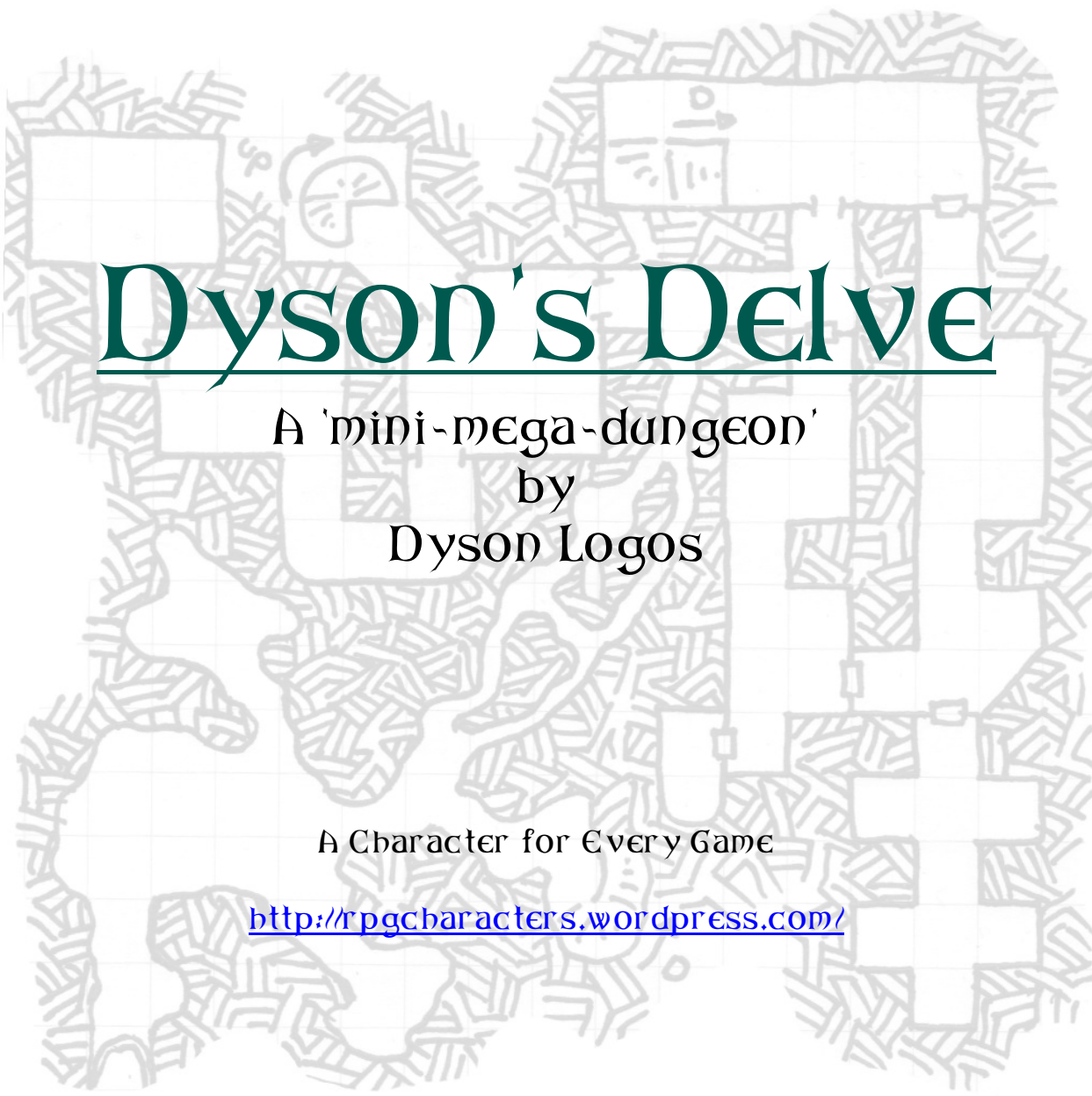




Dyson's Delve

A 'mini-mega-dungeon'
by
Dyson Logos

A Character for Every Game

<http://rpgcharacters.wordpress.com/>

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Original files found at the blog: A Character for Every Game

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For the next while I'll be focusing on a mini megadungeon. I'm looking at 11 levels or so, but each level being relatively small (200 feet x 200 feet at most). Each will be posted with a plain map that you can use yourself, as well as fully stocked one-page-dungeon PDF of the level for B/X D&D (or Labyrinth Lord).

And since I can't come up with a good name for the dungeon, I'm going with the egotistical choice of calling it "Dyson's Delve".

