

D. COLEMAN

Dungeon ... Delves

Empty dungeons ready for you to stock
and use in your fifth edition campaign

Dungeons
ON DEMAND

Sample Dungeons At a Glance

Cathedral on Harper's Hill. Portions of this stone cathedral are badly damaged, much of its structure lies in rubble. It sits atop a remote hill, a crumbling reminder of the past age of when it was built.

Felcrow Dungeon. This old dungeon glows in the light of braziers, casting long shadows against its stonework. Many shrines occupy a portion of this place. What could this dungeon be used for?

Hellmouth Caldera. Danger abounds inside the crater of an active volcano. Pools of lava rise to the brim of this harsh place, slowly flowing in throughout it in fiery streams. Adventurers that come here must either be incredibly brave, incredibly foolish, or both.

Sunken Cavern. Water pervades the reaches of this cavern. Its twisting tunnels, narrow passes, and natural dips and rises make it a challenge to navigate.

Tomb of the Red King. This elaborate burial place houses several stone sarcophagi. One of which is prominently displayed in a massive, open area. Another resides in the deepest level of the tomb, behind a locked door. Important people must be buried here.

Whisperspell Estate. This building is built into the side of a hill or mountain. It houses a vast wealth of knowledge, the site of great research. A secret door conceals a cave beyond the estate, where it's possible additional research (or perhaps something more sinister) takes place.



Using this Supplement

Developing Each Site

Dungeon Delves presents adventure sites for you - the Game Master - to use, without dictating what the adventure entails. The maps provided upon the pages within are meant to spur your imagination, allowing you to fill each site with monsters, traps, and treasures of your choosing. Questions are provided for each site; these are designed to make you think critically and creatively to inspire you as you stock each area and prepare the adventure. These include general questions, such as where the site is located and how adventures can navigate it, to specific questions unique to each site's layout.

Site Names

The name of each adventure site is, obviously, up to you to determine. Sample names are provided with each location for reference, but you're encouraged to change these to suit your game world.

Tips

At least one tip is provided for each location. These tips help you take advantage of a site's terrain or features to build dynamic and intriguing encounters.

Cathedral on Harper's Hill

Portions of this stone cathedral are badly damaged, much of its structure lies in rubble. It sits atop a remote hill, a crumbling reminder of the past age of when it was built.

Development Questions

Where is the cathedral located? Where is Harper's Hill?

The name of the adventure site implies it is located on "Harper's Hill," but you can alter its location to whichever is best suited for you. If the cathedral is located in a conspicuous place, people in the nearby area are sure to know about it. Such NPCs may impact adventures that take place there, possibly by showing up on scene.

How did the cathedral become so badly damaged?

Portions of the cathedral lie in rubble. What happened? Was it simply poorly built, falling apart with time? Did something happen - like an earthquake - to cause the damage? Or perhaps it was the work of a monster or monsters let loose inside?

Is this cathedral devoted to a particular deity? How would such dedication influence its architecture and imagery?

If the cathedral is made to honor a specific deity, it would make sense for its interior to reflect it. The deity's holy symbol may be engraved into the cathedral's paneling, or perhaps crafted into valuable objects of art or magical items. Holy words or gestures prominent to the deity may be necessary to activate dormant magic still resting here.

Are there different means of entry into the cathedral other than its main doors?

Perhaps a secret door would allow the party to enter from catacombs beneath it? Or maybe the party can climb over the rubble blocking entry from its exterior. In a pinch, is anything preventing the party from breaking through one of its windows? How the party enters the location may affect how certain events transpire once inside.

Do people still come here? Who and how often?

Just because the cathedral is dilapidated doesn't mean people no longer come here. Faithful may still come here to give prayer, or perhaps acolytes are on site attempting to repair it. If unattended, the cathedral may become a bandit's hide out, or provide shelter to travelers passing by looking for a roof to sleep under.

Are the fonts still filled with water? What purpose could they serve?

If the cathedral is in ruin and unattended, it's likely these fonts went dry a long ago. If they're filled with water, who filled them? Is someone still using the cathedral for religious services or rituals? Or are the fonts magical in nature? Is the water blessed?

What stories and rumors might be told about the cathedral? Is there any truth to them?

