

IRONSWORN



DELVE

THEME AND DOMAIN CARDS

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Designed for use with the *Ironsworn* tabletop RPG and the *Delve* supplement, both available at ironswornrpg.com.

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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

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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

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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

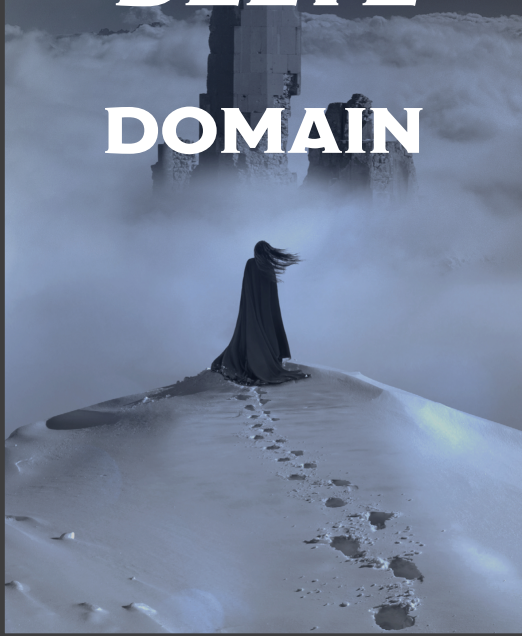
DANGERS

- 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

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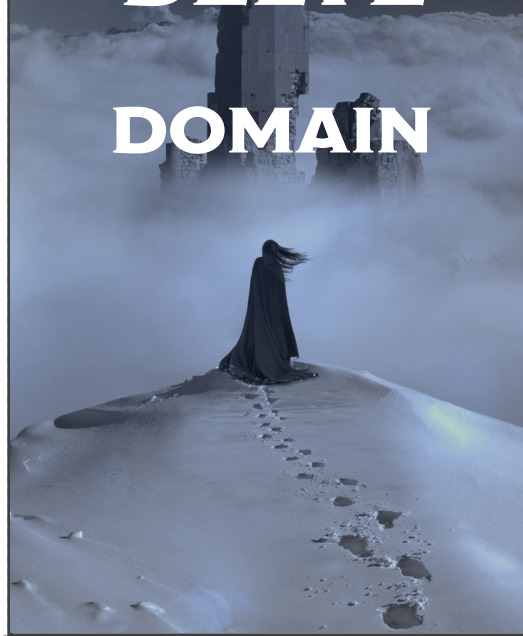
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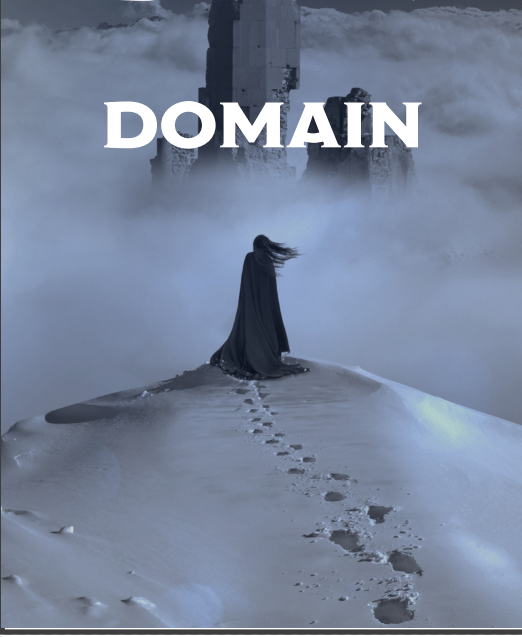
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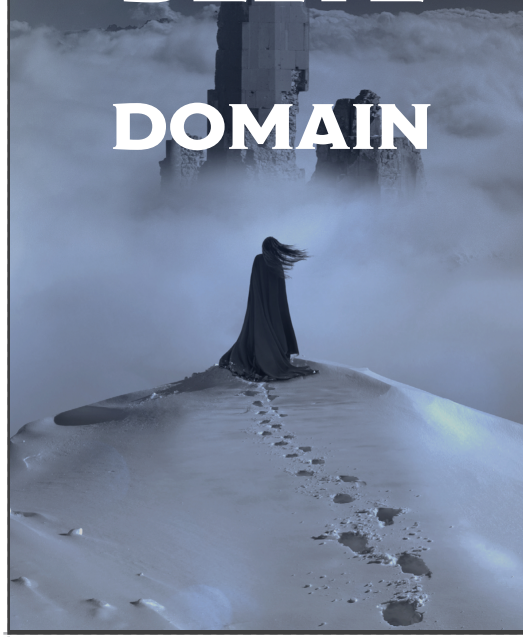
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DOMAIN**MINE**

