

# IRONSWORN



# DELVE

## THEME AND DOMAIN CARDS

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Designed for use with the *Ironsworn* tabletop RPG and the *Delve* supplement,  
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### WRITING AND DESIGN

Shawn Tomkin

### ADDITIONAL WRITING, EDITING, AND CONSULTING

Matt Click

### IMAGE CREDITS

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### PLAYTESTERS, CONTRIBUTORS, AND PROOFREADERS

Aaron Hattle, Alan Tsang, Alfred Rudzki Hitchcock, Anthony Pendleton, Benjamin Rushton,  
Benjamin Spencer, Brandon Parigo, Caleb Johnson, Charles F. Bryant II, Colin Kloecker,  
colinmash, Donald Lamont, Douglas Painter, HAJ523, Jaïs Pingouroux, Jan Kristof Lueders, Jeff  
Lopez, Jeremy Downey, Jeremy Wensel Gage, Jerry Henderson III, Joanna Cholewa, Jon Freeman,  
KarolinaC, Kasey Cranfill, M. A. Torres, M. Quintanilla, Mathew Folwarski, Max Kihlstedt, Mike  
Tool, Octave Immarigeon, Philipp Commans, Rune Salomon, Ryan Rhoades, Samuel Rondón,  
Sarah Koller, Scott Marchus, Thibault Schwartz, Vinney Cavallo

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**THEME****ANCIENT**

This place holds the secrets of a bygone age.

**FEATURES**

- 1-4 Evidence of lost knowledge
- 5-8 Inscrutable relics
- 9-12 Ancient artistry or craft
- 13-16 Preserved corpses or fossils
- 17-20 Visions of this place in another time

**DANGERS**

- 1-5 Ancient trap
- 6-10 Hazardous architecture or terrain
- 11-12 Blocked or broken path
- 13-14 Denizen protects an ancient secret
- 15-16 Denizen reveres an ancient power
- 17-18 Living relics of a lost age
- 19-20 Ancient evil resurgent
- 21-22 Dire warnings of a long-buried danger
- 23-24 Ancient disease or contamination
- 25-26 Artifact of terrible meaning or power
- 27-28 Disturbing evidence of ancient wrongs
- 29-30 Others seek power or knowledge

**THEME****CORRUPTED**

This place is tainted by dark magic.

**FEATURES**

- 1-4 Mystic focus or conduit
- 5-8 Strange environmental disturbances
- 9-12 Mystic runes or markings
- 13-16 Blight or decay
- 17-20 Evidence of a foul ritual

**DANGERS**

- 1-5 Denizen spawned from dark magic
- 6-10 Denizen controls dark magic
- 11-12 Denizen corrupted by dark magic
- 13-14 Corruption marks you
- 15-16 Innocents held in thrall
- 17-18 Revelations of a terrible truth
- 19-20 Mystic trap or trigger
- 21-22 Mystic barrier or ward
- 23-24 Illusions lead you astray
- 25-26 Dark ritual in progress
- 27-28 Lingering effects of a dark ritual
- 29-30 Dread harbingers of a greater magic

**THEME****FORTIFIED**

Foes defend this place against intruders.

**FEATURES**

- 1-4 Camp or quarters
- 5-8 Guarded location
- 9-12 Storage or repository
- 13-16 Work or training area
- 17-20 Command center or leadership

**DANGERS**

- 1-5 Denizen patrols the area
- 6-10 Denizen on guard
- 11-12 Denizen ready to sound the alarm
- 13-14 Denizen sets an ambush
- 15-16 Denizen lures you into a trap
- 17-18 Denizens converge on this area
- 19-20 Pets or underlings
- 21-22 Unexpected alliance revealed
- 23-24 Nefarious plans revealed
- 25-26 Unexpected leader revealed
- 27-28 Trap
- 29-30 Alarm trigger

**THEME****HALLOWED**

The faithful worship here.

