest Seal Vault is not a room but a hall of clocks, and at its head, in a chair too large for anything that should exist, the Auditor-General closes a ledger the size of a door. It does not stamp. It does not collect. It RECKONS – and a great brass counter above it begins, unbidden, to tell down the rounds to your Final Assessment. It has audited empires into dust. It has all the time it has decided to allow you, and not one round more.

	ATK	DEF	GRIT
The Auditor-General	2	9	10

Fight it like a monster — 2d6 + Attack vs its DEF to wound; it strikes 2d6 + 2 vs your Guard once each round — against a Reckoning clock that is trying to run out.

THE RECKONING – A CLOCK COUNTING DOWN TO YOUR RUIN

Track the Reckoning clock. It starts at 6 and ticks down 1 at the start of every round.

- **When the clock reaches 0 — Final Assessment.** The Auditor-General reads your account aloud and finds it wanting: **mark 4 fatigue, no defense roll.** Then the clock resets to 3 and tells down again.
- **File an Objection** (*your turn, instead of striking*). Push the Reckoning clock **back 2 rounds**. It deals no damage — it only buys time, and you may do it **at most 3 times the whole fight**. You cannot win by stalling.
- **At half its grit (5 wounds) — it Amends the Ledger** (*once*). The clock **resets to full (6)** and its **Defense rises to 10** for the rest of the fight (Phase II). Whatever you did, it means to have more time to punish it.

Otherwise: strike 2d6 + Attack vs its **Defense 9** (10 in Phase II); it strikes 2d6 + 2 vs your Guard each round. **Race its grit-10 down before the Final Assessments drown you.**

VICTORY

The final ledger closes on the Auditor-General’s own hands. The clocks in the hall stop, all at once, at no hour in particular. The Deep Seal of the Imperial Treasury appraises at 160 gold — and behind it, the stair the empire never let anyone climb. The Guild’s demo audit ends here. What the vaults keep below is documented only on paper.

Reward: +9 XP, +160 gold to the Salvage tally. Make the **Ascent** roll and surface to your final **Settlement** (p. 9). You have audited the Upper Vaults end to end. The Guild files your name where it keeps the names of assessors who came back.

Assessor's Field Card

PRINT THIS BESIDE YOUR SHEETS – WHERE TO LOOK WHEN YOU DOUBT

§ 1 • ONE ROUND OF AUDIT

1 Exit → 2 Room 2d6 (p. 11) → 3 Draw (won't fit: rotate → trim → brick ■, p. 7) → 4 Lamp +1 box → 5 Feature d6 (p. 11) → 6 Exits d6 (p. 11) → 7 Doubles? Event d6 (p. 12) → 8 Contents 2d6 (p. 12) → 9 Tick Rooms Audited. At your flag (6/7/8): next exit = Seal Stair (3x3) → your dossier (pp. 18–20).

§ 2 • COMBAT (P. 7)

- **Attack:** 2d6 + ATK ≥ its DEF → 1 wound. Doubles → 2 wounds. Snake eyes → fumble: no wound, mark 1 fatigue.
- **It strikes back:** 2d6 + its ATK ≥ your Guard (9) → mark 1 fatigue (traits may alter this).
- **Instead of attacking:** flee (1 fatigue; room contested; not vs Sticky) or bandage (recover 2 Bruiser / 1 Lampwright; it still strikes).
- **Grit 0 = slain:** cross it off, +XP, loot → Salvage tally.

§ 3 • TESTS (P. 9)

- 2d6 + Save vs Difficulty 7–9; meet or beat, or suffer the line.
- Standing water –1 · chalk-marks +2 next trap · dark –2 all · rope bypass where offered.

§ 4 • THE KIT (P. 8)

- **Lamp:** +1 Lamp box per new room (2 in a draught); at the burn line (4; ranked 6/8) cross 1 oil. Oil 0 = dark: –2 Attack, –2 tests.
- **Rope:** cross 1 to skip a rope-marked trap test.
- **Bandage:** cross 1 → recover fatigue (2/1); mid-fight allowed.