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

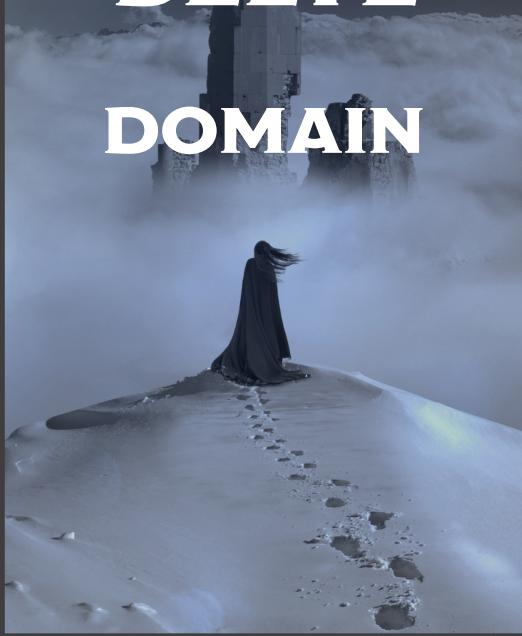
DANGERS

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

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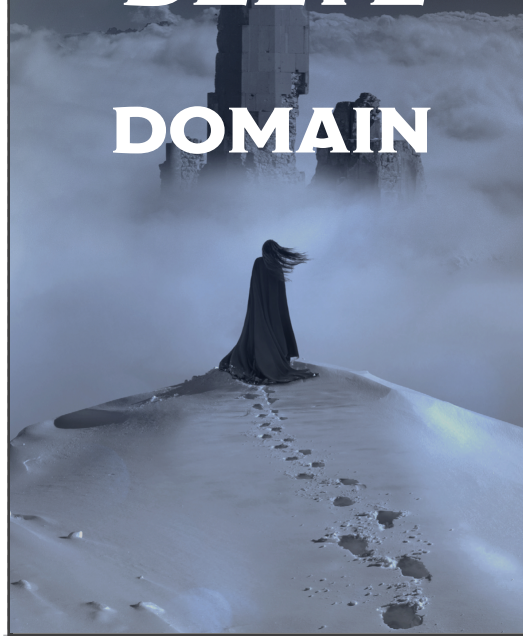
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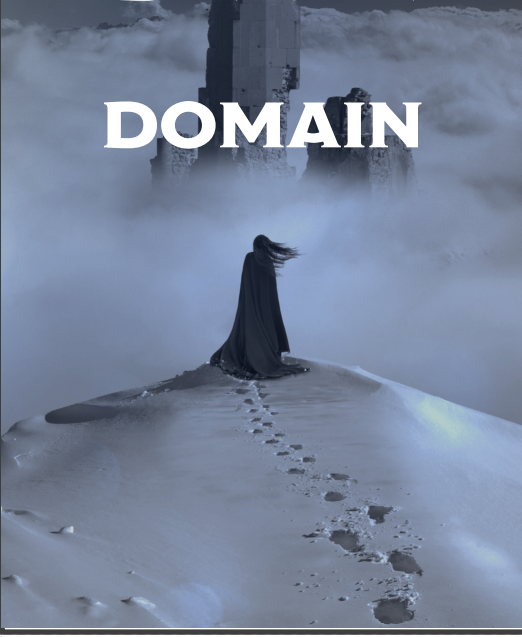
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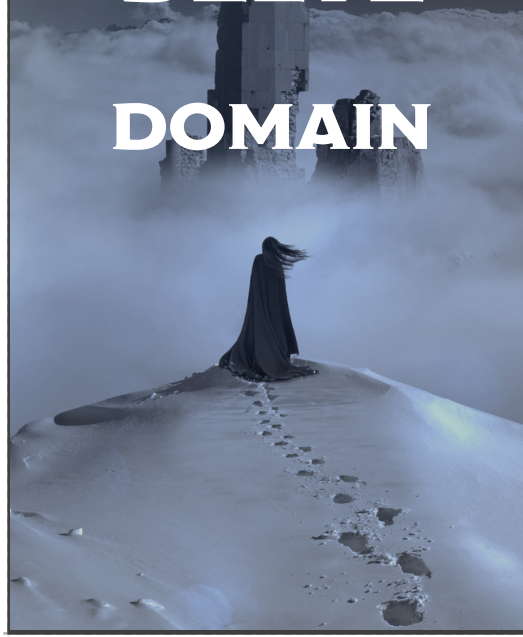
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DOMAIN**SHADOWFEN**

