

TOMB RAIDING

Low Level **Dungeonmorph Delving** Framework

Undead, Tomb, Traps

This is a Dungeon Delving framework that generates features, foes, and treasures that fit well with a specific setting. Players can adventure without a traditional GM role if they use the Dungeon Delving rules for generating hazards and rewards as they play. A traditional GM can use the framework

for quick and easy preparation, or to stock the dungeon during play. The Dungeon Delving rules and this framework were designed for use with Dungeonmorphs, but they can be used with any site map.

STORY

Your adventurers are going into an area with complex underground tombs for powerful aristocrats. This framework begins when adventurers enter the tomb; it is up to you whether the party plays through any adventuring on the way to the site.

You can roll 1d6 for each of the columns below, or choose results that are interesting to your party.

- **Size, Location.** You can either randomize how big the complex is, setting aside that many Dungeonmorphs, or you can choose how big an area you want to explore. You can also use this **Dungeonmorph Delving** framework with an established map.
- **Why go in now?** These are possible motives to drive the party to investigate this dangerous place. Adjust to fit your campaign.

- **Special guest.** If you want to add something dangerous to the Foe Ladder, here are some appropriate possibilities to consider.
- **Big Treasure.** These are treasures big enough for rumors and legends to gather around them, bringing them to the attention of the party. The treasures are described in the **Rewards player** section. They can be added to spice up an adventure, as an extra when looking for features, but they can also be the reason the party is going into the tombs. The treasure nooks are special areas in the tomb with a big payday, and the grave goods are boss treasures for aristocrats.

For replayability, use this Delve to go into the tombs of different aristocrats in the same area, adjusting details to fit each noble family. Each aristocrat might have 1d6 +2 Dungeonmorph tiles for their tomb area.

STORY FRAMEWORK

	Age, Condition	Size, Location (1d6x1d6 tiles)	Why Go In Now?	Special Guest	Big Treasure
1	Newly built	Lone outlying tomb shrine	Curse is waking the dead	Rival party of tomb raiders	Blessed Book (treasure nook)
2	Recent, like new	Valley with family cluster	New government doesn't protect previous nobles	Ogre lairing in an area with surface access	Web Tomb (treasure nook)
3	Recent but shabby	Generational crypts under an urban temple	Current war distracts protectors	Eccentric goblin shaman and retinue	Reading Seat (treasure nook)
4	Old, but well maintained	Integrated in an aristocrat's estate	Temporary lifting of treasure tax	Deceitful necromancer	Martial Noble (grave goods)
5	Old, in ruins	Island of tombs	Hired by descendants	Nest of massive rats	Scholarly Noble (grave goods)
6	Ancient but restored	Overgrown tropical necropolis	Religious fad to destroy undead	Refined noble ghoul and retinue	Cultist Noble (grave goods)

Setting

What are some common themes in building material and decorations? (You may not need to describe all the details you generate, unless the characters take a closer look.)

SETTING					
	Material (Per section)	Decoration Motif	Subjects for Decorations	More Subjects for Decorations	Condition of Decorations
1	Earth/Rock/Dirt	Painted Frescoes	Subject's rise to power	Family tree	Like new
2		Carved Scenes	Milestone, like victory in battle	Trial of subject, like desert survival	Magically preserved
3	Stone from nearby	Carved Runes	How to reach a positive afterlife	Veneration of the subject's god(s)	Crumbling slightly
4		Painted Runes	Principles or advice	Description of the subject's personality	Damaged but understandable
5	Non-native stone	Tapestries	Portraits of subject, family	Action scene featuring subject	Badly damaged by time, elements
6	Otherworldly or magically formed	Paintings	Warnings against theft	Prophecy of rebirth	Defaced; graffiti, breakage

Doors

Making Oracle Die rolls for doors is optional at the **Setting player's** discretion. The **Setting player** can mark doors that the party might revisit that are locked, trapped, or otherwise need to be remembered.

"Is this door passable?" on the Oracle Die. (Features, traps, and complications are below.)

DOORS					
	ORACLE DIE	1-2	3-4	5	6
1	No, and roll 1d6 (Adds a negative)	Roll a complication .		Trigger a trap by moving the door.	
2	No	Stuck.	Held fast by a broken lock.	Barricaded on the other side.	
3	No, but roll 1d6 (Adds a positive)	It is locked, and all the keys in the tomb work on all the locks.		Stuck open 2d6 inches, must be forced.	The trap on it is obviously broken.
4	Yes, but roll 1d6 (Adds a negative)	It groans loudly if moved.	Trigger a complication!	Trigger a trap by moving the door.	
5	Yes	The door works normally.			
6	Yes, and roll 1d6 (Adds a positive)	It opens quietly.	It has brackets, so it can be barred.	It has a working lock, currently unlocked.	It has a working lock with a key in it!