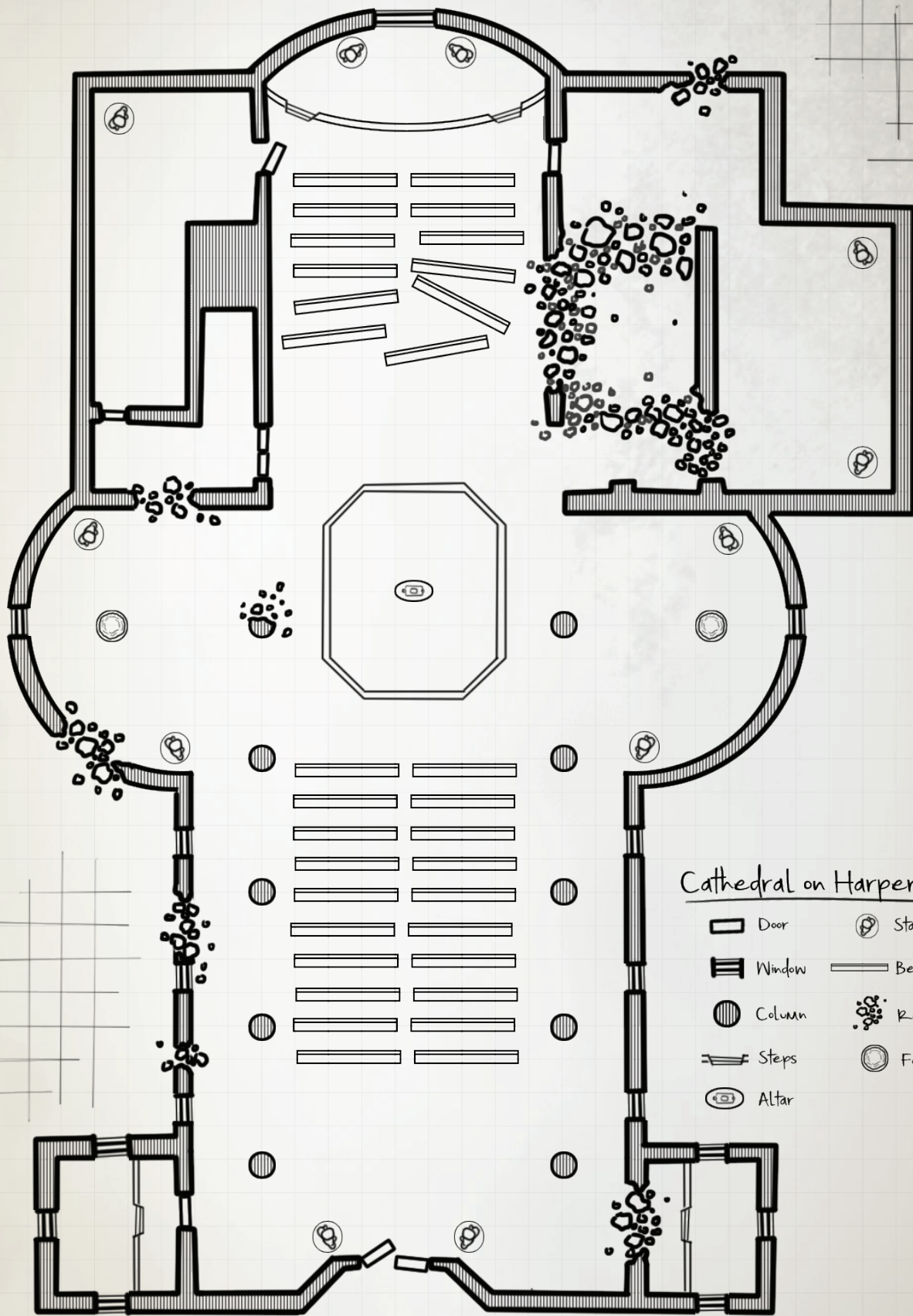
If people know about the cathedral, they'll have something to say about it. Perhaps townsfolk know the stories behind the cathedral's downfall. They may speak of ghosts that still inhabit the place, relics that may be buried there, or curses that befall those who enter. Whether or not these stories are true, of course, is a different matter.

What treasures can be found within? Are they protected in some way?

Have looters already picked the cathedral clean of its riches? If not, what might be found here? Many religious sites house relics important to their faith, and its unlikely such treasure would be left unguarded.

TIP

An adventure site like this usually inspires a backstory. The cathedral is an obvious structure so it stands to reason local NPCs are aware of it, meaning players can certainly learn about it. It may be easier to answer these questions and design an adventure around the cathedral by creating a rich story that details its fall to ruin. Even better, a descriptive history about the place may help in the creation of adventures beyond it!



Felcrow Dungeon

This old dungeon glows in the light of braziers, casting long shadows against its stonework. Many shrines occupy a portion of this place. What could it be used for?

Development Questions

Where is the dungeon located?

Does the dungeon lay beneath an impressive castle, used for some secret purpose? Or maybe the dungeon is underground, centuries old and unused for ages? Knowing where the dungeon is located affects how the party can discover it, shaping the adventure you build.

Can adventurers see inside?

Many braziers are inside the dungeon. Who or what is keeping them lit? Do attendants keep them lit? What happens if they go out? Do other creatures inside the dungeon need the light to see?

There are several shrines inside the dungeon. What are they for?

The shrines might be used to give offerings to some dark deity, display special treasures adventurers may claim, or be instrumental in casting some spell or creating a magical item.

How is the locked door unlocked? What lies in the room beyond it?

The key to the locked door may be held by a cultist, stowed in a chest, or absent from the area entirely, forcing the party to pick the lock or break the door down. The door may be magically locked, requiring the use of a spell or magic item to open. Whatever is inside the area beyond must be important enough to warrant locking the door; perhaps there is treasure inside?

A platform is suspended over a pit, accessible by four rope bridges. How deep is the pit? What's at the bottom?