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

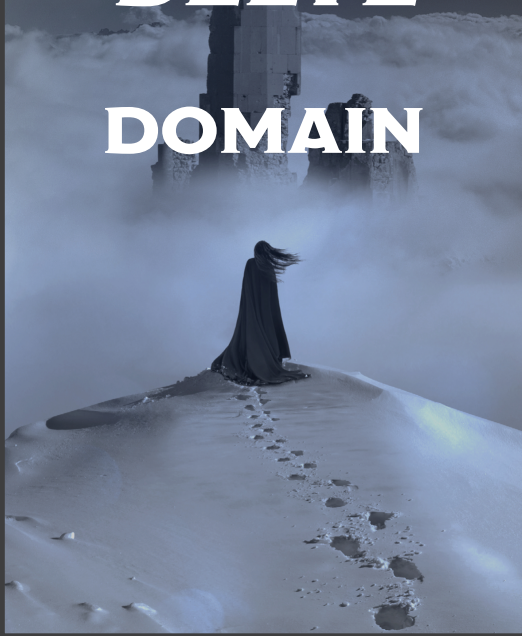
DANGERS

- 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

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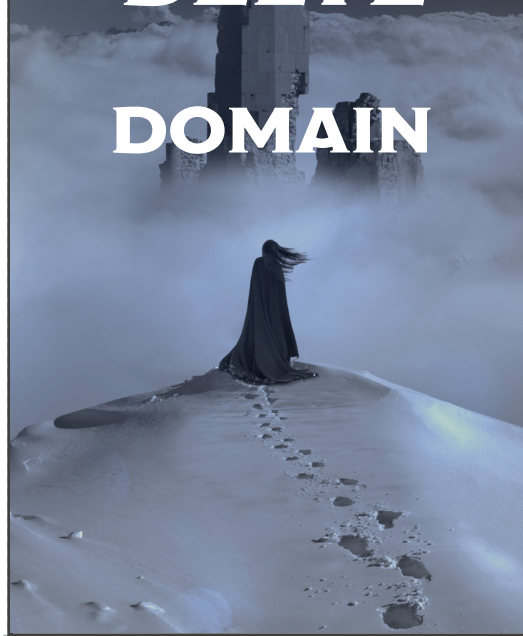
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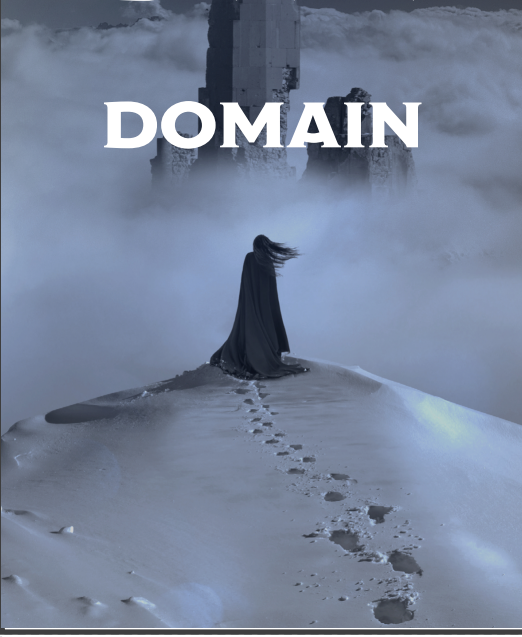
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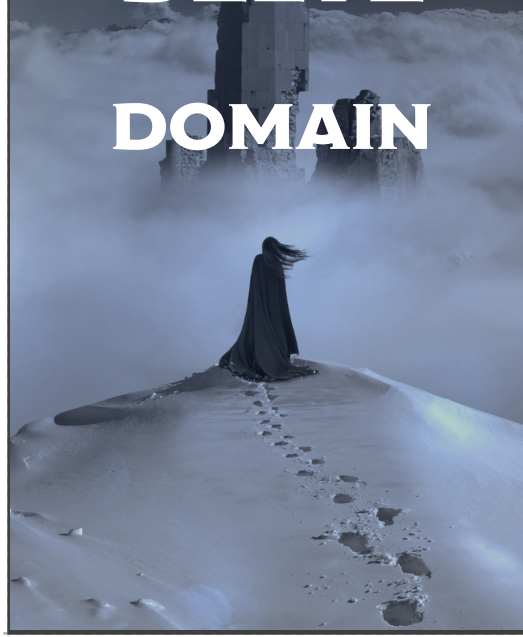
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THEME

TYPE:

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

THEME

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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

DOMAIN

TYPE:

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

00 You transition into a new domain

DANGERS

31-33

34-36

37-39

40-42

43-45

DOMAIN

TYPE:

FEATURES

21-43

44-56

57-64

65-68

69-72

73-76

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37-39

40-42

43-45

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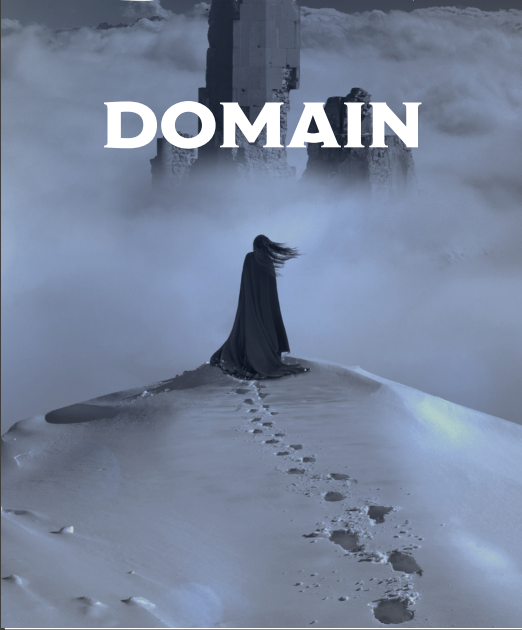
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