

The Crypt of Calamities: A Dungeon for *DELVE* (DL 77)

Game-Changer: (The Game-Changer can be triggered once the total of points in the Adventure Pool and Hazard Pool together is at least equal to the Danger Level.) The party discovers that the ghost of the sorcerer who built the Crypt, Ar-Zul, still haunts the place, looking for a powerful adventurer to possess. The gem pillars in the Crypt infuse adventurers with a portion of her essence when they use them: anyone who has used them is at risk of being possessed if she reduces them to 0 Health. See the reverse for more information.

Hazards: The Crypt of Calamities

	1	2	3	4	5	6
1	Cursed Treasure	Foul Fountain	Cursed Treasure	Deadfall	Cursed Treasure	Deadfall
2	False Door	Cursed Treasure	Illusion	Cursed Treasure	Toxic Gas	Cursed Treasure
3	Indigo Sigil	Oubliette	Indigo Sigil	Illusion	Indigo Sigil	Trap Door
4	Revolving Wall	Azure Sigil	Foul Fountain	Ebon Sigil	Illusion	Crimson Sigil
5	Trap Door	Toxic Gas	Ochre Sigil	Oubliette	Vridian Sigil	Revolving Wall
6	Deadfall	Trap Door	Revolving Wall	Toxic Gas	Oubliette	False Door

9	Pillar of Sapphire	Pillar of Onyx	Pillar of Ruby	Pillar of Topaz	Pillar of Emerald	Exit/Stairs Down
5	Short Hallway	Vault (6x6)	Mural Room (4x4)	Alchemical Storage (6x6)	Long Hallway	Ossuary (3x3)
4	Medium Hallway	Statuary (4x4)	Meditation Room (6x6)	Gallery (4x4)	Alchemical Storage (6x6)	Repository (5x5)
3	Medium Hallway	Intersection	Medium Hallway	Mausoleum (6x6)	Vault (6x6)	Columbary (6x6)
2	Long Hallway	Mural Room (4x4)	Intersection	Gallery (4x4)	Mortuary (9x9)	Cenotaph (7x7)
1	Stairs Up/Down	Long Hallway	Medium Hallway	Medium Hallway	Short Hallway	Ar-Zul's Garret (8x8)

The Crypt of Calamities: Master Table

The Crypt of Calamities: Notes

The ghost of the sorcerer Ar-Zul rules over the Crypt, delighting in the demise of unwary adventurers and watching for the one worthy to serve as a vessel for reincarnation. Ar-Zul's ghost is a 5 AP hazard.



Gem Pillars: Five safe rooms are located throughout the Crypt. Each contains a solid column of a different material. The rooms are unique: roll again once they are encountered. When an injured adventurer touches a pillar, it restores 1 lost Health as well as giving a temporary +1 bonus to tests in a specific trait associated with each gem. However, see the Game-Changer: Ar-Zul's essence inhabits the pillars and allows her to possess an adventurer who has used these pillars if she reduces them to 0 Health. (She will preferentially seek out the adventurer who has touched the most pillars.) The adventurer makes an opposed Magic test: if Ar-Zul wins, she possesses the adventurer; if the adventurer wins, she cannot inhabit them.

- Emerald: +1 to Health tests
- Onyx: +1 to Move tests
- Ruby: +1 to Shoot tests
- Sapphire: +1 to Strike tests
- Topaz: +1 to Defense tests

Treasures: There is one new treasure to be found in the Crypt: the Balefire Bottle, which is suitable for use as a 2 AP item. It is the gamemaster's choice when this treasure appears. Otherwise, A Trove of Treasures (from the Gamemaster's Guide) serves as the treasure table for the Crypt.

Balefire Bottle (D): *an adventurer drinking this faintly luminescent draught rolls the dice; the black die is the number of Health damage taken, while the white die is the number of points of temporary Level gained (these fade at the end of the day)*

Hazards: The number in brackets represents the hazard's base value in Adventure Points. If more than one number is provided, separated by a slash, the second number indicates the possibility of encountering another hazard, such as a lurking monster, while dealing with the initial

hazard.

Cursed Treasure: [3] *This item seems to be a normal treasure (A Trove of Treasures may be used for ideas), but the false treasure removes an Adventure Point whenever it is used or even mentioned by an adventurer or player. Test Magic (M) to identify the curse.*

Deadfall: [3] *An area of ceiling is actually a stone block meant to crush passing adventurers. Test Move (E) to make it through; failure means death. The area becomes impassable; previous areas may not be reached until the next time the party encounters stairs, at which time they may opt to find a passage back to explored areas instead.*

False Door: [2] *Some of the Crypt's doors are trompe-l'œil containing concealed traps. The attack has Burst. Test Defense (E) to avoid damage.*

Foul Fountain: [1] *A contaminated water source. The fever it induces lasts for 1-3 days, causing -1 to all tests. Test Health (E) to identify.*

Illusion: [2] *Ar-Zul has created several illusory duplicates of herself that roam the Crypt to harry adventurers. The illusions have 3 in all traits. Test Strike/Shoot (E) to discover the deception. "Damage" dealt by the illusion fades after the encounter, and adventurers "killed" by it are only unconscious.*

Magic Sigil: [2] *Test (E) against the sigil's corresponding trait; failure means -1 to that trait. Once all adventurers have tested against the sigil, it disappears until the next day. Azure [Strike]; Crimson [Shoot]; Ebon [Move]; Indigo [Magic]; Ochre [Defense]; Viridian [Health]*

Oubliette: [1] *This seems at first to be a small room, but a shadowy barrier forms across the entry when the first adventurer moves inside, trapping them alone in the alcove. Another hazard is likely contained within. Test Strike (E) to open.*

Revolving Wall: *Test Move (B) to avoid being caught in the mechanism and relocated to a new section of the dungeon unconnected to the prior area. It takes 1d6 areas of exploration to find a connection back to a known location.*

Toxic Gas: [1] *Noxious fumes fill the area, created alchemically by Ar-Zul. Adventurers suffer 1 Health damage per turn while in the area.*

Trap Door: [1] *An adventurer steps on a revolving false floor disguised by an illusion; test Move (E) to prevent falling through. 1 Health damage from falling, but the chute can be used to descend as if they were stairs (although not to return).*

You'll need the *DELVE Gamemaster's Guide* to use this sheet as intended.

Buy it at parenthesispress.com/delve, and download the *DELVE Adventurer's Guide* for free while you're at it!