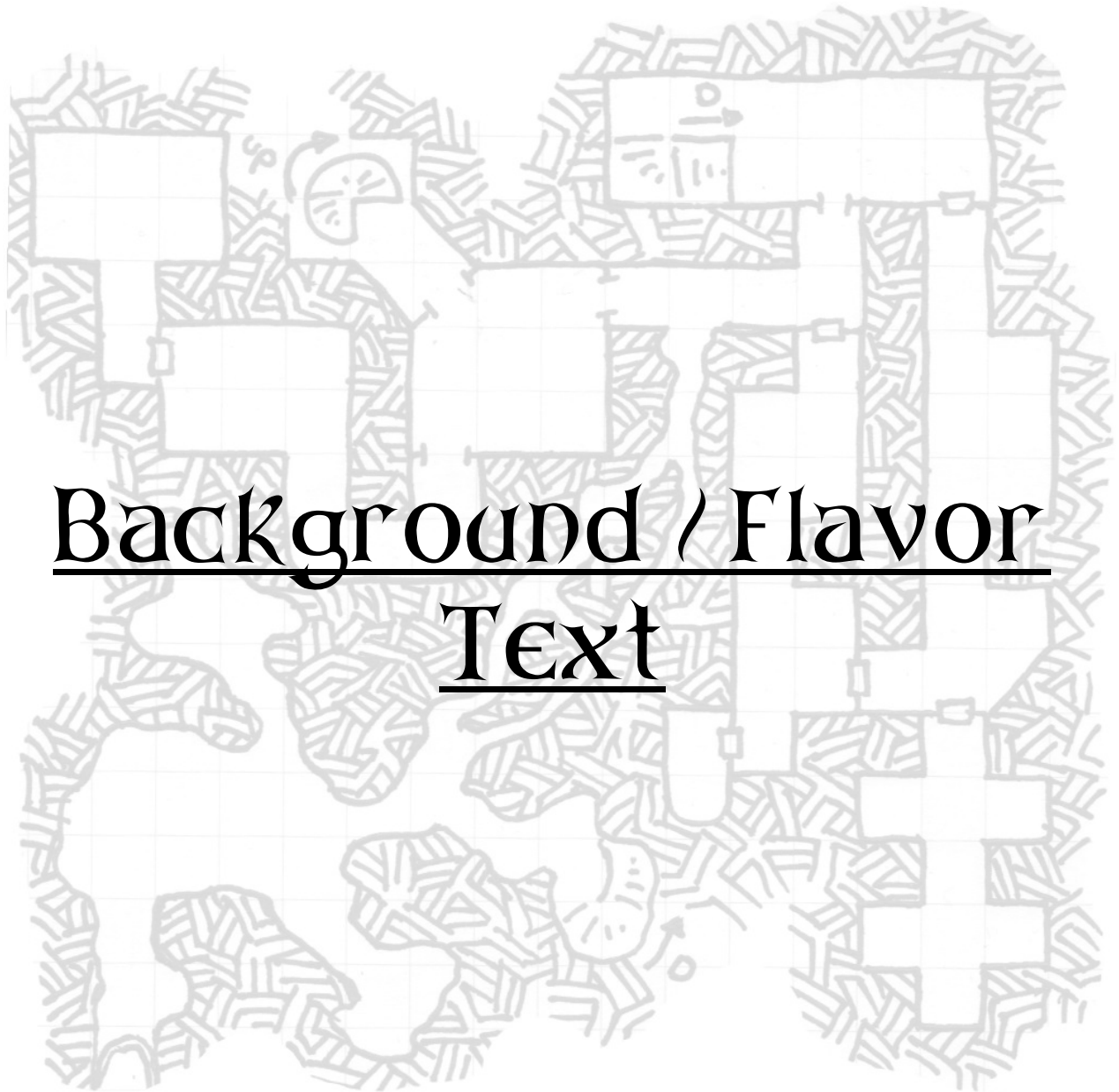
The stocking of the dungeon has been done pretty much using the B/X rule books as given. Most monsters have treasure according to their treasure type, and monster appearance is based on the "level" of the dungeon using the tables in the Basic and Expert rulebooks – although the level of the dungeon is set by my XP calculations of the adventure thus far, not based on the physical level below ground (so levels 1 and 2 of the dungeon have level 1 encounters, and level 3 and 4 have level 2 encounters and so on).

Dyson's Delve was started as a bunch of small dungeon level maps in my Moleskine reporter's pad style notebook. Then I started stocking it and posting the levels as one-page-dungeons to the blog.

In all, there are 11 levels to Dyson's Delve, and it takes a group of 4-5 B/X or Labyrinth Lord characters from level 1 to level 6.

— Dyson Logos

October 8, 2010 - December 31, 2010



Background / Flavor Text

Dyson's Delve: Level 1

The first level of Dyson's Delve is meant for level 1 characters. It is a small dungeon complex and crypt area under an old ruin, with a set of caverns linked to it through some giant rat tunnels.

Dyson's Delve: Level 2

Level 2 of Dyson's Delve is divided into two distinct sections that both link to the level above and the level below.

The main section is the lair of the goblins who were also found on level 1, while the limestone caves to the southwest are home to a feral ghoul. However, this level also introduces the first hints of the nasty creatures living on level 4. The level 4 creatures are distinctly more powerful than a level 2 party will be able to confront directly, which is why they see a lot of foreshadowing earlier in the dungeon.

Dyson's Delve: Level 3

Level 3 of Dyson's Delve reintegrates the two sections into a single level again, and combines natural-seeming caves with standard dungeon construction.

The entirety of level 3 is dedicated to crypts. This was once the bottom-most level of the Delve when it was first built. These crypts are now the home to a collection of ghouls and other undead and a bunch of flies who search for dead bodies to lay their eggs in.

Dyson's Delve: Level 4

I like the map of this level because of the secret hall and rooms surrounding the southwest side of the map, allowing one group of monsters to prey on another.

This level is also easy to bypass as the stairs to level 5 are in the same room as the stairs to level 3. This is done because the main section of the level is terrorized by a heavy-duty pair of 6 hit die creatures that will be more than a match for a level 2 party should they take them on the wrong way.

The feel of this level is more open than the previous levels, with multiple paths to get to or from any point except the entrance / exit of the level. This helps create the feeling that the residents of this level are living "on the run" from the local menace that prowls the corridors.

Dyson's Delve: Level 5

Level 5 – the howling halls – is basically abandoned. The creatures that made the upper levels their homes find it unsafe to descend this deep, and the creatures below are only now exploring this far up. Instead, the level is eerily noisy and yet populated by only the scavengers of the dungeon ecosystems – carrion crawlers, gelatinous cubes and the like.

This level was fun to draw but somewhat of a stretch to stock. I knew what I wanted the level to be like (creepy and seemingly abandoned), but I also need to keep the treasure and creature counts high enough that a party will level up appropriately as they progress.

Dyson's Delve: Level 6

What is immediately different about this level is that it is made of two distinct areas that are not connected on this level. In fact, the dungeon section to the lower-left is only accessible from level 7 of the dungeon.

The area that the party will first discover (coming down from above) is a section of the dungeon that has been taken over by the adventurers / mercenaries / explorers from the temple deeper in the dungeon. The exact nature of the temple is left to the DM, but obviously should be an organization that will have no qualms killing off the PCs as they expand their control of the dungeon.

The other section is still abandoned (like the majority of level 5), and is an old prison of a creature that is cursed to only die a violent death, and thus has been imprisoned here for quite some time.

Dyson's Delve: Level 7

This level is a change from the earlier levels of the dungeon – instead of a mix of creatures and dungeon denizens trying to get along, this is an evil temple with a surface exit, acolytes and clergy.

The surface exit is important, in my opinion, when building a megadungeon. It allows the adventurers to skip the earlier levels when re-entering the dungeon in the future.