You'll need to know just how deep the pit is incase a creature falls inside of it. Does a hard stone floor await the bottom? A pool of stagnant water? An array of spikes? Or perhaps a pit of snakes?

What kind of creatures can survive here?

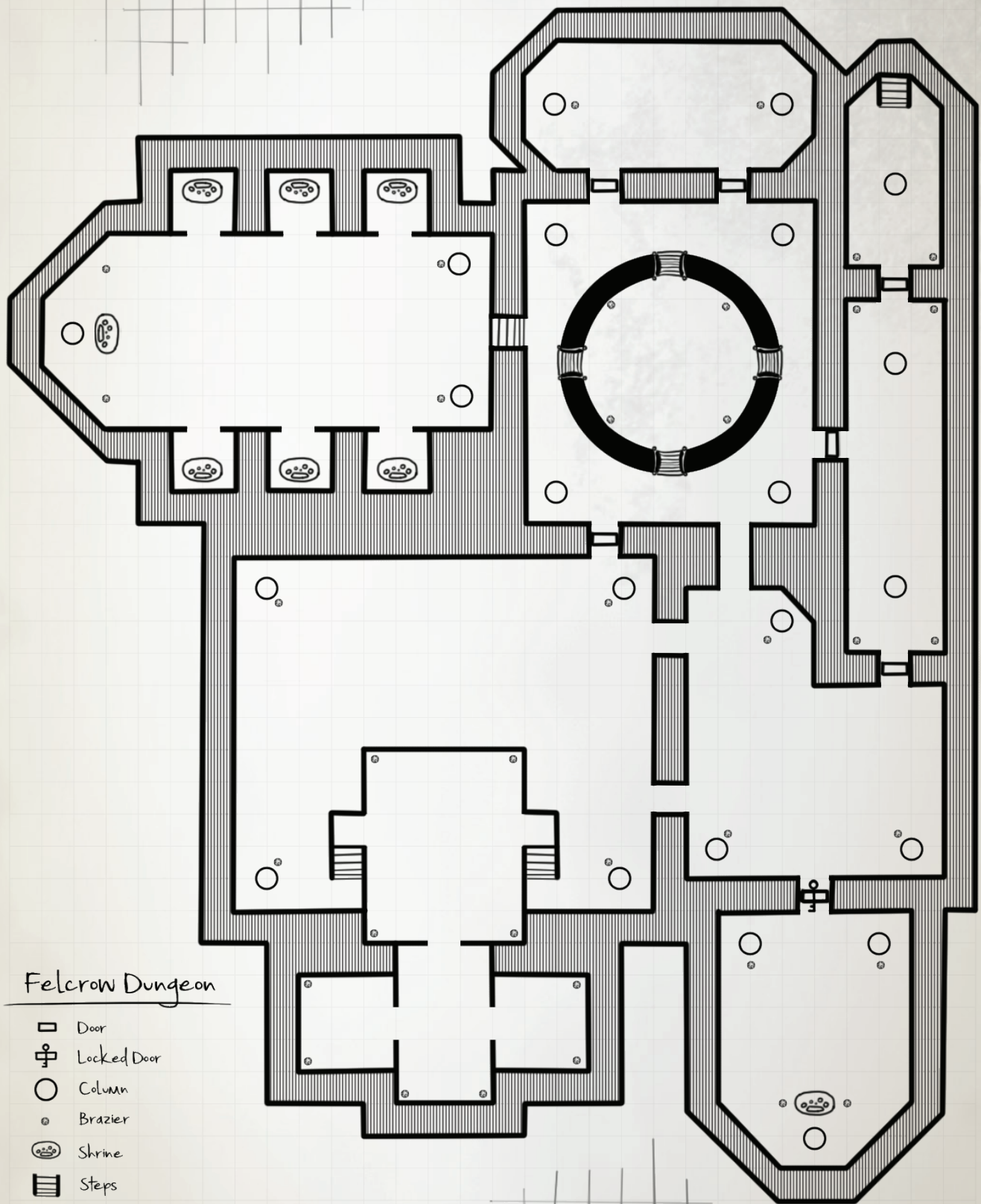
If the dungeon isn't actively used, how have creatures or monsters made their way in here? Can they survive without a source of food, or has this place developed its own ecology?

Are there any traps here?

If intelligent people actively use the dungeon, they may employ traps to keep others out – or to keep others *in*. Traps might be mechanical in nature, such as poisoned darts jettisoned from the walls or false floorboards that lead to pits, or they may emulate the effects of magic spells.

TIP

An interesting scenario you could use with site may involve the party trying to find their way *out*, rather than *in*. Perhaps the party members awake in the locked room after being taken prisoner and must try to escape, unraveling secrets the dungeon holds as they navigate toward its exit.



Hellmouth Caldera

Danger abounds inside the crater of an active volcano. Pools of lava rise to the brim of this harsh place, slowly flowing in throughout it in fiery streams. Adventurers that come here must either be incredibly brave, incredibly foolish, or both.

Development Questions

Where is the caldera located?

Is the caldera on the edges of civilization? Or does it loom mere miles from a major metropolis? Its location will certainly affect how the party travels there, and what they'll be able to learn about it.

