

# DUNGEONMORPH DELVING QUICKSTART

## CREDITS

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**Author**

Andrew Shields

**Publisher**

Joe Wetzel

**Layout**

Keith Curtis

**System Design**

Joe Wetzel

Andrew Shields

Keith Curtis

**Interior Art**

Keith Curtis

Eric Pommer

Dean Spencer

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# DUNGEONMORPH DELVING QUICKSTART

How do you turn a handful of Dungeonmorphs into an adventure? A combination of Inkwell Ideas resources can get you started right away with minimal preparation. You can even share GM duties!

## Dungeonmorph Designs

Each Dungeonmorph has three themed suggestions for features for each space, and three more un-themed descriptions you may randomize or choose; so there are six options for features for each prominent area of each Dungeonmorph. Whether you are in a traditional GM role (planning an adventure or improving), or using this **Dungeonmorph Delving** Quickstart to share the GM role, you can draw on a variety of ideas for each dungeon section.

## Dungeonmorph Delving Frameworks

This **Dungeonmorph Delving** system can combine with your fantasy RPG of choice. These rules are for finding out what features are in rooms, whether doors are passable, which foes appear, whether secrets are hidden where the characters search, and what treasure they might find, as you play. The features, monsters, and treasures in this Quickstart are general, but you can play with a Framework that refocuses on tomb raiding, orc bashing, fey invasion, or other thematic adventure concepts. Frameworks customize setting generation, monsters, treasure, traps, and features, and adjust for low, medium, or high level characters.

## USING THE DUNGEONMORPH DELVING QUICKSTART

### META ROLES

Assign the four meta roles to the players. Some players can have more than one role. If you are playing on your own, you will run all four meta roles.

### STORY

Develop and explain the starting setup for the adventure

Run any non-combat NPCs.

### SETTING

Develop and explain the surroundings.

Make decisions and interpret results on interacting with the environment: jumping over chasms, swimming, clearing rubble, opening doors, and so on.

### FOES

Generate, customize, and run opponents.

Handle rules for traps.

### REWARD

Generate and interpret treasures to find when the adventurers search an area.

Determine the loot on fallen foes

## BEFORE PLAY BEGINS

There are a few details to sort out before play begins. Each of the Meta Roles has some details to settle.

### Story

**What motivated us to come here, now? What is the area like? What are we here to do?**

*See Appendix VI*

If there is a big treasure you are after, work with the **Rewards player** to develop it.

If there is an enemy leader or a monster you are to assassinate, work with the **Foes player** to develop the target.

### Setting

**Choose or randomize: Do the adventurers have a map? Roll 1d6:**

For 1-3, Pick out a number of Dungeonmorphs. Start with one in the middle, or at an edge. If there is a Dungeonmorph appropriate for the “end boss”, put it in the bottom half of the stack.

1. **No, and** the quest is more difficult! The environment fluctuates: when adventurers move from one Dungeonmorph to another, roll 1d6. On a result of 1, one of the Dungeonmorphs they have already crossed is rotated or replaced! (If that doesn’t make sense for your adventure, use the “5” result.)
2. **No.** Explore as you go!
3. **No, but** there are signs: you are tracking a blood trail, or following chalk marks or arcane symbols on the wall. You have a way to follow a path to your objective.

For 4-6, pick out a number of Dungeonmorphs. Place them with an interesting layout. You can roll the Dungeonmorph Dice and have some faces ready off to the side, or you can use the Dungeonmorph Cards, or the Dungeonmorph Tiles; whatever format works for you! If playing with a fixed map, familiarize yourself with it.

4. **Yes, but** the map may not be accurate. When reaching a new Dungeonmorph, roll 1d6, and on a 1-2 you can rotate it or replace it!
5. **Yes.** They have an incomplete map. Keep the objective room off to the side, and every time they reach the edge of a Dungeonmorph that could be an exit, roll 1d6. Find the objective on a roll of 6+. Add +1 to the roll for every potential exit they check.

6. **Yes, and** they know where their objective is!

### Foes

**Build a Ladder.**

*See Appendix II for a sample*

This is a set of about a dozen encounters, with the easiest at the top and the hardest at the bottom. Draw “types” like troops, elites, and specialists from your game system and the setting you will be exploring, and make groups with motivations that you can encounter. If there is a final fight objective, add in the “boss” and possibly the boss’s retinue as the last entry. The **Dungeonmorph Delving** frameworks have suggested ladders, adjusted for theme and for experience level.