To give the level some character, in addition to the Acolytes, Mediums and Veterans I've been using to represent the temple staff on the upper levels, I've added a unique member of the clergy, as well as a room with visiting representatives of a powerful creature who lives much lower in the dungeon.

Dyson's Delve: Level 8

Level 8 of Dyson's Delve is one of the smaller levels, with only 7 distinct "rooms" (a few of which are subdivided into separate areas). It also has the honour of being the first level where I get to put Owlbears in the mix.

Seriously, who doesn't love OwlBears?

Heathens.

This level was fun to stock, and the approaching solstice has me in a bit of a comical mood (don't ask why) – so there is a joke mixed in to the key (although it won't be funny for the players, but the GM might enjoy the fact that the room full of mushrooms is keyed as "badger badger badger".)

Or not.

Dyson's Delve: Level 9

Level 9 of my mini megadungeon is home to petrifying monstrosities, a "noble" court of wererats, and a massive worm (but not quite as massive as a purple worm – fortunately B/X D&D includes the smaller Caecilia which fills the same role while being a more appropriate challenge for this level).

The natural cave section on the northeast side of the map contains links up and down between the levels, and is also connected to the main level albeit through a secret door, essentially making these two sections separate.

I plan on having fun with this level, with the statuary everywhere from the victims of the petrifying main badguys of the level. And there's the chance that some poor idiot character might make the mistake of incubating a cockatrice egg or three along the way.

Dyson's Delve: Level 10

This level is unusual in that it is broken up into three distinct areas. One can only be reached from level 9, one from level 11, and the last is the route used to get from level 9 to level 11.

This level of the dungeon finally brings in the big bad of the whole dungeon, but he can only be reached after the party has been to level 11.

The big bad guy? It wouldn't be Dungeons & Dragons if there wasn't a dragon somewhere in the dungeon..

Dyson's Delve: Level II

Level 11 completes Dyson's Delve, my mini megadungeon project. This level leaves the entire adventure open to expansion at the whim of the DM – the final location is a massive underground sea upon which many adventures can be held once the dungeon is cleared.

This level brings back the troglodytes we met back on the temple level – the same troglodytes who serve the dragon living on level 10, and guarding the way to his lair. There are a few other creatures on the level as well, and of course the mandatory tentacular beasts living within the lake, ready to eat unwary adventurers.



Room Descriptions

DYSON'S DELVE

Level 1 (for level 1 characters)

ENTRANCES & EXITS

- Cave entrance (from outside wilderness) south of area 1
- Spiral stairs (from ruins on surface) northwest of area 4
- Stairs down (to level 2, area 1) in area 7
- Natural stairs down (to level 2, area 9) east of area 1

WANDERING MONSTERS

(1 in 6, check every 10 minutes)

- 1 – Giant Rats (2d6, AC: 7, HD: ½, ATT: 1d3+disease, Mv: 120 (40), S: F1, M: 8)
- 2 – Goblins (2d4, AC: 6, HD: 1-1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7)
- 3 – Hobgoblins (1d3, AC: 6, HD: 1+1, ATT: 1d8, Mv: 90 (30), S: F1, M: 8)
- 4 – Fire Beetles (1d8, AC: 4, HD: 1+2, ATT: 2d4, Mv: 120 (40), S: F1, M: 7)

CONTENTS & DESCRIPTION

1. **Cave Entrance.** This entrance is concealed on the hillside by thick foliage, although animal (and other) tracks lead through the brush to the cave entrance. This large chamber is a natural

limestone cave with a rough, uneven floor. In the northernmost recess of the wall is a pile of animal bones including an old goblin skull converted into a mouse nest containing **12 sp**.

2. **Rats Nest.** **12 Giant Rats** (AC: 7, HD: ½, hp: 2, 3, 3, 3, 2, 4, 1, 1, 4, 2, 3, 3, ATT: 1d3+disease, Mv: 120 (40), S: F1, M: 7). Low morale as they are hiding from the giant ferrets. **3,000 cp** mixed in with the various nesting materials on the floor.

3. **Invaded Nest.** **3 Giant Ferrets** (AC: 5, HD: 1+1, hp: 6, 2, 7, ATT: 1d8, Mv: 150 (50), S: F1, M: 8) and the corpses of the five giant rats they have just killed.

4. **Main Entrance.** **2 Goblins** (AC: 6, HD: 1-1, hp: 2, 2, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) watch the stairs. One will run for area 5 when attacked. Each has **2d6 ep**.

5. **Guard Room.** **4 Goblins** (AC: 6, HD: 1-1, hp: 7, 1, 7, 5, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) and a runty hobgoblin that nobody likes (AC: 6, HD: 1+1, hp: 2, ATT: 1d8, Mv: 90 (30), S: F1, M: 8) live and 'guard' here. Each has **2d6 ep**.

6. **Boss' Room.** Fighting in area 5 will alert the **hobgoblin** who lives in this room to trouble (AC: 6, HD: 1+1, hp: 6, ATT: 1d8, Mv: 90 (30), S: F1, M: 8). He has **5,000 sp** in a locked box under his table. The key is nailed to the underside of the table.

7. **Descent.** **2 goblin** rat-catchers (AC: 7, HD: 1-1, hp: 1, 5, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) and their pet **giant ferret** (AC: 5, HD: 1+1, hp: 9, ATT: 1d8, Mv: 150 (50), S: F1, M: 8) are coming up the stairs from level 2. The two doors to the south are barred from this side with crudely painted skulls in black paint on them.