Why would people want to go here? Is there something of value they might be looking for?

Perhaps the caldera is the only place a magical artifact could be destroyed? Perhaps it is the location for a powerful magical ritual? Maybe it is the location of a fabled hoard of treasure? Such a hostile location should be worth the trip!

How far down is the traversable area from the top of the exposed area?

If the party is climbing down from the exposed area, they may risk falling. They may also need to climb back *out* if they need to escape! Does the party have access to magical spells or equipment that can aid them?

How does the caldera's hazards affect how adventurers would explore it?

A high level party may be able to take precautions to traveling to such a site. Spells and items that protect against fire or grant the ability to fly greatly increase their survivability. If the party is lower level, they'll need to be extra cautious not to burn themselves on the lava present here.

What type of creatures can survive such a hostile environment? Which could live there?

It's unlikely such a dangerous place would be home to creatures unless they could survive the elements. A group of adventurers coming here might run into red dragons, fire elementals, fire giants, magma mephits, salamanders and other monsters that don't mind lava and heat.

What are the signs of an impending eruption? How would an eruption affect the game world?

If the area is about to erupt, there may be warning signs. The whole landscape may shake violently with tremors. Gouts of lava may fly up like geysers from the pools that occupy the area. Puffs of sulfuric smoke and ash may vent from fissures in the ground. If the caldera gives way to eruption, how would people nearby react? Is it possible for the party to escape before it does?

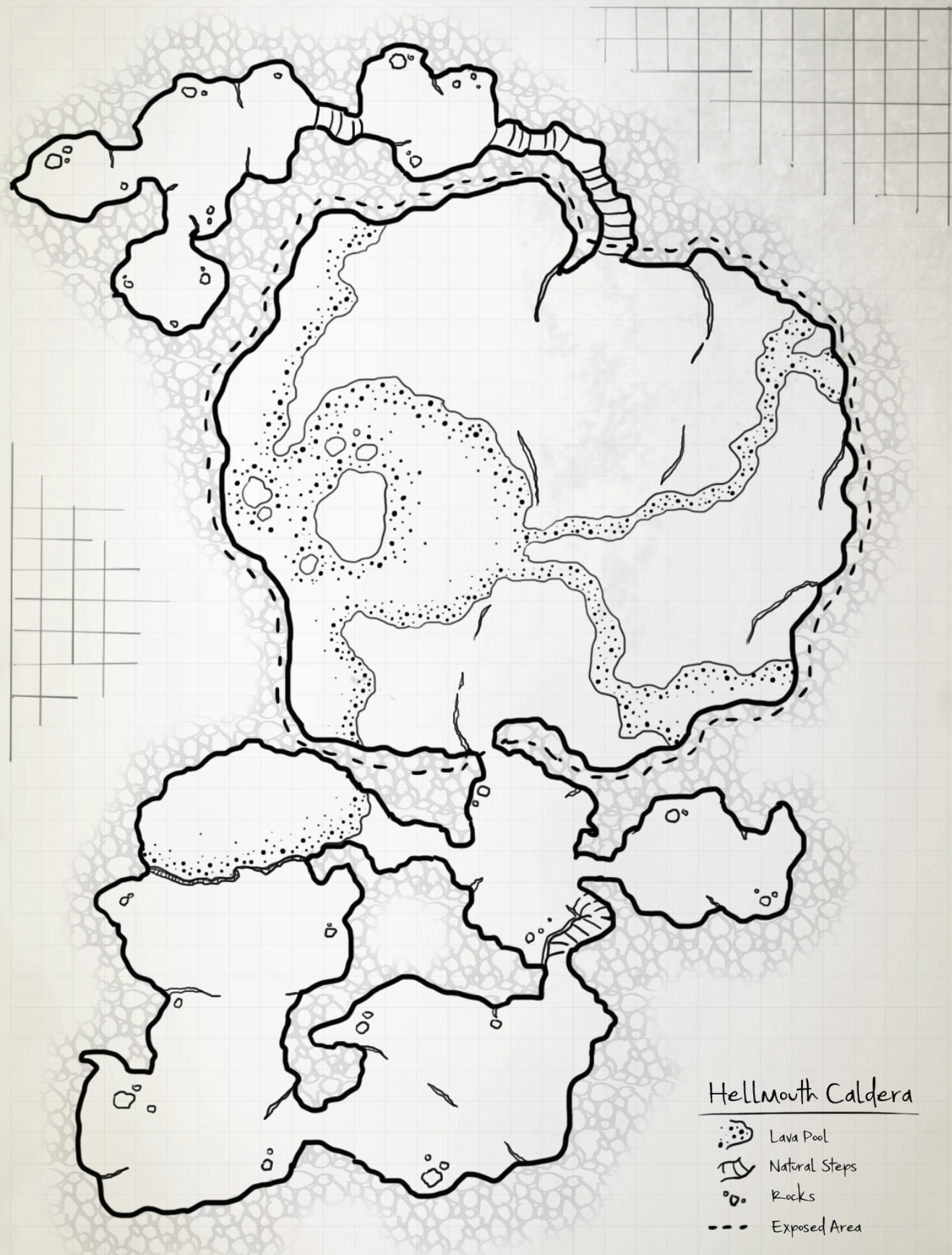
A portion of traversable land stands in the middle of a lake of lava. What might be located there?