### Rewards

*Review Appendix V*

Note the “Troop Rewards” (for searching bodies of the fallen, or generating what bribes surrendering foes may offer) and “Nearby Rewards” to see what you might find hidden in the corners of the site. If there is a treasure you seek, decide what is in the big stash. The **Dungeonmorph Delving** frameworks have suggested rewards too.



art by Eric Pommer

## DELVING

### Oracle Die (1d6) Roll to answer any question.

The player in the Meta Role over that question interprets the result. (In cases of overlap, agree who will answer, or collaborate.) You can modify before rolling by -1 for good circumstances and +1 for bad circumstances. Phrase questions so “**Yes**” is good for you and “**No**” is bad for you.

Sometimes you will generate information that the characters would not take in at a glance. They might need to study a work of art to see its theme, or search a foe before finding their treasure, or eavesdrop for a minute to figure out what foes are doing; take a moment to think what the characters would see, before you describe the result.

### Exploring the map

When you get within sight of an exit to a new Dungeonmorph design that hasn't been placed, roll 1d6; on any result but a 5 or 6, pick a Dungeonmorph and place it at the edge. On a 5-6, it is a dead end.

### Reach a door

**Setting player asks:** “*Is this door passable?*”

See *Appendix I*

### Enter a room

Automatically ask these questions.

**Foes player:** “*Have we avoided enemies?*”

See *Appendix II*

If no, roll 1d6 and count that many entries down on the Ladder to see what the characters encounter. Then cross that entry off.

**Setting player:** “*Are there notable features here?*”

See *Appendix III*

There are three ways to consider adding features:

**Dungeonmorph Descriptions** offer three themed features and three random features for each space! See the *DungeonMorph Descriptions* document for details.

You can play with a **Dungeonmorph Delve framework** that has a customized feature generator for that style!

And of course you can use your imagination as well as random tables from many other sources.

### During a search

If the party searches a feature or an area, the **Setting player** rolls “*Do I find a secret?*” Results can produce treasures, hidden doors, traps, or complications. If treasures or dangers are revealed, the **Setting player** consults with the **Rewards** or **Foes player** to interpret the result.

**Features and Secrets:** *Appendix III*

**Traps and Complications (if needed):** *Appendix IV*

**Treasures (if needed):** *Appendix V*

**Encounter Roll:** if the party slows down to search, stops to rest, travels down a long hallway, or makes a lot of noise, the **Foes player** may roll 2d6 to see if something intrudes on them.

- For the first roll, they encounter foes if they roll a 2 or 3.
- Every roll after the first adds a +1 chance of an encounter. The second roll is 4 or less, the third roll is 5 or less, and so on.
- The modifier resets to +0 after the encounter roll triggers opponents.
- If foes are encountered, the **Foes player** generates opponents with a 1d6 roll on the Ladder. *Appendix II*



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## APPENDIX I: DOORS

The **Setting player** determines the result in secret! Generate the result but do not report it until the characters find out. They may not spot the trap, or know that there is an advantage.

If a trap is present, let the **Foes player** determine how easy it is to detect, or trigger, or avoid, and the outcome.

### “IS THIS DOOR PASSABLE?”

1. **No, and** there is a trap or complication.
2. **No.** It is locked.
3. **No, but** it is only stuck.
4. **Yes,** but there is a trap or complication.
5. **Yes.**
6. **Yes, and** an advantage.

### DOOR TRAPS AND ADVANTAGES

	TRAP OR COMPLICATION	ADVANTAGE
1	Rusted hinges will groan loudly.	The door has a working lock, with a key in its keyhole that can access all nearby door locks.
2	Held fast by a broken lock.	The door frame has brackets and can be barred.
3	A primitive trap (like a rigged crossbow) works half the time and does not reset.	The door frame has a working lock.
4	The handle has a poison needle on its inner curve or in its lock.	A potential ally is on the other side. When revealed, the <b>Story player</b> will take over and make it up.
5	An alarm, like chimes or a magical ward, will alert defenders.	You spot the secret password worked into the design on the door that magically opens it.
6	The door is blocked. Clearing it will be noisy and slow.	The door moves quietly.



art by Dean Spencer

## APPENDIX II: FOES

There are two main ways to encounter foes: through the Oracle Die when entering a room, or through the Encounter Roll when you are in a hallway with no rooms nearby or if you spend some extra time searching or resting. *If you use a **Dungeonmorph Delving** framework*, each has a pre-built Ladder based on theme and experience level.