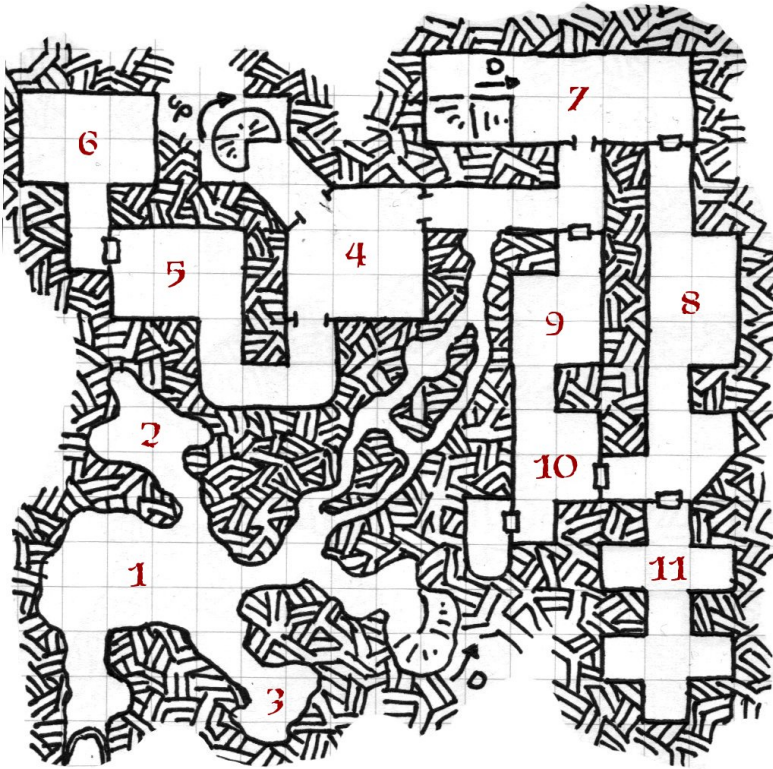
Wandering Monsters in areas 8-11 will always be 1d6 skeletons (AC:7, HD: 1, ATT: 1d6, Mv: 60 (20), S: F1, M: 12)

8. **Crypt of Saint Ulther.** The east wall is decorated with a mosaic of the life of saint Ulther, a priest with bulging eyes who is shown guiding a fishing vessel in to port during a mighty storm. An ornate sarcophagus contains his skeletal remains.

9. **Devotional.** A dried font for holy water and several candle-niches in the walls indicate the old purpose of this room.

10. **Tomb.** A sarcophagus is in the centre of the room. If opened, a chain mail clad **zombie** (AC: 5, HD:2, hp: 14, ATT: 1d8, Mv: 120 (40), S: F1, M: 12) attacks from within. The zombie was entombed with a **dagger +1** embedded in his chest. The small room to the west has a stone door sealed with wax. Inside is another more ornate sarcophagus containing skeletal remains.

11. **Crypts.** These crypts contain piles of skeletal remains and **9 skeletons** (AC:7, HD: 1, hp: 3, 7, 5, 3, 4, 8, 8, 2, 1, ATT: 1d6, Mv: 60 (20), S: F1, M: 12).



DYSON'S DELVE

Level 2 (for level 1 characters)

ENTRANCES & EXITS

- Stairs up (to level 1, area 7) west of area 1
- Natural stairs up (to level 1, area 1) in area 9
- Stairs down (to level 3, area 1) in area 4
- Natural stairs down (to level 3, area 8) north of area 12

WANDERING MONSTERS

(1 in 6, check every 10 minutes)

- 1-3 – Goblins (2d4, AC: 6, HD: 1-1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7)
 4-5 – Hobgoblins (1d3, AC: 6, HD: 1+1, ATT: 1d8, Mv: 90 (30), S: F1, M: 8)
 6 – Fire Beetles (1d4, AC: 4, HD: 1+2, ATT: 2d4, Mv: 120 (40), S: F1, M: 7)

CONTENTS & DESCRIPTION

- 1. Goblin Den.** **6 Goblins** (AC: 6, HD: 1-1, hp: 2, 1, 6, 1, 2, 1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) live in this room. The door is left open a little so they can guard the stairs, but there is only a 1 in 6 chance that a goblin is actually doing that. Each goblin has **2d6 ep**.

- 2. Fire Beetle Pen.** The goblins allow the fire beetles to roam the catacombs, and keep as many as they can in this room, with the archway barricaded by an old divan. There are **7 Fire Beetles** here. (AC: 4, HD: 1+2, hp: 8, 4, 3, 9, 9, 9, 10, ATT: 2d4, Mv: 120 (40), S: F1, M: 7). Hidden amongst the old furniture wreckage in the room is a small locked coffer containing **2,000 gp**.

- 3. Guard Alcove.** The passage to the west is partially blocked with old furniture and barrels. The area is guarded by **4 Goblins** (AC: 6, HD: 1-1, hp: 6, 7, 7, 6, ATT: 1d6, Mv: 60 (20), S: NM, M: 7). Each has a pair of javelins and **2d6 ep**.

- 4. Antechamber.** The columns in this room have the bodies of long-dead goblins impaled on them by 8 inch long bone-like spikes.

- 5. Goblin Outcast.** A grizzled old **Goblin** (AC: 5, HD: 1-1, hp: 6, ATT: 1d6, Mv: 60 (20), S: NM, M: 9) lives here alone. He wears **leather armor +1** and opens combat by throwing flasks of flaming oil. He has a necklace worth **800 gp**.

- 6. Goblin Living Chamber.** **4 Goblins** (AC: 6, HD: 1-1, hp: 3, 4, 2, 5, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) and **2 Hobgoblins** (AC: 6, HD: 1+1, hp: 9, 7, ATT: 1d8, Mv: 90 (30), S: F1, M: 8) live here. The hobgoblins each have **500 gp**. One wields a **battleaxe +1**, and the other has **two potions of healing**.

- 7. Rat Catchers.** **2 Goblins** (AC: 6, HD: 1-1, hp: 3, 1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) keep their **Giant Ferret** (AC: 5, HD: 1+1, hp: 8, ATT: 1d8, Mv: 150 (50), S: F1, M: 8) penned in the southwestern alcove.

- 8. Tha Boss.** A **Hobgoblin** guard stands just inside the door (AC: 6, HD: 1+1, hp: 5, ATT: 1d8, Mv: 90 (30), S: F1, M: 8) while the **Hobgoblin Leader** (AC: 6, HD: 1+1, hp: 8, ATT: 1d8, Mv: 90 (30), S: F1, M: 8) and **2 Goblin** advisors (AC: 6, HD: 1-1, hp: 4, 3, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) are in the room. The hobgoblin has a pouch of **6 100 gp gems** and the goblins are wearing a set of silver bracers worth **800 gp** and a jeweled golden torc worth **1500 gp**.

