ADVANCED EXPLORATION AND SCALING

The purpose of this table it to give greater variety to room exploration and add a greater element of scaling and variety to Threats. All numbers and modifiers are guides. Please modify the rolls if you feel it is too hard or too easy.

EXPLORATION TOKENS
Placed as usual, but only indicate number of doors and the presence of clues.

DEPTH TRACK
This works exactly as normal (Hold Back Darkness, trigger of cards etc).

EXPLORATION
Instead of resolving the words printed on the Exploration Token, roll on the left-hand table, as explained below. Any tests are made by the hero who looked through the door. All D3-1 rolls are min 1 and the Posse should only ever 'roll again' once (i.e. max 2 rolls). One Loot card for each hero

ATTACKS & AMBUSHES
When an attack or ambush is rolled on the left-hand table, roll again on the right-hand table and draw the indicated Threat Cards. '½ creatures' is rounded up.

POSSE STRENGTH
Posse Strength is a measure of the combined power of the heroes and their allies. It is calculated by totalling all the levels of the heroes and allies. For example, a Posse of 3 level 4 heroes with one level 1 Ally would have a Posse Strength of 13.

ROLL = D12 + Posse Strength + 1 per Exploration Token revealed and + 4 (one-time only) if the Posse has crossed the Darkness Marker on the Depth Track.

ROLL	EXPLORATION RESULT	ROLL	ATTACK/AMBUSH THREAT CARDS
3	ATTACK (STRENGTH 6+ TO AVOID)	3	Low x1 (½ creatures)
4	ENCOUNTER x1 (LORE 6+ TO AVOID)	4	Low x1 (½ creatures)
5	LOOT x1	5	Low (-1 creature, min 1)
6	ENCOUNTER x1 (CUNNING 6+ TO AVOID)	6	Low
7	AMBUSH (AGILITY 6+ TO DOWNGRADE TO ATTACK)	7	Low
8	ATTACK	8	Low
9	DARKNESS x1 (LUCK 6+ TO AVOID)	9	Low with 1 Elite Ability (½ creatures)
10	ENCOUNTER x1	10	Medium (½ creatures)
11	ATTACK	11	Low with 1 Elite Ability (½ creatures)
12	ENCOUNTER x1	12	Low
13	GROWING DREAD x1 (SPIRIT 6+ TO AVOID)	13	Low with 2 Elite Abilities (½ creatures)
14	ENCOUNTER x1	14	Low with 1 Elite Ability
15	ATTACK	15	Low (+1 creature)
16	ENCOUNTER xD3-1	16	Brutal Low (½ creatures)
17	LOOT x1 + ROLL AGAIN AT -4	17	Medium (-1 creature, min 1)
18	ENCOUNTER x1 + ROLL AGAIN	18	Low with 1 Elite Ability
19	AMBUSH	19	Medium
20	ATTACK	20	Low x2 (½ creatures)
21	DARKNESS x1	21	Low x2 (second card ½ creatures)
22	ENCOUNTER x1	22	Medium with 1 Elite Ability (-1 creature, min 1)
23	ATTACK	23	Low with 2 Elite Abilities (-1 creature, min 1)
24	ENCOUNTER x1D3-1	24	Medium with 1 Elite Ability
25	GROWING DREAD x1	25	Medium (+1 creature)
26	ENCOUNTER x1 + ROLL AGAIN AT -4	26	Medium x1 + Low x1
27	ATTACK	27	Brutal Low
28	ENCOUNTER x1	28	High
29	LOOT x1 + ROLL AGAIN	29	Low x2
30	ENCOUNTER xD3-1	30	Brutal Low with 1 Elite Ability
31	AMBUSH	31	Low x2 both with 1 Elite Ability
32	ATTACK	32	Medium with 1 Elite Ability
33	DARKNESS xD3-1	33	High x1 + Low x1
34	ENCOUNTER x1	34	High with 1 Elite Ability
35	ATTACK	35	Medium x1 + Low x1