### “HAVE WE AVOIDED ENEMIES?”

(See the “Room Size Modifier” below.) Results:

1. **No, and** extra danger. Generate **foes** and add a trap or complication. *Appendix IV*.
2. **No**. Generate **foes** on the Ladder.
3. **No, but** extra **advantage**. Generate **foes** on the Ladder, consider an advantage (from below).
4. **Yes, but** extra danger. Add a **trap** or **complication**. *Appendix IV*
5. **Yes**.
6. **Yes, and** extra advantage. (See below)

**Room Size Modifier.** Small rooms grant +1 on the Oracle Die, and results above 6 are “**Yes**.” Large rooms (at least 1/3 of the Dungeonmorph) grant -1 on the Oracle Die, and results below 1 are bosses. Large rooms that take up 2/3 or more of the Dungeonmorph are -2.

#### Sample Ladder

Roll 1d6 and count down that many entries. The result shows who the PCs are up against. After a result is generated, cross it off. This is a point list instead of a numbered list because the numbers would shift after each result. As lower encounters are crossed off, tougher groups of foes can be reached.

The number appearing is often dependent on how many adventurers are in the party. If an entry reads “PC x2 goblins” that means there are 2 goblins for every PC. In a party with lots of henchmen, or in a game system where power levels must be adjusted for satisfying challenges, use your discretion.

Troop types are **Troops**, **Tougher Troops**, **Specialists**, **Elites**, and **Bosses**. Use your game system of choice to fill out those categories with a variety of creatures appropriate to the quest, then make a ladder that looks something like this. Some groups can be distracted, or infighting, or working on a project; give the PCs a chance to negotiate or sneak or run instead of fighting everything they encounter. You can also always vary things up by adding a creature that doesn’t fit the main quest but works in the setting. For example, most dungeons can have vermin, most locations can have some type of ooze, etc.

- PC x2 **troops** attack
- PC x1 **tougher troops** attack
- Encounter PC x2 **troops** dealing with a problem
- Encounter PC x2 **troops** doing something supervised by PC x1 **tougher troops**
- A patrol of PC x1 **tougher troops** are patrolling and alert
- A gathering of PC x2 **troops** and PC x2 **tougher troops** are distracted
- 1 **specialist** is busy at the moment
- 1 **specialist** leads PC x3 **troops**
- PC x1 **elites** and PC x2 **troops** are hunting
- PC x1 **specialists** are prowling
- PC x1 **elites** and PC x2 **troops** are working
- 1 **boss**, 1 **specialist**, PC x2 **elites**, and PC x3 **troops** in their lair

### ADVANTAGES

	1–2	3–4	5–6
1–2	You overhear a useful detail	Foes sleep or rest here	Foes are frustrated with their leaders and are ready to parlay
3–4	Prisoners are kept here	Foes mistake you for someone else	You have surprise or a useful ambush spot
5–6	A potential ally shows up	You spot a <b>nearby treasure</b> . <i>Appendix V</i>	Superstition, magic wards, past experience, or orders make foes reluctant to engage you

## APPENDIX III: FEATURES AND SECRETS

### “ARE THERE NOTABLE FEATURES HERE?”

Depending on what resources you are using, consult the *Dungeonmorph Descriptions*, the *Dungeonmorph Delving* framework, or roll on the *Oracle Die*. Results:

1. <b>No, and a trap!</b>	<b>No</b> feature. There is a <i>trap!</i> Consult <i>Appendix IV</i> .
2. <b>No.</b>	<b>No</b> feature.
3. <b>No, but</b> there are clues about an adjacent area.	<b>No</b> feature. There are clues about an adjacent area. (Roll the <i>Oracle Die</i> for <b>features</b> in an adjacent space. What can they detect from here?)
4. <b>Yes</b> , but there is a <i>complication</i> .	Generate a <b>feature</b> , and a <i>complication</i> . Consult <i>Appendix IV</i> .
5. <b>Yes.</b>	Generate a <b>feature</b> .
6. <b>Yes, and</b> there is a <i>treasure</i> on display.	Generate a feature, and the feature has a “Nearby” <i>treasure</i> visible. Consult the <b>Rewards player</b> and <i>Appendix V</i> .

To generate a feature, the **Setting player** rolls 2d6 (1d6 down and 1d6 across) for a distinguishing trait. Interpret the result to fit the setting. If the result doesn't work for you, try twisting it to something that will, make something up, or roll again.