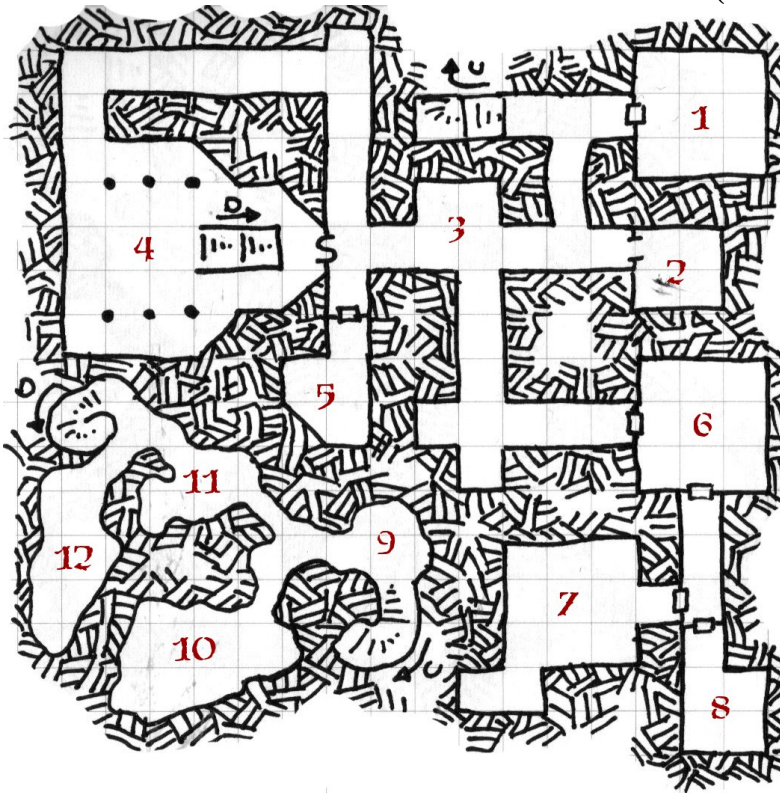
Wandering Monsters for Areas 9-12 will be either 1 ghoul (as in area 11) or 2d6 giant rats (as in area 10)

- 9. Rat Nest.** This cave was home to a bunch of giant rats, now just mangled corpses remain.

- 10. Rat Nest.** **9 Giant Rats** (AC: 7, HD: ½, hp: 2, 3, 4, 4, 2, 4, 1, 3, 4, ATT: 1d3+disease, Mv: 120 (40), S: F1, M: 8)

- 11. Natural Alcove.** A single **ghoul** (AC: 6, HD: 2*, hp: 6, ATT: 1d3x3 + paralysis, Mv: 90 (30), S: F2, M: 9) is lurking here, waiting to surprise passing rats or goblins. He is dressed in ancient rotted finery and carries **4,000 sp**, a gold signet ring worth **800 gp**, a massive decorative key on a heavy gold chain worth **1,200 gp**, and a pair of jeweled silver bracelets worth **700 gp** each.

- 12. Ancient Nook.** The bones of the ghouls previous meals are scattered throughout this low-ceilinged cave.



DYSON'S DELVE

Level 3 (for level 2 characters)

ENTRANCES & EXITS

- Stairs up (to level 2, area 4) in area 1
- Natural stairs up (to level 2, area 11) in area 8
- Stairs down (to level 4, area 1) in area 7

WANDERING MONSTERS

(1 in 8, check every 10 minutes)

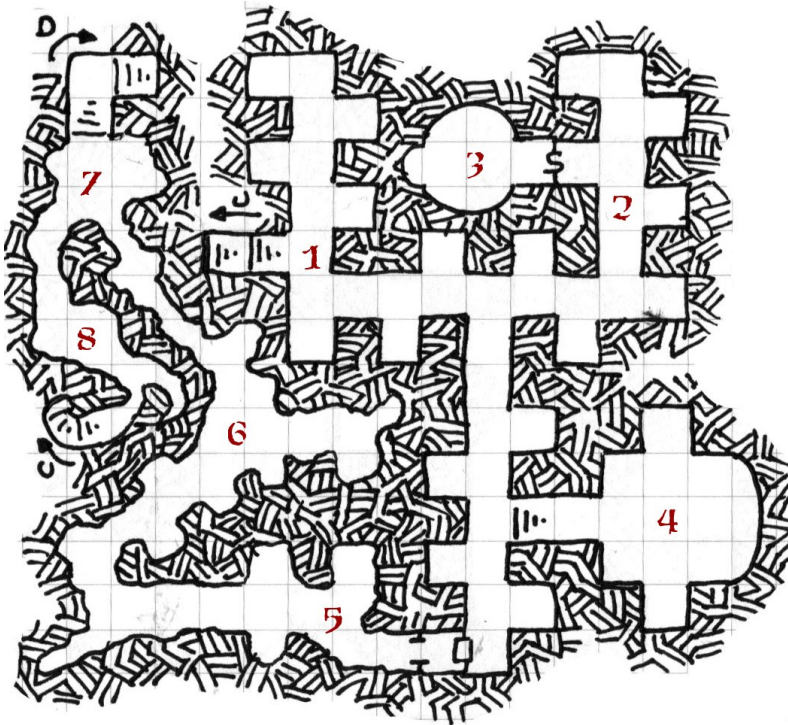
- 1 – Giant Rats (2d6, AC: 7, HD: ½, ATT: 1d3+disease, Mv: 120 (40), S: F1, M: 8)
- 2 – Fire Beetles (1d8, AC: 4, HD: 1+2, ATT: 2d4, Mv: 120 (40), S: F1, M: 7)
- 3 – Ghouls (1d6, AC: 6, HD: 2*, ATT: 1d3x3 + paralysis, Mv: 90 (30), S: F2, M: 9)
- 4-5 – Zombies (2d4, AC: 8, HD: 2, ATT: 1d8, Mv: 120 (40), S: F1, M: 12)
- 6 – Robber Flies (1d6, AC: 6, HD: 2, ATT: 1d8, Mv: 180 (60), S: F1, M: 8)

CONTENTS & DESCRIPTION

1. **Alcoves.** This level is entirely ancient crypts. Each alcove on the map (both in the cave and dungeon sections) contains a collection