**FEATURES**

- 1-4 Temple or altar
- 5-8 Offerings or atonements
- 9-12 Religious relic or idol
- 13-16 Consecrated ground
- 17-20 Dwellings or gathering place

**DANGERS**

- 1-5 Denizen defends their sanctum
- 6-10 Denizen enacts the will of their god
- 11-12 Denizen seeks martyrdom
- 13-14 Secret of the faith is revealed
- 15-16 Greater purpose is revealed
- 17-18 Unexpected disciples are revealed
- 19-20 Divine manifestations
- 21-22 Aspect of the faith beguiles you
- 23-24 Unexpected leader is revealed
- 25-26 Embodiment of a god or myth
- 27-28 Protective ward or barrier
- 29-30 Prophecies reveal a dark fate

**THEME****HAUNTED**

Restless spirits are bound to this place.

**FEATURES**

- 1-4 Tomb or burial site
- 5-8 Blood was spilled here
- 9-12 Unnatural mists or darkness
- 13-16 Messages from beyond the grave
- 17-20 Apparitions of a person or event

**DANGERS**

- 1-5 Denizen haunts this area
- 6-10 Unsettling sounds or foreboding signs
- 11-12 Denizen attacks without warning
- 13-14 Denizen makes a costly demand
- 15-16 Denizen seizes your body or mind
- 17-18 Denizen taunts or lures you
- 19-20 A disturbing truth is revealed
- 21-22 Frightening visions
- 23-24 The environment is used against you
- 25-26 Trickery leads you astray
- 27-28 True nature of this place is revealed
- 29-30 Sudden, shocking manifestation

**THEME****INFESTED**

Foul creatures dwell here.

**FEATURES**

- 1-4 Inhabited nest
- 5-8 Abandoned nest
- 9-12 Ravaged terrain or architecture
- 13-16 Remains or carrion
- 17-20 Hoarded food

**DANGERS**

- 1-5 Denizens swarm and attack
- 6-10 Toxic or sickening environment
- 11-12 Denizen stalks you
- 13-14 Denizen takes or destroys something
- 15-16 Denizen reveals surprising cleverness
- 17-18 Denizen guided by a greater threat
- 19-20 Denizen blocks the path
- 21-22 Denizen funnels you down a new path
- 23-24 Denizen undermines the path
- 25-26 Denizen lays in wait
- 27-28 Trap or snare
- 29-30 Victim's horrible fate is revealed

**THEME****RAVAGED**

Time, disaster, or strife have taken their toll.

**FEATURES**

- 1-4 Path of destruction
- 5-8 Abandoned or ruined dwelling
- 9-12 Untouched or preserved area
- 13-16 Traces of what was lost
- 17-20 Ill-fated victims

**DANGERS**

- 1-5 Precarious architecture or terrain
- 6-10 Imminent collapse or destruction
- 11-12 Path undermined
- 13-14 Blocked or broken path
- 15-16 Vestiges of a destructive force
- 17-18 Unexpected environmental threat
- 19-20 Echoes of a troubling past
- 21-22 Signs of a horrible fate
- 23-24 Denizen seeks retribution
- 25-26 Denizen leverages the environment
- 27-28 Denizen restores what was lost
- 29-30 Ravages return anew

**THEME****WILD**

Nature prevails in this place.

**FEATURES**

- 1-4 Denizen's lair
- 5-8 Territorial markings
- 9-12 Impressive flora or fauna
- 13-16 Hunting ground or watering hole
- 17-20 Remains or carrion

**DANGERS**

- 1-5 Denizen hunts
- 6-10 Denizen strikes without warning
- 11-12 Denizen leverages the environment
- 13-14 Denizen wields unexpected abilities
- 15-16 Denizen guided by a greater threat
- 17-18 Denizen protects something
- 19-20 Hazardous terrain
- 21-22 Weather or environmental threat
- 23-24 Benign aspect becomes a threat
- 25-26 Overzealous hunter
- 27-28 Disturbing evidence of a victim's fate
- 29-30 Ill-fated victim in danger

**DOMAIN****BARROW**

The dead are enshrined here.