§ 5 • DEATH (P. 8)

- Fatigue track full = death. Fee to the Ledger (50 / 75 / 100 by delve); **cross out the sheet's Salvage tally** (unbanked = not yet settled). Fresh Vault Sheet, same XP and ranks.
- The vault rearranges itself. The Guild notes this without comment.

§ 6 • THE 12 TRAITS (P. 14)

- **None** — no special rule.
- **First strike** — it hits once before your opening attack.
- **Armored** — ignore the first wound you deal each fight.
- **Venom** — its hit marks 2 fatigue, not 1.
- **Cowardly** — at last grit it flees; no XP, no loot.
- **Swarm** — DEF –1 per wound it carries.
- **Thief** — its hit steals 1d6 gold instead of fatigue.
- **Gaze** — pre-fight test 2d6+Save vs 7 or –1 Attack.
- **Oily** — spend 1 oil at start: +2 Attack against it.
- **Brittle** — any doubles on your attack slays it.
- **Sticky** — you cannot flee.
- **Alarm** — first wound: next room is a monster.

§ 7 • WHERE THE LONG ANSWERS LIVE

LOOP p. 6 · SURVEYOR p. 7 · KIT/DEATH p. 8 · SEAL & SETTLEMENT p. 9 · ROUND p. 10 · TABLES pp. 11–12 · APPRAISAL p. 13 · BESTIARY p. 14 · RANKS p. 15 · OFFICE p. 16 · DELVES p. 17

When in doubt, look here. When still in doubt, the page named. When in doubt beyond that, the Guild recommends the surface.

§ 8 • THE THREE DELVES AT A GLANCE – QUOTAS 6 / 7 / 8 · COMMISSIONS 100 / 150 / 220 ·
FINDER'S RATES 80 / 140 / 160 · DEATH FEES 50 / 75 / 100 · MONSTER MODIFIERS – / +1 ATK /
+2 ATK +1 DEF

Vault Sheet

SURVEY GRID 12 × 12 – SKETCH OF CHAMBERS AUDITED • PRINT ONE FRESH PER DELVE

DELVE / VAULT NO. _____ GRADE _____ • DEPTH _____



1 EXIT • 2 ROOM 2D6 • 3 DRAW • 4 LAMP • 5 FEAT D6 • 6 EXITS D6 • 7 DBL? EVT D6 • 8 CONT 2D6 • 9 TICK – AT FLAG: SEAL STAIR S

▼ DESCENT SHAFT – PRE-PRINTED 2×1 • ONE DOOR, NORTH WALL (–) • TRACE IT DARK, THEN OPEN • SURFACE THIS WAY

ROOMS AUDITED:

--	--	--	--	--	--	--	--	--	--	--	--

 AT YOUR DELVE'S FLAG: NEXT EXIT = SEAL STAIR (3×3)

LAMP TRACK:

--	--	--	--	--	--	--	--	--	--	--	--

MARK 1 PER NEW ROOM • 2 IN A COLD DRAUGHT • AT YOUR BURN LINE (4; RANKED 6/8): CROSS OFF 1 OIL & ERASE

SALVAGE THIS DELVE – PENCIL TALLY

SETTLES TO THE LEDGER AT SETTLEMENT ONLY • DEATH VOIDS IT – CLAUSE 9

TALLY TOTAL _____ GP

LEGEND – GLYPHS OF RECORD

×	Occupant (monster)	◇	Oddity	▼	Descent shaft
⌘	Salvage (treasure)	–	Empty	■	Bricked-up doorway
‡	Trap	§	Seal Vault (boss)	n	Room number (audit order)