You can adapt these results to fit crypts, lairs, or caves. Maybe the founders left these features behind, maybe later intruders did, or maybe the current occupants did; change it up to create a dynamic adventuring space. Go big if you want to, exaggerating and expanding the scope. You can also generate more than one feature for the space to add complexity.



art by Dean Spencer

## FEATURES

	1 Storage	2 Decoration	3 Marker	4 Trophy	5 Resting	6 Symbol
1 Damage	Broken containers spill ruined goods	Vandalized and slashed artwork	The signpost is busted, its directions unreliable	A vandalized monster trophy: head or rug	A shattered tomb, bed, or nest	Defaced carving of a holy symbol
2 Light	Inner lids magically light up when opened	Enchanted illuminating stained glass	Rune-etched stones spell out a hidden meaning	An image or replica of a powerful artifact shines	A magical bed has curtains that glow on the outside	Glowing runes light the space
3 Sound	A gnawing scratching sound creeps out, stops when approached	Faint music plays, a magical effect	A ceremonial chime is mounted on a stand	A magical hunting horn sound effect blasts out here hourly	Sound is magically dampened here	Hear the ghostly echo of the founder's anthem
4 Pool	A well, or fresh water for inhabitants	The fountain decorations hide clues to an important location	The pool was carved and shaped to memorialize an event	Elemental energy makes the water odd, minor healing effect	This healing pool has tiny fish that nibble damage away	The shape of the pool reflects an important symbol
5 Magical	A container (like a sarcophagus, chest, pool, or closet) is magically roomy inside	The fountain makes a shimmering bust of the one standing on an enchanted flagstone	A mosaic or miniature of a location; touch glowing points to see the surroundings as if you were there	An inviting pool full of deadly poison (changing to inert dust if removed)	Bodies placed in the pool go into stasis until splashed with water from the pool	Symbols around the rim control locations for scrying
6 Living	Containers are overrun with growth and vermin	Animated sand forms designs	Wall art depicts significant scenes in a sequence	A statue is actually a petrified prisoner	A cursed victim is deep in magical sleep	A powerful outsider is trapped in a mirror



## “DO I FIND A SECRET?”

“Do I find a secret?” Roll the Oracle Die. Remember: the **Foes player** must roll for an **Encounter** due to time taken to search. On a result of 5, if the second roll is 5-6, the secret room or exit could be a trapdoor in the floor or ceiling if no suitable side room or Dungeonmorph edge will serve.

ORACLE DIE	1-4	5	6
1	<b>No, and</b> a negative. Your search triggers a <b>trap!</b> Consult <i>Appendix IV</i> .		
2	<b>No.</b>		
3	<b>No, but <i>Setting player</i></b> picks one: henchman recovers morale, pursuers lose interest, encounter another intruder hiding, don't roll for an Encounter.		
4	<b>Yes, but</b> a negative. As “ <b>Yes</b> ”, but also generate a <b>complication</b> . Consult <i>Appendix IV</i> .		
5	<b>Yes.</b> Roll 1d6. Generate a <b>Nearby Treasure</b> . Consult <i>Appendix V</i> .	Discover secret door/ safe room	Discover a secret exit.
6	<b>Yes, and</b> a positive. As “ <b>Yes</b> ”, and <b><i>Setting player</i></b> picks one: pursuers lose interest, find another intruder hiding, or add a <b>Nearby Treasure</b> . Consult <i>Appendix V</i> .		



art by Dean Spencer

## APPENDIX IV: TRAPS AND COMPLICATIONS

If you generate a trap or complication, you can use this basic list and customize the result to fit your setting. **Roll 1d6 across and 1d6 down** to get an idea. *Add your own ideas, or roll again, if you get something that doesn't work for you. These are examples.*