**FEATURES**

- 21-43 Burial chambers
- 44-56 Maze of narrow passages
- 57-64 Shrine
- 65-68 Stately vault
- 69-72 Offerings to the dead
- 73-76 Statuary or tapestries
- 77-80 Remains of a grave robber
- 81-84 Mass grave
- 85-88 Exhumed corpses
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen guards this area
- 34-36 Trap
- 37-39 Death makes its presence known
- 40-42 Crumbling architecture
- 43-45 Grave goods with hidden dangers

**DOMAIN****CAVERN**

A place of stone and darkness.

**FEATURES**

- 21-43 Twisting passages
- 44-56 Cramped caves
- 57-64 Vast chamber
- 65-68 Subterranean waterway
- 69-72 Cave pool
- 73-76 Natural bridge
- 77-80 Towering stone formations
- 81-84 Natural illumination
- 85-88 Dark pit
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen lairs here
- 34-36 Cave-in
- 37-39 Flooding
- 40-42 Perilous climb or descent
- 43-45 Fissure or sinkhole

**DOMAIN****FROZEN CAVERN**

A place of deep caves and enduring cold.

**FEATURES**

- 21-43 Maze of icy tunnels
- 44-56 Glistening cave
- 57-64 Vast chamber
- 65-68 Frigid waterway
- 69-72 Icy pools
- 73-76 Magnificent ice formations
- 77-80 Frozen waterfall
- 81-84 Deep crevasses
- 85-88 Discovery locked in the ice
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen lairs here
- 34-36 Fracturing ice
- 37-39 Crumbling chasm
- 40-42 Bitter chill
- 43-45 Disorienting reflections

**DOMAIN****ICEREACH**

A frigid landscape formed of frozen seas.

**FEATURES**

- 21-43 Plains of ice and snow
- 44-56 Seawater channel
- 57-64 Icy highlands
- 65-68 Crevasse
- 69-72 Ice floes
- 73-76 Ship trapped in ice
- 77-80 Animal herd or habitat
- 81-84 Frozen carcass
- 85-88 Camp or outpost
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen hunts
- 34-36 Fragile ice above watery depths
- 37-39 Perilous climb or descent
- 40-42 Avalanche or icefall
- 43-45 Foul weather

**DOMAIN****MINE**

Tunnels dug greedily and deep.

**FEATURES**

- 21-43 Cramped tunnels
- 44-56 Mine works
- 57-64 Excavated chamber
- 65-68 Mineshaft
- 69-72 Collapsed tunnel
- 73-76 Cluttered storage
- 77-80 Housing or common areas
- 81-84 Flooded chamber
- 85-88 Unearthed secret
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Cave-in
- 34-36 Flooding
- 37-39 Unstable platforms or architecture
- 40-42 Hazardous gas pocket
- 43-45 Weakened terrain

**DOMAIN****PASS**

Treacherous paths over high mountains.

**FEATURES**

- 21-43 Winding mountain path
- 44-56 Snowfield or glacial rocks
- 57-64 River gorge
- 65-68 Crashing waterfall
- 69-72 Highland lake
- 73-76 Forgotten cairn
- 77-80 Bridge
- 81-84 Overlook
- 85-88 Camp or outpost
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen lairs here
- 34-36 Denizen hunts
- 37-39 Perilous climb or descent
- 40-42 Avalanche or rockslide
- 43-45 Foul weather

**DOMAIN****RUIN**

The crumbling legacy of a dead civilization.

**FEATURES**

- 21-43 Crumbling corridors and chambers
- 44-56 Collapsed architecture
- 57-64 Rubble-choked hall
- 65-68 Courtyard
- 69-72 Archive or library
- 73-76 Broken statuary or fading murals
- 77-80 Preserved vault
- 81-84 Temple to forgotten gods
- 85-88 Mausoleum
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Ancient mechanism or trap
- 34-36 Collapsing wall or ceiling
- 37-39 Blocked or broken passage
- 40-42 Unstable floor above a new danger
- 43-45 Ancient secrets best left buried

**DOMAIN****SEA CAVE**

Stone passages carved by ocean waves.