Assessor's Licence

CERTIFICATE OF STANDING – GUILD OF RUIN-APPRAISERS



ASSESSOR NAME _____ FIELD ACCOUNT NO. _____

CERTIFICATION / CLASS: ☐ THE BRUISER ☐ THE LAMPWRIGHT

STARTING VALUES – BRUISER: Atk +1 · Guard 9 · Save +0 · Fatigue 10 · Oil 3 · Rope 1 · Bandages 2 · Pry Bar
LAMPWRIGHT: Atk +0 · Guard 9 · Save +1 · Fatigue 9 · Oil 6 · Rope 1 · Bandages 1 · Bullseye Lantern

ATK	GUARD	SAVE	XP
+		+	

FATIGUE TRACK – FULL TRACK = DEATH (TRACK TO YOUR CLASS MAXIMUM) • SEE CLAUSE 9

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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FIELD KIT – CROSS OFF AS EXPENDED • THE COMMISSARY RESTOCKS, COIN ONLY

LAMP OIL ☐☐☐☐☐☐☐☐☐☐

ROPE ☐☐☐☐☐☐

BANDAGES ☐☐☐☐☐☐☐☐

TRINKET _____

PROGRESSION – 7 RANKS • IN ORDER, NO SKIPPING • CHOOSE A OR B (THE OTHER IS DISCARDED)

RANK • XP	THE BRUISER	THE LAMPWRIGHT
I 2	<i>First Principles.</i> ☐ A: +1 Guard / ☐ B: +1 Attack	<i>Trade Habits.</i> ☐ A: oil every 6 rooms / ☐ B: +1 Guard
II 4	<i>Conditioning.</i> ☐ A: +2 max Fatigue / ☐ B: bandages recover 3	<i>Provisioning.</i> ☐ A: +1 tests vs traps / ☐ B: +2 max oil; unused flasks bank 5 gp
III 7	<i>Method.</i> ☐ A: attack totals 11+ deal 2 wounds / ☐ B: once/delve, refuse a death	<i>Under Pressure.</i> ☐ A: once/combat, force reroll of a hit / ☐ B: 1 oil at fight start = +2 Attack all fight
IV 11	<i>Seniority.</i> ☐ A: +1 Attack & +1 Guard / ☐ B: +1 Attack; grit-2+ foes give +1 XP	<i>Mastery.</i> ☐ A: +1 Attack; ignore darkness / ☐ B: +1 Attack; salvage +25%
V 16	<i>Second Wind.</i> ☐ A: +3 max Fatigue / ☐ B: +2 Attack	<i>Deep Habits.</i> ☐ A: oil every 8 rooms / ☐ B: bandages recover 4; +1 max Fatigue
VI 23	<i>Journeyman's Warrant.</i> ☐ A: +2 Guard & +1 max Fatigue / ☐ B: +2 Attack; 11+ totals deal 2 wounds	<i>Registry Standing.</i> ☐ A: salvage +50%; +1 all tests / ☐ B: +1 Attack, +1 Guard, +2 max oil
VII 31	<i>Foreman Emeritus.</i> ☐ A: +2 Attack & +2 Guard / ☐ B: +3 Attack; grit-2+ foes give +1 XP	<i>Grand Certification.</i> ☐ A: +2 Attack; darkness never touches you / ☐ B: +1 Attack; salvage +50%; +1 all tests

Hatched rungs V-VII: sealed until the full audit.

NOTES / CONSUMABLES – WRITS • AMENDMENTS • KIT-ROLLS

Guild Ledger

RUIN-APPRAISERS – FIELD ACCOUNT NO. _____



Enter at Settlement: + commission • + the whole Salvage tally • – deductions. Death fees and Commissary purchases enter the moment they are billed. Deductions in red, if red is available; *the Guild finds it usually is.*

NO.	RECORD OF AUDIT	AMOUNT (GP)
001		
002		
003		
004		
005		
006		
007		
008		
009		
010		
011		
012		
013		
014		
015		
016		
017		
018		
019		
020		
021		
022		
023		
024		
025		
026		
027		
028		
029		
030		

Balance Due to Assessor: _____ gp