This might be the altar of a fire god, a portal to another plane, or simply a massive ruby used to entice an explorer to risk finding a way past the lake of lava.

TIPS

You may wish to present the caldera as constantly on the verge of eruption. This presents a scenario where the party is racing against time to complete objectives here before it bursts. Finishing in the nick of time gives a thrilling conclusion usually the stuff of action movies. The consequences of failure are dire!

Exploring the heart of a volcano means the constant threat of danger. The party should have a good reason to be in Hellmouth Caldera. If the party members find themselves here unprepared, they'll need to improvise and depend on their wits to contend with the hazards present.



Sunken Cavern

Water pervades the reaches of this cavern. Its twisting tunnels, narrow passes, and natural dips and rises make it a challenge to navigate.

Development Questions

Where is the cavern located? How would adventurers get there?

Getting to the cavern may not be easy. It might require the party to scour caves and locales before coming across it. Conversely, the party might find themselves there as a matter of consequence, wandering there after getting lost while traveling underground.

Where does the cavern lead to and from?

There are multiple paths leading away from the mapped location. Where do they lead to? To the surface? To new dungeons? They may lead to deeper, duller stretches of the cavern to explore; they may lead to magnificent underground cities. What lies beyond the cavern will affect the monsters and NPCs present inside it as well.

Where does the water come from? How deep is it?

Is the water shallow enough to plod through unhindered? Or is it dangerously deep in some areas? It may be difficult to tell how deep the water is due to poor lighting conditions.

How does the water effect the cavern's ecology? What creatures live here?

Aquatic creatures, such kuo-toa, chuuls, bullywugs, or schools of quippers may make their homes here. It may even serve as the lair of more powerful creatures such as young dragons or hags. An intelligent creature that resides in the water here knows how to use it to its advantage. That said, the cavern can also host all manners of cave-dwelling creatures, such as giant spiders, swarms of bats and the like.

What can be seen inside the cavern? What can be heard?

Do loud sounds in the cavern produce an echo that can be heard throughout it? How much light is filtered into it? The party may have to depend on their own light sources to navigate it.

Have other people been here before?

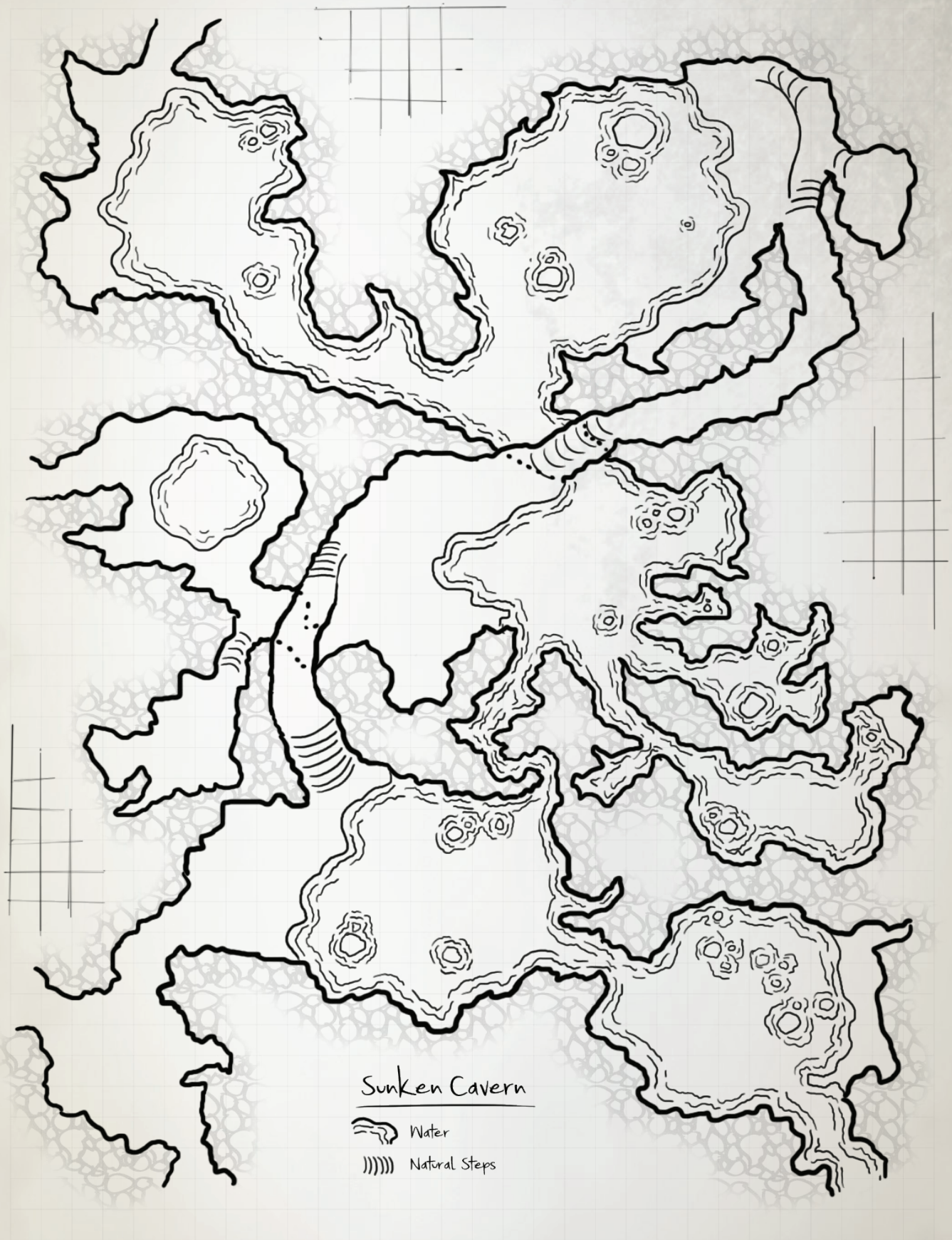
The presence of people changes the landscape. Frequent travelers may mark walls or post signs in the cavern with warnings or directions. If it hasn't been explored in a long time, the party may find archaic drawings upon the cavern walls or the bones of creatures or adventurers who have died here. If the cavern is traveled frequently the party may find muddy boot prints throughout the place, or perhaps run into a traveling NPC as they explore it.