**FEATURES**

- 21-43 Watery tunnels
- 44-56 Eroded chamber
- 57-64 Flooded chamber
- 65-68 Vast chamber
- 69-72 Dry passages
- 73-76 Freshwater inlet
- 77-80 Rocky island
- 81-84 Waterborne debris
- 85-88 Shipwreck or boat
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen strikes without warning
- 34-36 Denizen lurks below
- 37-39 Flooding
- 40-42 Rushing current
- 43-45 Claustrophobic squeeze

**DOMAIN****SHADOWFEN**

A primeval marsh, cloaked in mist.

**FEATURES**

- 21-43 Narrow path through a fetid bog
- 44-56 Stagnant waterway
- 57-64 Flooded thicket
- 65-68 Island of dry land
- 69-72 Submerged discovery
- 73-76 Preserved corpses
- 77-80 Overgrown structure
- 81-84 Tall reeds
- 85-88 Camp or outpost
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen hunts
- 34-36 Deep water blocks the path
- 37-39 Toxic environment
- 40-42 Concealing or disorienting mist
- 43-45 Hidden quagmire

**DOMAIN****STRONGHOLD**

A fortress secured against trespassers.

**FEATURES**

- 21-43 Connecting passageways
- 44-56 Barracks or common quarters
- 57-64 Large hall
- 65-68 Workshop or library
- 69-72 Command center or leadership
- 73-76 Ladder or stairwell
- 77-80 Storage
- 81-84 Kitchen or larder
- 85-88 Courtyard
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Blocked or guarded path
- 34-36 Caught in the open
- 37-39 Chokepoint
- 40-42 Trap
- 43-45 Alarm trigger

**DOMAIN****TANGLEWOOD**

A perilous forest of eternal shadow.

**FEATURES**

- 21-43 Dense thicket
- 44-56 Overgrown path
- 57-64 Waterway
- 65-68 Clearing
- 69-72 Elder tree
- 73-76 Brambles
- 77-80 Overgrown structure
- 81-84 Rocky outcrop
- 85-88 Camp or outpost
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Denizen hunts
- 34-36 Denizen lairs here
- 37-39 Trap or snare
- 40-42 Path leads you astray
- 43-45 Entangling plant life

**DOMAIN****UNDERKEEP**

An age-old subterranean dungeon.

**FEATURES**

- 21-43 Carved passages
- 44-56 Hall or chamber
- 57-64 Stairs into the depths
- 65-68 Grand doorway or entrance
- 69-72 Tomb or catacombs
- 73-76 Rough-hewn cave
- 77-80 Foundry or workshop
- 81-84 Shrine or temple
- 85-88 Imposing architecture or artistry
- 89-98 Something unusual or unexpected
- 99 You transition into a new theme
- 00 You transition into a new domain

**DANGERS**

- 31-33 Ancient mechanism or trap
- 34-36 Crumbling architecture
- 37-39 Blocked or broken passage
- 40-42 Artifact with a hidden danger
- 43-45 Denizen lurks in darkness

## THEME

### TYPE:

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### FEATURES

1-4

5-8

9-12

13-16

17-20

### DANGERS

1-5

6-10

11-12

13-14

15-16

17-18

19-20

21-22

23-24

25-26

27-28

29-30

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1-4

5-8

9-12

13-16

17-20

### DANGERS

1-5

6-10

11-12

13-14

15-16

17-18

19-20

21-22

23-24

25-26

27-28

29-30

## DOMAIN

### TYPE:

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### FEATURES

21-43

44-56

57-64

65-68

69-72

73-76

77-80

81-84

85-88

89-98 Something unusual or unexpected

99 You transition into a new theme

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### DANGERS

31-33

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37-39

40-42

43-45

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37-39

40-42

43-45