### TRAPS

	1 Weapon	2 Gravity	3 Poison	4 Guardian	5 Spell	6 Stuck
1 Mechanical	Blade swings out on a pivot	Rigged bridge or ceiling collapses	Needle or dart sticks the intruder	Hidden door opens to release a creature	Cover slides back, activating a rune or glyph	Jaws of stone or steel clamp shut, trapping a limb
2 Fixed	Spikes underfoot	Slick surface by a drop	Needle on a handle or gripping surface	Trapped creature has an attack radius	Active symbol affects intruders who view or touch it	Slick ground around a pit prison or pool
3 Noisy	Activation triggers a spear and a gong	Falling material makes noise; damage and alert foes	Sneezing powder or coughing dust sprays out	Trigger wailing fungus, barking dogs, or noisy vermin	Magical gong or voice of warning	Slide into water, splashing alerts guardians
4 Hazard	Squeeze between hot, unstable, or carefully balanced obstacles	Cliff edge, or objects falling from above	Disturb poisonous growths or venomous vermin	A creature's territory; compelled, or guarding young	Blinding light or magical darkness in a dangerous place	Previous cave-in makes the area unstable
5 Magical	A magical dancing weapon appears and attacks	Intruders caught in the effect float upwards—for a while	Intruders caught in the effect are diseased or poisoned	Conjure up a defender who appears in a puff of smoke	A ward activates and cuts off all magic in the area	Those affected are caught out of time, frozen
6 Access	Anything put into a slot is severed	A rapidly shifting wall or floor separates the intruders	Intruders affected by the poison are comatose until cured	The guardian poses a riddle and punishes those who fail to answer	Teleport away in a blast of light and smoke	A pivoting wall or rotating floor closes access one way, opens another

## COMPLICATIONS

*These are not traps or guardians, they are environmental conditions that make adventuring more difficult.*

	1 Clues	2 Signage	3 Alert	4 Resource	5 Light	6 Health
1 Sound	Something is moving around nearby, not yet aware of intruders	Gongs or noisemakers placed around here (guards easily summon help)	Loud noises cover activity, making it easy to sneak (for intruders and guardians)	Food attracts and excites noisy vermin	Crystals or fungus glows to match noise made nearby	A miasma triggers coughing for intruders who exert themselves
2 Sight	There was a fight here recently; reinforcements or looters could return	Thick dust, spores, or plants hold footprints, mark passage	Intruder auras glow, guardians will spot them easily	Wind blows out torches, maybe even lanterns	Vermin, plants, or defenses randomly flash; those affected struggle to see clearly	A wind has wisps of poison, inflaming the eyes to swell closed
3 Touch	Enhanced soot, gore, or juice stains all who touch it—smeared all over	Signs, doorways, and triggers may be hidden under water, dust, or moss	Camouflaged vermin, plants, or defenses sound the alarm if touched.	Cold, powder, or gas has a numbing effect, leading to stumbles and fumbles	Surfaces that are touched glow, fade a few seconds after losing contact	Touching surfaces here risks catching a disease
4 Smell	Smell a nearby monster, lair or exit before it is aware of intruders	Intruders risk contact with a sticky gunk that makes them easy to smell	Irritable plants or vermin defend themselves with hair-trigger musk sprays	The glitter of possible treasure is submerged in a foul-smelling muck	Open flame and magical light give off a thick smell of burning here	A horrible stench nauseates those who are affected
5 Morale	Ghosts warn intruders to retreat; injuries on them reveal some dangers	A horrible territory marker or glyph terrifies the weak	A henchman, ally, or enemy has a breakdown and runs off screaming	An unholy desecrated area whispers temptations to convert the weak	Shadows move oddly here, unsettling the timid	Those who are injured in this area find it harder to go on
6 Magic	Time-consuming riddles on guardians or inscriptions may reveal secrets	Defenders can scry through glyphs in the area	Nearby guardians are magically alerted to intruder presence	Spoiling magic might ruin food, drink, and potions	Motion sensitive magic lights	Magical healing won't work here

## APPENDIX V: TREASURE

### “DO I FIND A SECRET?”

Sometimes a “yes” can generate a nearby treasure.

### “DO THE FOES CARRY LOOT?”

Roll once for each searched foe, and consult the troops or elites results.

### ORACLE DIE RESULTS

1. **No**, and a negative extra.
2. **No**.
3. **No**, but a positive extra.
4. **Yes**, but a negative extra.
5. **Yes**.
6. **Yes**, and a positive extra.

### TREASURE EACH

#### Troops (Roll once for each)

- 1-4. Nothing.
5. Pouch of dirty coins (1d6 x2 coin)
6. Bit of jewelry (1d6 x5 coin)

#### Elites (Roll once for each)

- 1-2. Coin pouch (1d6 x10 coin)
- 3-4. Distinctive weapon (1d6 x10 each)
5. Jewelry (2d6 x20 coin)
6. Strange decorative item (2d6 x20 coin)

### EXTRA THINGS

#### Positive extras (Good Things)

- 1-2. **All clear**. Take -1 off the next Encounter Roll.
- 3-4. **Covetous**. One of the bodies has something the other troops will want.
- 5-6. **Bauble**. A ring, amulet, dagger, or other item has a minor enchantment.