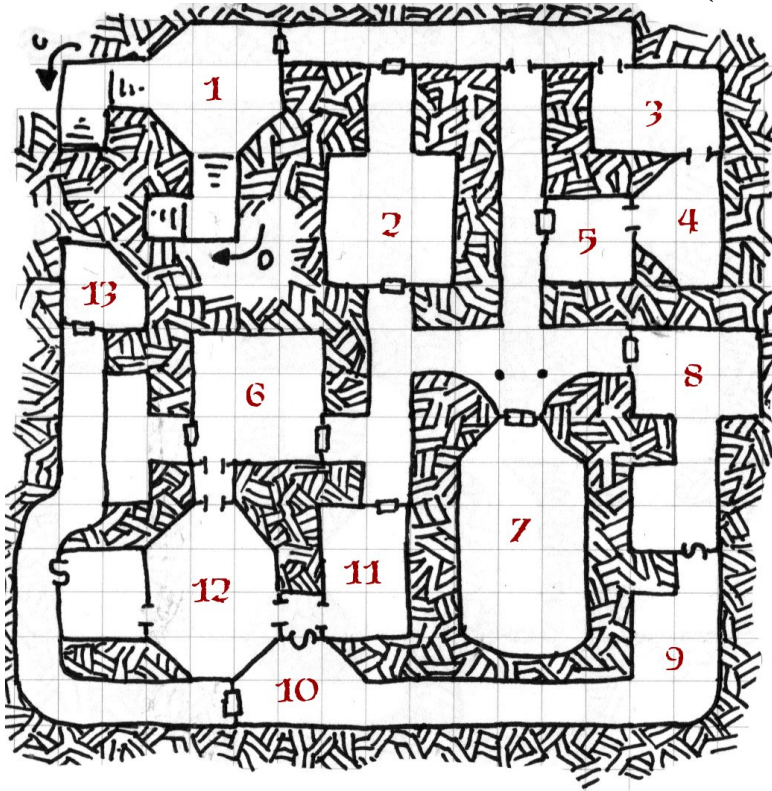
of remains – often gnawed on and jumbled together. They were once wrapped in funeral clothes, but these are generally destroyed. With a full turn of searching in each alcove, a check for treasure type J or K can be made. Roll 1d6 – 1-4: J, 5-6: K.

2. **Ghoulish Finds.** Each of the three alcoves along the east wall is home to a single **ghoul** (AC: 6, HD: 2*, hp: 13, 8, 10, ATT: 1d3x3 + paralysis, Mv: 90 (30), S: F2, M: 9). A coffer with a poison dart trap in the northwestern alcove contains **5,000 cp**, **5,000 sp** and **1,000 ep**. The ghoul with the most hit points has a small pouch containing **4 500 gp gems**.
3. **Secret Crypt.** A single undisturbed sarcophagus is in the centre of this crypt. Opening it will trigger a blinding flash of light (save versus paralysis or be blinded for 1d8 turns). Inside is **1,100 sp** and a **scroll of Sleep** and **Protection from Evil**.
4. **Robber's Den.** This sunken crypt was ornately decorated and a single small passage allows fresh air to enter the room, providing a cool breeze that blows up the stairs. It is home to **4 Robber Flies** (AC: 6, HD: 2, hp: 7, 13, 12, 9, ATT: 1d8, Mv: 180 (60), S: F1, M: 8) hiding in the crypt alcoves and the breezeway who surprise on a 1-4.
5. **Windy Alcoves.** Beyond this door and archway are natural caves with carved alcoves (as in area 1). A wind blows through this area, originating on level 5 of the dungeon, carrying with it the smell of moisture and death.
6. **Fight Scene.** This cavern has been a battleground recently. The corpses of three humans are shredded on the floor (they were once ghouls living here) and the bones from the alcoves are spread around the room and many are crushed as if by a great weight.
7. **The Risen.** More broken bodies litter the floor here, but once the room has been entered, they will rise from their repose to fight as **5 zombies** (AC: 8, HD: 2, hp: 6, 10, 3, 8, 7, ATT: 1d8, Mv: 120 (40), S: F1, M: 12)
8. **Rocks Fall.** The loose ceiling here is a threat to anyone walking under it. For each character passing through the natural archway, roll 1d6. On a 1-2, a massive stone falls from the arch and deals 1d10 damage unless the target saves versus petrification. There are two rocks that will fall before the trap becomes safe to pass.



DYSON'S DELVE

Level 4 (for level 2 characters)



ENTRANCES & EXITS

- Stairs up (to level 3, area 7) in area 1.
- Stairs down (level level 5, area 1) in area 1.

WANDERING MONSTERS

(1 in 6, check every 10 minutes)

- 1 – Manticore (AC 4, HD: 6+1, hp: 21, ATT: 1d4/1d4/2d4 or spikes, Mv: 120/180 (40/60), Sv: F6, M: 9) (can only be encountered once)
- 2-4 – Goblins (2d4, AC: 6, HD: 1-1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7)

CONTENTS & DESCRIPTION

A pair of manticores terrorize this level of the dungeon – a severe threat for most characters at this level. The goblins who live here scurry about and keep the doors closed as much as possible to limit the movement of the beasts. One will always be found in their lair (area 4), while the other will be met as a wandering monster.

Each manticore has 24 tail spikes that deal 1d6 damage each, 6 of which can be fired each round.