Features, Traps, and Complications

“Are there notable features here?” on the Oracle Die. (Features, traps, and complications are below.)

FEATURES, TRAPS, AND COMPLICATIONS

1	No, and roll 1d6 (Adds a negative)	No feature. There is a trap!
2	No	No feature.
3	No, but roll 1d6 (Adds a positive)	No feature. There are clues about an adjacent area. (Roll the Oracle Die for features in an adjacent space. What can they detect from here?)
4	Yes, but roll 1d6 (Adds a negative)	Generate a feature, and there is also a complication.
5	Yes	Generate a feature.
6	Yes, and roll 1d6 (Adds a positive)	Generate a feature, and the feature has a “Nearby” treasure hidden in it that the party can find if they search. Consult the Rewards player.

Features

Feel free to elaborate on these features, customizing them to their location. This makes the setting more memorable, and also makes it easier to tell areas apart if you re-use features. In general, features are not portable and their value diminishes or vanishes if they are dismantled.

If the party searches a feature, you may be able to roll “Do I find a secret?” to see if the feature hides anything valuable—but this also risks triggering a trap or complication.

Roll 1d6 for the form, then 1d6 down and 1d6 across to elaborate on it. Roll again to add com-

plexity to the feature or to get more inspiration, if desired. Interpret the result to match the space.

FORM OF THE FEATURE

1. Pool
2. Mound of beetles (living or dead)
3. Wall mosaic
4. Statue
5. Ceiling art
6. Corpse niche or tomb

ELBORATE ON THE FEATURE

	1 Size	2 Complexity	3 Purpose	4 Light	5 Material	6 Sound
1	Inset nook	One piece, seamless	Memorialize nearby dead	Dims nearby light	Gilt	Dampens nearby sound
2	Focal point for the room	An arrangement of pieces	Praise the God of Death	Highly reflective	Studded with semi-precious stones	Whispers a repeating prayer
3	Subtle, not immediately obvious	Intricately carved and decorated	Honor the family legacy	Has an oil reserve, can be a lamp	Black stone	Projects faint sobbing
4	Concentrated around a resting place	Several moving parts, well crafted	Warn intruders away	Brightens when life approaches	Bone art	Moans as if channeling wind
5	Over half the room, multiple surfaces	Several moving parts, poorly crafted	Distraction from danger	Projects a flicker of mag-ic flame	Rune-etched stone	Ticks ominously
6	Motif around the room	Clues to a hidden meaning	Smug insult to deceased	Steadily glows	Silver filagree	Emanates gentle music

TRAPS

1-2. Scything Blades.

Blades swipe out of the wall at waist height, possibly surprising the victims. They attack as an expertly wielded two-handed blade.

3-4. Swinging Ram.

A latch releases overhead, and a heavy stone pendulum swings down and back up to reset. The pendulum hits like an expertly wielded heavy mace x2 damage, and it can hit everyone in a 10 foot line.

5. Twenty Foot Pit.

A catch releases a 10 foot square trapdoor that drops those on it twenty feet to ankle-deep water.

6. Bulwark or Pit.

In a hallway, use the bulwark. (In a room, a 40 foot deep pit opens.) With only a moment's grinding to alert intruders, a pocket door rams across the hallway ten feet back. Those in the space must dodge, ending up on one side or the other; those caught by the door take damage as a 40 foot fall. The bulwark is stone a foot thick, and it can only be cranked back by a mechanism in a nearby room. (The next secret revealed in a nearby room is the mechanism.)

COMPLICATIONS

Moan. An unquiet spirit begins crying out nearby. Its suffering is unnerving. The effect lasts 1d6 x 10 minutes.

The Lost. Encounter 1d6 escaped captives or lost raiders in need of rescue. They have loot; generate 1 Rewards for troops, elites, and nearby.

Cackling and Wind. Distant mad laughter rings out, and a strong wind springs up in the most unhelpful direction. Torches gutter out, lanterns might too. Movement challenges are even more difficult. The effect lasts 1d6 x 10 minutes.