What treasures can be found? Where are they?

Was a magical item lost in the water by an unwitting traveler? Was a hoard of gold stored here ages ago to be hidden from others? Sometimes answering *how* and *why* treasure might show up in such an unlikely place helps determine *what* kind of riches the party may find.

TIP

The water in this cavern makes it as compelling as it is dangerous. It can be used to conceal monsters, traps, and treasure. It can also be used to aid the party; the sound of splashing from down the corridor is an important clue that something lurks there. Finding different ways to incorporate the water in the cavern builds its atmosphere to create an immersive experience for your players.



Tomb of the Red King

This elaborate burial place houses several stone sarcophagi. One of which is prominently displayed in a massive, open area. Another resides in the deepest level of the tomb, behind a locked door. Important people must be buried here.

Development Questions

Who was the Red King?

Obviously, you don't have to create an NPC named the Red King for this site. Such an elaborate tomb, however, implies the people buried here were once very important. Developing a backstory for the people buried here may help you when designing the rest of the area.

Who is buried here?

There's a total of six sarcophagi in the tomb. If one belongs to the Red King, to whom do the others belong to? What was their relationship to the Red King?

Where is the tomb located?

Is the tomb's entrance easily accessible? Perhaps its lower levels plunge deep underground. The type of environment the tomb is located in may affect which materials are used to make its walls and other features inside.

Can adventurers see inside?

There are several braziers inside the tomb. Who or what is keeping them lit? Do attendants keep them lit? Are they lit by some magic spell or relic from another age? Or are they even lit at all? Perhaps they are unlit, enshrouding the tomb in darkness for ages, awaiting the torchlight of an adventurer.

What kind of creatures can survive here?

An obvious choice for monsters inside a tomb are undead; perhaps the skeleton of the Red King walks about this tomb with his undying minions. Or maybe the tomb has become the lair of other beasts which have made their way in from the outside?

What kind of treasures may be hidden here?

It's reasonable to expect a king to be buried with his wealth. Where are such treasures hidden?

How is the locked door unlocked?