ROLL	EXPLORATION	ROLL	ATTACK/AMBUSH THREAT CARDS
36	ENCOUNTER xD3-1 + ROLL AGAIN AT -4	36	Brutal Low x2
37	GROWING DREAD xD3-1 + ROLL AGAIN	37	Medium with 1 Elite Ability
38	ENCOUNTER x2	38	High (+1 creature)
39	ATTACK	39	Medium with 2 Elite Abilities
40	ENCOUNTER x1 + ROLL AGAIN	40	Brutal Medium
41	LOOT xD3-1 + DARKNESS x1	41	High with 1 Elite Ability
42	ENCOUNTER x1 + DARKNESS x1	42	Brutal Low x2 both with 1 Elite Ability
43	AMBUSH	43	Medium x2
44	ATTACK	44	Brutal Medium (+1 creature)
45	DARKNESS x1 + ROLL AGAIN AT -4	45	Brutal Medium x1 + Low x1
46	ENCOUNTER x2	46	High with 1 Elite Ability
47	ATTACK	47	Brutal Medium x1 + Brutal Low x1
48	ENCOUNTER x1 + ROLL AGAIN	48	Medium x2 both with 1 Elite Ability
49	GROWING DREAD xD3-1	49	High x1 + Low with 1 Elite Ability x1
50	ENCOUNTER x2 + ROLL AGAIN	50	High x1 + Medium x1
51	ATTACK	51	High x2
52	ENCOUNTER xD3-1 + ROLL AGAIN	52	Brutal Medium x2
53	LOOT xD3-1 + ROLL AGAIN	53	Medium x2 both with 2 Elite Abilities
54	ENCOUNTER x2	54	High with 2 Elite Abilities
55	AMBUSH	55	Brutal High
56	ATTACK	56	Brutal Medium with 1 Elite Ability
57	DARKNESS x1 + GROWING DREAD x1	57	Brutal Low x2 both with 2 Elite Abilities
58	ENCOUNTER xD3-1	58	Brutal High with 1 Elite Ability
59	ATTACK	59	Brutal High (+1 creature)
60	ENCOUNTER x1 + ROLL AGAIN AT -4	60	Epic
61	GROWING DREAD x1 + ENCOUNTER x1	61	High x2
62	ENCOUNTER xD2	62	Brutal High x1 + Brutal Medium x1
63	ATTACK	63	Brutal Medium with 3 Elite Abilities
64	ENCOUNTER x1 + DARKNESS x1	64	Brutal High x1 + Low x1
65	LOOT xD3-1 + ROLL AGAIN	65	Brutal Medium x2 both with 2 Elite Abilities
66	ENCOUNTER xD2 + DARKNESS x1	66	Brutal High with 2 Elite Ability
67	AMBUSH	67	Brutal High x2
68	ATTACK + DARKNESS x1	68	Epic
69	DARKNESS x2	69	Brutal High x2 both with 1 Elite Ability
70	ENCOUNTER x1 + ROLL AGAIN	70	Epic with 1 Elite Ability
71	ATTACK	71	Epic x1 + Brutal Low x1
72	ENCOUNTER x1 + ROLL AGAIN	72	Epic with 2 Elite Abilities + Medium (no Abilities)
73	GROWING DREAD xD3-1 + ROLL AGAIN	73	Epic x1 + High x1
74	ENCOUNTER x2 + DARKNESS x1	74	Brutal Epic
75	ATTACK	75	Brutal High x2 both with 2 Elite Abilities
76	ENCOUNTER x2 + ROLL AGAIN	76	Epic x1 + Brutal Medium x1
77	LOOT xD2 + GROWING DREAD x1	77	Epic with 3 Elite Abilities
78	ENCOUNTER x2	78	Brutal Epic with 1 Elite Ability
79	AMBUSH + DARKNESS x1	79	Epic x2
80	ATTACK + ENCOUNTER x1	80	Brutal Epic with 2 Elite Ability
81	DARKNESS xD2 + GROWING DREAD x1	81	Epic x2 both with 1 Elite Ability
82	ENCOUNTER x2 + ROLL AGAIN	82	Brutal Epic x1 + Brutal High x1
83	ATTACK + DARKNESS x1	83	Brutal Epic with 2 Elite Abilities
84	ENCOUNTER x1 + ROLL AGAIN	84	Brutal Epic x2
85	GROWING DREAD x2 + ENCOUNTER x1	85	Brutal High x2 both with 3 Elite Abilities
86	ENCOUNTER x2 + DARKNESS x1	86	Brutal High x1 + Brutal Epic x1 both with 2 Elite Abilities
87	ATTACK + ROLL AGAIN AT -4	87	Brutal Epic with 3 Elite Abilities
88	AMBUSH + DARKNESS x1 + ROLL AGAIN	88	Brutal Epic x2 both with 2 Elite Abilities