The Dead Raider. Either discover the corpse of a tomb raider who died of injuries in here, or one shuffles into range. The dead intruder warns them to leave, which is unsettling at best, then twitches and collapses as beetles inside the body tear it to bones and dust.

Spoiling Glow. All consumables (food, water, alcohol, potions, etc.) glow for about 20 seconds as they are ruined. They are crusted with mold and fungus.

Alert Nimbus. 1d6 characters have auras lit up like foxfire. Add +1 to Encounter rolls for each affected character. The effect lasts 1d6 x 10 minutes.

“DO I FIND A SECRET?”

...on the Oracle Die. (Features, traps, and complications are below.)

ORACLE DIE	1–2	3–4	5	6
1 No, and (Adds a negative)	Your search triggers a trap!			
2 No.	(Remember to roll for an Encounter due to time taken to search.)			
3 No, but roll 1d6 (Adds a positive)	Setting player picks one: henchman recovers morale, pursuers lose interest, encounter another intruder hiding, don't roll for an Encounter.			
4 Yes, but roll 1d6 (Adds a negative)	As “Yes”, but also generate a complication.			
5 Yes. Roll 1d6	Generate a Nearby Treasure.		Discover a secret door that leads to a safe room.	Discover a secret exit.
6 Yes, and roll 1d6 (Adds a positive)	As “Yes”, and Setting player picks one: pursuers lose interest, find another intruder hiding, add a second “yes” result.			

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 in the space.

The number appearing is often dependent on how many adventurers are in the party. If an entry reads "PC x2 skeletons" that means there are 2 skeletons 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.

"HAVE WE AVOIDED ENEMIES?"

(See the "Room Size Modifier" below.) Results:

1. **No, and** extra danger. Generate **foes** and add a trap or complication.
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.**
5. **Yes.**
6. **Yes, and** extra **advantage.** (Find a safe consecrated room undead cannot enter.)

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.

If an appropriate throne room comes up, or a similarly suitable space, you can use your discretion to assign the Aristocrat and entourage to that place.

If they find the Aristocrat's resting place, ask the **Rewards player** for the Boss Treasure.

Troops

Skeletons. Guards and soldiers, their remains placed here to protect and serve their noble masters in death as they had in life. They wear old ceremonial armor and use brittle weapons.

Zombies. Servants and crafters, to provide all the conveniences their noble masters might require. Clumsy and stupid, they try to remember how to do what they once did, but they are steeped in frustration and rage. They have no armor, and their fists are weapon enough.

Specialists

Shadow. The priests who interred the nobles were also laid to rest here at the end of their lives, to continue their vigil over their masters on behalf of their dark god. Bodiless and merciless, they stalk intruders, seeking to "recruit" them through purification of pain to become guardians under their command.

Elites

Knight Protectors. (*Zombies*) Armored in plate mail and armed with two handed weapons, these tougher corpses form the elite guard of the Aristocrat.

Boss

The Aristocrat. (*Wight*) Equipped with plate mail and an executioner's blade, the Aristocrat's restless essence once again rules a domain under attack. (If re-using this set, the "Aristocrat" can be any dead aristocrat, keep the same stats and adjust equipment and description.)

Foe Ladder (Roll 1d6 and count that many entries down to see what foes the PCs encounter. Ignore entries that are already crossed off. Cross off the entry after use.)

- Trigger a trap! (Consult "Setting")
- PC x1 **skeletons** attack.
- PC x1 **zombies** attack.
- A **shadow** stalks them to attack when they are distracted.
- PC x1 **skeletons** and PC x1 **zombies** are set in burial niches or laid out on slabs (in this room or nearby enough to be triggered). About 1/3 of them rise each round and move to attack. Those not destroyed resume their rest.
- A patrol of PC x2 **knight protectors** trudges nearby, dully searching for intruders.
- Trigger a trap! (Consult "Setting")
- PC x2 **skeletons** of warriors stand guard motionlessly, oblivious until approached within 10 feet.
- PC x2 **zombies** are pressed against a closed door trying to walk through it, oblivious until approached within 10 feet.
- 1 per 2 PC **shadows** pounce at the weakest member of the party, beginning a hit-and-run harassment.
- Encounter the special guest!
- A phalanx of PC x3 **knight protectors** stand blocking the way forward. They rouse if approached within 20 feet.
- **The Aristocrat** issues a challenge, escorted by PC x1 knight protectors.

“DO I FIND A SECRET?”

Add a **nearby** treasure on 1-3.

“DO THE FOES CARRY LOOT?”