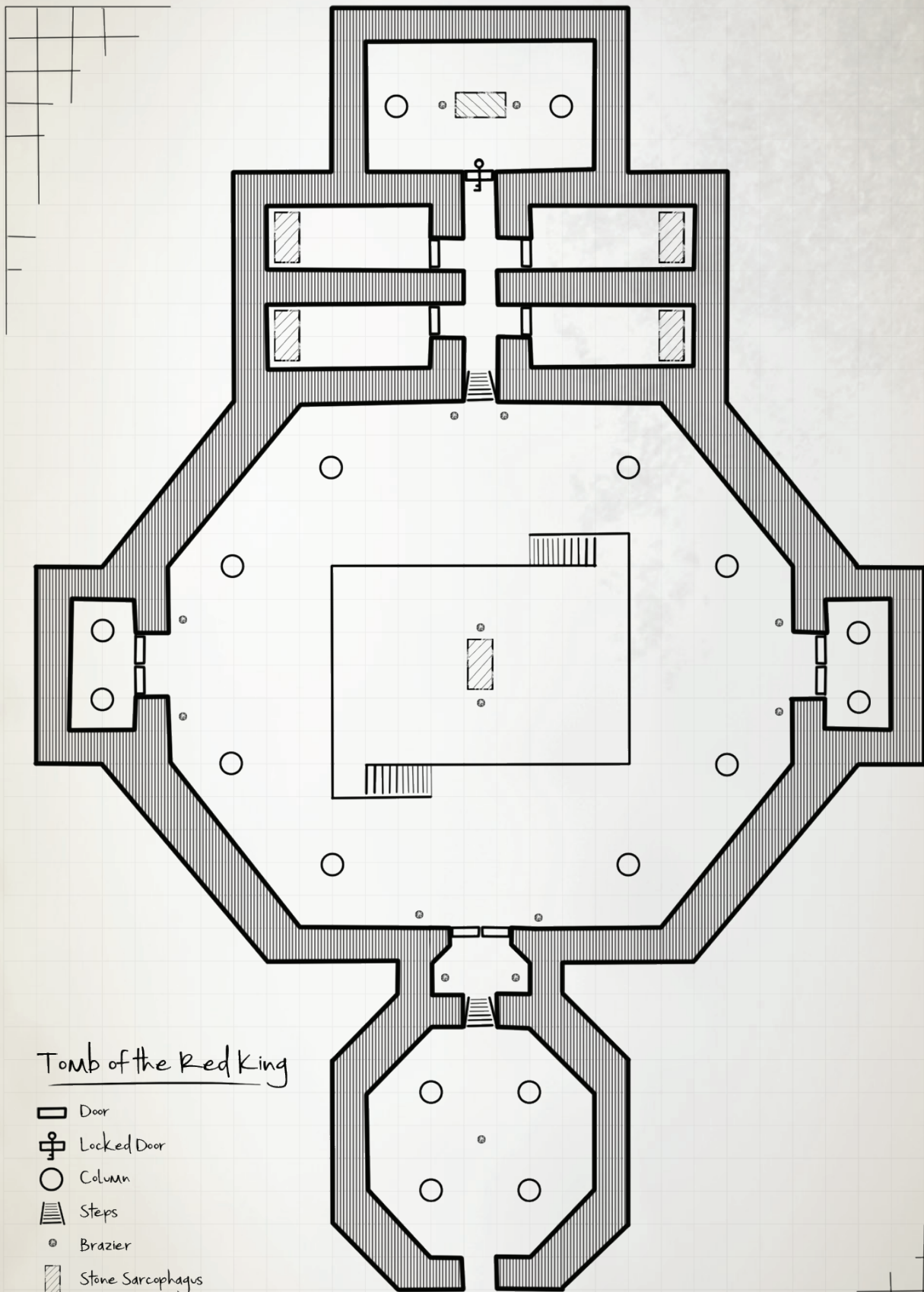
The door leading to the last crypt is sealed. What locks it? Perhaps a key must be found or pieced together from within the tomb, or perhaps it dangles upon the necklace of an ancient guardian which watches over the place. Perhaps a spell locks the door, and must be removed to open. Perhaps it is locked with a riddle, and the only way through is by solving it.

Are there any traps in this place?

Grave robbers beware! If this place is trapped, what are the traps inside? How are they activated by adventurers? Are they mechanical or magical in nature? Once triggered, are they able to be reset to be sprung again?

TIP

The largest area in the tomb is a great place for an encounter with a creature that can take advantage of the room to move around (such as a dragon or another flying creature). It also has interesting terrain including an elevated area displaying a sarcophagus and several columns. This would be a good place for a fight.



Whisperspell Estate

This building is built into the side of a hill or mountain. It houses a vast wealth of knowledge, the site of great research. A secret door conceals a cave beyond the estate, where it's possible additional research (or perhaps something more sinister) takes place.

Development Questions

Who does the building belong to? What is its purpose?

A building in such an exotic location may belong to an equally colorful person or group of people. It's implied a good deal of research happens here; what is the subject of this research? Is it still used for this purpose today, or has it fallen into a different use?

Where did the huge geode cluster at the center of the estate come from? Is it more than just decoration?

The massive geode formation is an interesting centerpiece for the estate. It might be used as a focus for a magical ritual, it may conceal a great secret, or it could be a clue to something discovered elsewhere at the adventure site. Or, it might simply be a great display, with no other purpose!

There are a lot of bookshelves inside the estate. What kinds of books might be found there?

Do the books contain notes taken by researchers that use the estate? Or are they reference material? They may be quite esoteric, such as detailing activities of unicorns, or the mating habits of owlbeasts. They may also be quite dull, such as mapping weather patterns or farming logs. Do the books conceal a secret? Are any magical in nature?

The eastern side of the building has several cells. What is (or was) kept within them and why?

Were these cells used to contain beasts researchers were studying? Or did they jail people? Are there creatures confined to these cells now?

The western side of the estate has a laboratory. What things might be found there?

The laboratory may have glass bottles, vials, and tubes on a heavy stone table. Powders, liquids, and satchels of odd ingredients may be stored there as well. Could the laboratory be used to make something the party finds useful? Is the laboratory dangerous to experiment with?

A secret door conceals the way to the cave. How is it opened?

There are lots of ways the secret door could be opened. It may require pulling a lever disguised as a book on the bookshelf, finding a switch concealed on the floor, or uttering a phrase which magically moves a portion of the wall aside.

What types of creatures might be native to cave beyond the estate? What kinds might be kept inside the building?