#### Negative extras (Bad Things)

- 1-2. **Not quite dead!** When searched, launches 1 more attack before collapsing.
- 3-4. **Dinner Bell**. One of the corpses is very pungent and may attract attention; make an Encounter roll.
- 5-6. **Complication!** Trigger a **complication**. (Consult *Setting*.)



art by Dean Spencer

## NEARBY TREASURE

*Below are treasures that you would find by searching and discovering something. These might be stuck in a crack, hidden under a rock, at the back of a bookshelf, in a pool, or wherever makes sense.*

	1 Jewelry	2 Cache	3 Lore	4 Weapon	5 Bauble	6 Consumable
1 Wealth	Box of 1d6 x10 rings, each worth 1d6 x5 gp	Locked chest with 600 gp	Map to fabled hidden treasure, sell for 1d6 x 50 gp	Ring Staff; the interior is a column of platinum coins, 1d6 x150 gp	The Anchor of Lucentia, a diamond in a platinum setting necklace, 1d6 x 200 gp	1d6 x 100 gp with an adventurer's pack fully stocked
2 Art	Inlaid and gem-studded portable shrine, 1d6 x50 gp	2d6 canvases slashed and rolled, worth 1d6 x 10 gp each; on a 6, keep rolling!	Massive illuminated book of scripture with gilt and clues, 1d6 x50 gp	sword of the Lost Knights with gems in generational settings, 1d6 x50 gp	The Shelter, an enchanted painting. 1d6 x100 gp	Rare paints and master quality brushes in a custom case, 1d6 x50 gp
3 Magic	Ring of armor	Spellbook with 1d6 x2 spells	Official volume of genealogy for current ruler's family; accurate?	Throwing hatchet that unerringly returns; flames on command	Dagger that glows on command	1d6 potions of invisibility or spider climbing
4 Volume	Box of stolen jewelry, 1d6 x 10 pieces, 1d6 x 5 gp each	1d6 small chests with 200 gp each	1d6 x3 lore books worth 1d6 x10 gp each (max 4 per backpack)	Long boxes with 1d6 x5 quality swords	1d6 x2 glowing orbs	1d6 bottles of fine wine worth 1d6 x50 gp each
5 Prestige	A large gem set in a ring, 1d6 x 50 gp	Fine set of silverware, with a noble crest, worth 1d6 x100 gp	Personal journal of a famous treasure hunter, 1d6 x200 gp	Masterwork rapier, basket crusted with gems, worth 1d6 x 100 gp	The Crown of Solemanus, 1d6 x200 gp	Ring of regeneration
6 Religion	Set of 1d6 sacrificial knives worth 1d6 x 30 gp each	A box of jade idols from a distant culture. 1d6 x 100 gp	Ancient scrolls of poetic scripture; 1d6 x 50 gp each	Holy symbol in a sword crosspiece, blade glows in the presence of prayer	Holy symbol inlaid with gems, worth 1d6 x 100 gp	1d6 healing potions

## APPENDIX VI: WHAT ARE WE DOING?

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Here are some random options to support the **Story player**:

**Why is the party together?** How do they know each other?

1. Some are family, and family friends.
2. An employer teams them up.
3. They all owe a debt, and this is a chance to clear it.
4. They met in the tavern and have mutual goals.
5. They are all auditioning for membership in a group.
6. Escaping from captivity.

**Who motivated this expedition?**

1. Working for hire.
2. Pursuing their own goals.
3. Following up on a rumor.
4. Motivated to right an injustice.
5. Pulling a heist.
6. Their reputations are at stake, and they must succeed.

**What are they trying to do?**

1. Rescue someone.
2. Steal a treasure.
3. Raid a lair.
4. Strike an organized enemy's weak point.
5. Escort a vulnerable character.
6. Solve a mystery.

**What do they hope to get?** This can be a main objective for the party, a strong motivation for one player, or something valuable rumored to be nearby.

1. A big chest of coins.
2. One or more famous jewels.
3. An enchanted item.
4. A book of spells or lore.
5. Respect or romantic interest from someone important.
6. Documents with proof of a crime or dangerous secrets.

**What complicates the mission?** Assign these, roll 0-2 times (1d6, /2, -1), or add complications any time things seem too smooth. These can be in place at the beginning of the session, or they can come up during play.

1. Time limit.
2. Competition.
3. Untrustworthy information or companions.
4. Take a prisoner.
5. A bounty on your heads.
6. Mistaken identity.