- Vestibule.** The door in this room (and in all rooms but 10 and 13) shows damage from some massive beast.
- Trapped Room.** The doors to this room are both locked. Unless spiked open, they will swing shut 4 rounds after opening, and will be locked again. The room will then fill with a sleep gas requiring a save versus poison each round after the second round.
- Slaughterhouse.** Hanging from spikes on the walls are a number of goblins, a few missing limbs. The floor is covered in blood, viscera, and offal.
- Manticore's Lair.** The manticores lair here and is currently home to **1 Manticore** (AC 4, HD: 6+1, hp: 38, ATT: 1d4/1d4/2d4 or spikes, Mv: 120/180 (40/60) Sv: F6, M: 9).
- Manticores' Treasure.** Unless absolutely silent, any activity in this room will alert the Manticore in area 4 that his treasure is being ransacked. Loose on the floor are **11,000 sp**. In the middle of the pile of silver is a chest (unlocked) containing **4,000 gp**, a **sword +1, +3 vs spell users**, a **wand of paralyzation** (with 6 charges) and a **potion of invisibility**.
- 6-7-8. Goblin Warrens.** These three rooms are home to the goblin tribe that lives here, terrorized by the pair of manticores. Each room contains **4 Goblins** (AC: 6, HD: 1-1, hp: 5, 7, 6, 3, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) and each has **2d6 ep**.
- 9-10. Secret Chambers.** A group of lizard men live in these chambers, sneaking into the goblin warrens to steal food and treasure from them while remaining hidden from the manticores. There are **3 Lizard Men** (AC:5, HD: 2+1, hp: 11, 13, 6, ATT: 1d6+1, Mv: 60 (20), Sv: F2, M: 12) in each room.
- Guard Room.** **4 Goblins** (AC: 6, HD: 1-1, hp: 5, 7, 6, 3, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) armed with light crossbows and short swords guard this room, and will reinforce room 12 if a fight starts there.
- Goblin King.** The **Goblin Leader** (AC:5, HD:3, hp: 15, ATT: 1d6+1, Mv: 60 (20), S: F3, M:9) and his 6 Goblin Bodyguards (AC: 6, HD: 2, hp: 8, 6, 4, 10, 2, 9, ATT: 1d6, Mv: 60 (20), S: F2, M:9) are here. Their treasure is normally kept in the room to the west and the room contains 3 chests, each trapped with a poison needle, but they are empty (looted by the lizard men).
- Lizard Lair.** **3 Lizard Men** (AC:5, HD: 2+1, hp: 6, 12, 11, ATT: 1d6+1, Mv: 60 (20), Sv: F2, M: 12) guard their loot (**4,000 cp** and **6,000 gp**) here. The biggest lizard man is wearing a gold necklace with rubies worth **1,500 gp**.

DYSON'S DELVE

Level 5 (for level 3 characters)

ENTRANCES & EXITS

- Stairs up (to level 4, area 1) in area 1
- Stairs down (to level 6, area 7) in area 5

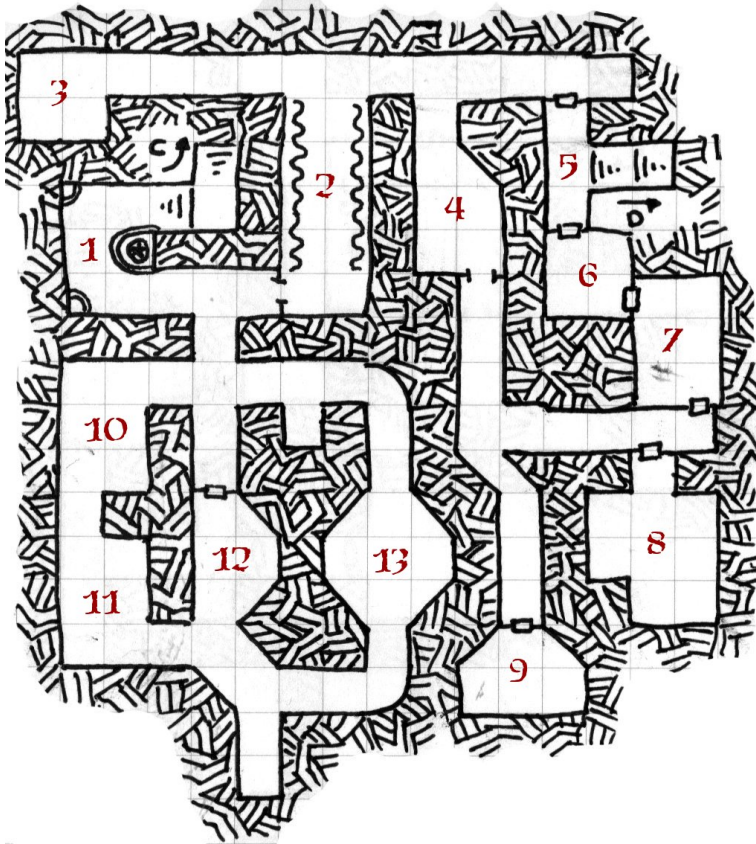
WANDERING MONSTERS

(1 in 12, check every 10 minutes)

- 1 – Gelatinous Cube (1, AC:8, HD: 4*, ATT: 2d4+paralysis, Mv 60 (20), Sv: F2, M: 12)
- 2 – Thouls (1d6, AC: 6, HD: 3**, ATT: 1d3x2+paralysis, Mv 120 (40), Sv: F3, M: 10)
- 3 – Ochre Jelly (1, AC: 8, HD: 5*, ATT: 2d6, Mv 30 (10), Sv: F3, M: 12)
- 4 – Carrion Crawlers (1d3, AC: 7, HD: 3+1*, ATT: paralysis x 8, Mv: 120 (40), Sv: F2, M: 9)

CONTENTS & DESCRIPTION

With the strong wind blowing in from area 1, areas 1-4 and 10-13 always have a fairly strong breeze blowing through them and strange moaning noises are made by the wind through the various stonework on this level. The walls sport intricately carved gargoyle faces that the wind blows through like stone whistles that produce this noise.