Researchers might employ everything from guard dogs to golems to protect the estate, while the cave might be the home of more monstrous creatures. Do those running the estate have control over all these creatures? How might their research affect how these creatures are encountered?

What treasures might be adventures find here?







Perhaps one of the books here is the spell-book of a long dead wizard? Perhaps the laboratory has a rack of freshly created potions. If magic-users operate here, they might have a bevy of magic items at their disposal to use against the party.

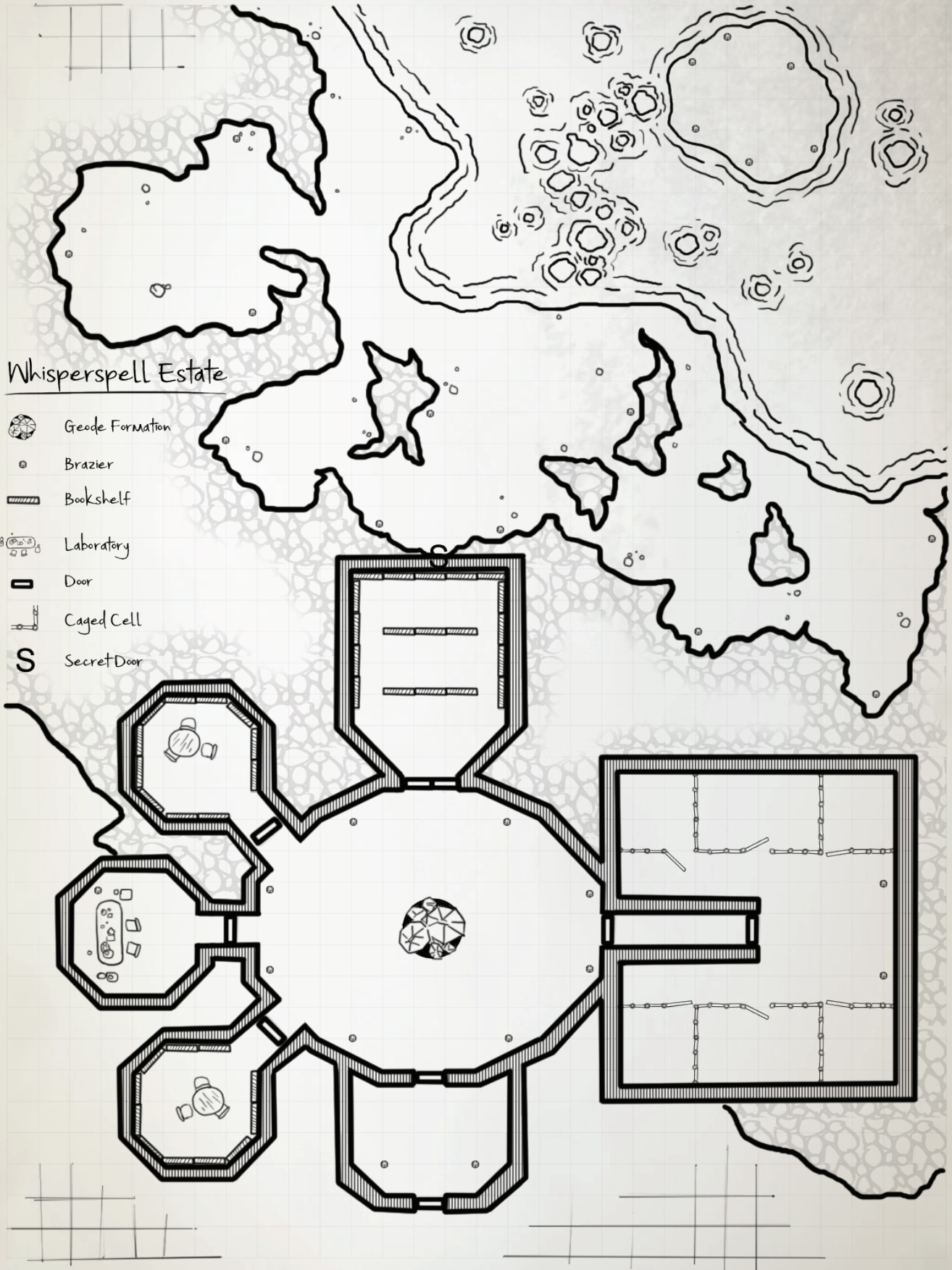
TIPS

That fact that a secret door is necessary to reach the cave beyond the building implies something important or dangerous (or both!) is happening there. Someone who would go through the lengths to conceal entry to this area would take extra precaution against intruders, meaning this is a good place for you to employ some traps or more exotic monsters and NPCs for the party to contend with.

The largest island in the cave pool could be a location for an intriguing encounter. It might be the ritual site for a demonic summoning, an area of research by whomever runs the manor, or the location of some arcane anomaly.

Whisperspell Estate

-  Geode Formation
-  Brazier
-  Bookshelf
-  Laboratory
-  Door
-  Caged Cell
- S** Secret Door



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a
Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0
Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Dungeon Delves
Copyright © 2016 Dan Coleman

END OF LICENSE

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, etc.), dialogue, plots, storylines, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Dungeons on Demand game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.