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

“ARE THERE NOTABLE FEATURES HERE?”

Add a **Treasure Nook** if Yes and a 12 comes up on the **Features** table.

TREASURE EACH

Troops *(Roll once for each)*

1. Nothing.
2. Nothing.
3. Commendation medal (1d6 x5 gp)
4. Memorial pendant (1d6 x10 gp)
5. Engraved gilt weapon (50 gp)
6. Favored circlet with a pearl (1d6 x20 gp)

Elites *(Roll once for each)*

1. Signet ring (50 gp)
2. 1d6 military medals (50 gp each)
3. Mastercraft weapon (1d6 x25 gp)
4. Jewelry (2d6 x20 gp)
5. Engraved heraldic shield (1d6 x200 gp)
6. Cold Blade, a sword rimed with death frost. Exposed bone glows candle-bright in its presence within 15 feet. (500 gp)

EXTRA THINGS

Positive extras *(Good Things)*

- 1-2. **All clear.** Take -1 off the next Encounter Roll.
- 3-4. **Vanished.** The enemy bodies and their gear magically crumble to dust.
- 5-6. **Key.** The key fits in a nearby lock.

Negative extras *(Bad Things)*

- 1-2. **Not quite dead!** When searched, launches one more attack before collapsing.
- 3-4. **Infectious.** Those touching the body must resist contracting grave fever.
- 5-6. **Complication!** Trigger a complication. (Consult *Setting*.)

Nearby Treasure

Generate nearby treasure when characters search and find 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. A gilt memorial prayer scroll of mourning. (2d6 x50 gp)
2. A tomb raiding wizard's spellbook with 1d6 legible spells, hastily hidden. (Default 20 gp per spell, adjust to fit your setting.)
3. A cached adventurer's pack with supplies and 150 gp.
4. A ring of darksight to 30 feet. (300 gp)
5. A book of secret genealogy. (300 gp)
6. A large gem set in a ring (1d6 x 50 gp)

Boss Treasure

This can be found in the Aristocrat's resting place. Choose or randomize one type of aristocrat treasure. These are only placed at the *Rewards player's* discretion.

1-2. Martial Noble. A chest with ingots of precious metals worth 1,000 gp. Full plate armor etched to resist spellcasting (1,000 gp). A shield with the noble house crest (500 gp). Six mastercraft swords (200 gp each). A magical armor-piercing axe (500 gp).

3-4. Scholarly Noble. A collection of rare coins worth 1d6 x 200 gp. A complete set of the works of Yebrolu of Casalask, an ephemeral poet; 12 books worth 200 gp each, and an extra 500 gp as a set. A gorgeous memorial scroll (300 gp).

5-6. Cultist Noble. A squat idol made of platinum and bone (800 gp). Vestments of a high priest, and matching jewelry (600 gp). Six sacrificial daggers of various materials, each with a matching chalice (total 1,000 gp). A chest of various monster teeth (600 gp). The Book of Everak, full of dark prayers and insights and bound in dragon leather and bone (600 gp). A demon skull encrusted in jewels (800 gp).

Treasure Nooks

Use these as mission objectives (we go in to find this!), or a lucky find. These are only placed at the *Rewards player's* discretion.

1-2. Blessed Book. The Prayer Book of Lord Alpharia is on a stand in a shaft of pale light from an enchanted crystal. The book is only blessed while on the stand, but while it is there, no undead can come within 30 feet. It is a book of prayers written by the patriarch of the noble house, illustrated in unicorn blood. The book is worth 500 gp to the right buyer. The crystal shatters and darkens if moved.

3-4. Web Tomb. Sir Vara headed into this tomb and was never seen again. His corpse is bundled up in a giant spider web. If the giant spider can be defeated, the hero's Smiting Fist mace (extra damage to undead) and Sunfire Shield (glows like a torch, protects against incorporeal attacks too) can be claimed. Each magical item is worth 400 gp, and his family will pay 400 gp for his body's return for proper burial.

5-6. Reading Seat. A throne-like seat under a magical crystal light is surrounded by bookshelves on three sides. It takes an average of 1 minute to choose and examine a book, so appraising about 10 to look for the most valuable tomes takes about 10 minutes; the greater the success in evaluating the books, the more of the 10 will be valuable. The greater books are worth 1d6 x 100 gp each. (There are 30 of these valuable tomes.) Lesser books are worth 1d6 x 5 gp each. The 300 books average 3 pounds each.