- 1. Howling Room.** Quarter-circle wells in the western corners pipe a strong wind into the dungeon. A statue of a four-armed humanoid wearing a crown is on a small dais on the east wall. Torches in this room and in the adjoining hallways will be blown out by the wind, and even lanterns may be blown out (1 in 6, check when dramatically appropriate).
- 2. Tapestryed Hall.** The tapestries flap in the wind, and the moaning sound from the architecture is loud and plaintive.
- 3. The Consumed.** 2 Carrion Crawlers (AC: 7, HD: 3+1*, hp: 15, 11, ATT: paralysis x 8, Mv: 120 (40), Sv: F2, M: 9) are consuming the corpses of four humans. Amongst the carnage are backpacks and bags containing **6,000 sp**, **1,000 gp**, and **3 100 gp gems**. One of the warriors is still clenching his **shield +1**.
- 4. Adventurers.** 4 Veterans (AC: 2, HD: 3, 2, 2, 1, hp: 14, 15, 3, 6, ATT: 1d8, Mv: 60 (20), Sv: F3,2,1, M: 9) are exploring this level, with a backup team in area 5. Their combined treasure is **91 ep**, and **2 gems (100 gp and 500 gp)**
- 5. Stairs.** Stairs down to level 6 are guarded by a team of **6 Veterans** (AC:2, HD: 3, 3, 2, 2, 1, 1, hp: 20, 13, 9, 14, 3, 8, ATT: 1d8, Mv: 60 (20), Sv: F3,2,1, M: 9). The leader has **2 gems (500 gp each)**.
- 6. Traps.** Opening either door to this room engages a pendulum blade that swings through the doorway, dealing 1d12 damage unless a saving throw versus magic wands is passed.
- 7. Gargoyle Room.** The walls of this room are decorated with massive sculptures of leering gargoyles. 4 Thouls (AC:6, HD: 3**, hp: 19, 14, 16, 8, ATT: 1d3 x 2 + paralysis, Mv: 120 (40), Sv: F3, M: 10) are hiding here. A secret compartment in the mouth of one of the gargoyles contains 3 pieces of jewelry (**1,300 gp**, **1,200 gp**, and **600 gp** value). The compartment is locked and trapped – anyone picking the lock or taking the jewelry from the compartment will be bitten by the mouth for 1d10 damage unless they make a save versus petrification.
- 8. Candle-lit Chamber.** This oddly-shaped room is illuminated by a dozen candles magically levitating between five and ten feet off the floor. As long as they remain lit, they will levitate wherever they are placed, although they cannot support more than a single coin of weight without falling. If extinguished they fall to the floor, but can be relit to levitate again. They do not seem to be consumed by burning.
- 9. Statuary Room.** 4 iron statues of warriors adorn the room, along with 2 **Living Statues (Iron)** (AC: 2, HD: 4, hp: 22, 20, ATT: 1d8 x 2, Mv: 30 (10), Sv: F4, M: 11)
- 10 – 11. Kobold Lair.** A clan of kobolds live in a suspended ceiling they build here to remain above the marauding scavengers of this level. There are **10 Kobolds** (AC: 7, HD: ½, hp: 1, 4, 2, 2, 1, 2, 4, 3, 2, 2, ATT: 1d4, Mv: 60 (20), Sv: NM, M: 6) in each room living in a suspended framework 15 feet off the floor. They attack with 5 flasks of flaming oil and then with slings.
- 12. Empty Chamber.** This chamber is not only empty, but lacks even the decorations that the rest of the level sports.
- 13. Mirrored Room.** The six walls of this room each support a massive silvered mirror. They have become dull with age, although they were obviously once quite expensive and ornately trimmed. In the centre of the room is a **Gelatinous Cube** (AC:8, HD: 4*, hp: 20, ATT: 2d4+paralysis, Mv: 60 (20), Sv: F2, M: 12) with an undigested **Staff of Healing** floating in it's midst.

DYSON'S DELVE

Level 6 (for level 3 characters)

ENTRANCES & EXITS

- Stairs up (to level 5, area 5) north of area 7.
- Spiral stairs down (to level 7, area 5) in room 12.
- Stairs down (to level 7, area 1) in room 1.

WANDERING MONSTERS - AREAS 1-6

(1 in 8, check every 10 minutes)

- 1 – Gelatinous Cube (1, AC:8, HD: 4*, ATT: 2d4+paralysis, Mv 60 (20), Sv: F2, M: 12)
- 2 – Thouls (1d6, AC: 6, HD: 3**, ATT: 1d3x2+paralysis, Mv 120 (40), Sv: F3, M: 10)
- 3 – Ochre Jelly (1, AC: 8, HD: 5*, ATT: 2d6, Mv 30 (10), Sv: F3, M: 12)
- 4 – Carrion Crawlers (1d3, AC: 7, HD: 3+1*, ATT: paralysis x 8, Mv: 120 (40), Sv: F2, M: 9)

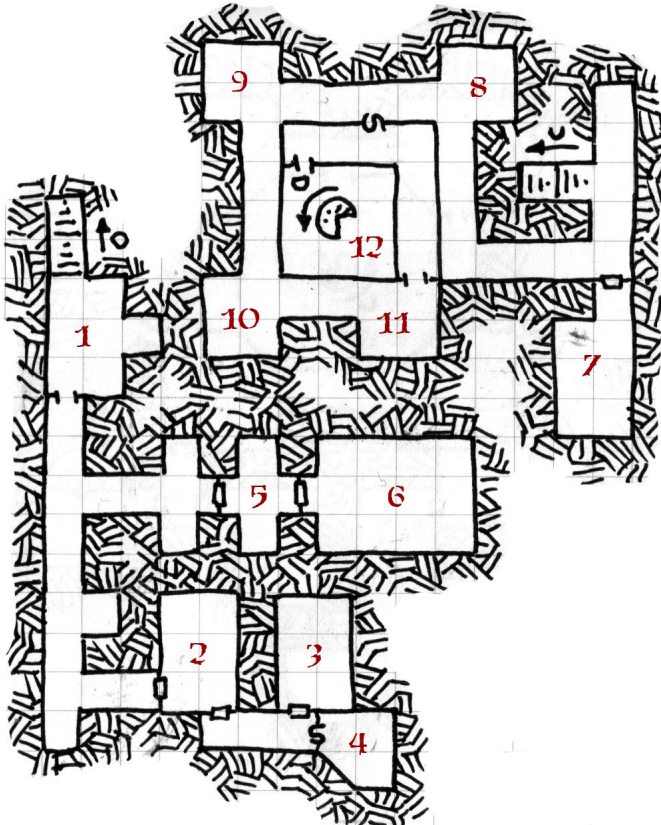
WANDERING MONSTERS - AREAS 7-12

(1 in 6, check every 10 minutes)

- 1-2 – Gargoyles (1d6, AC: 5, HD: 4, ATT: 1d3/1d3/1d6/1d4, Mv: 90 (30), Sv: F8, M: 11)
- 3 – Veterans (2d4, AC:2, HD:1-3, ATT: 1d8, Mv: 60 (20), Sv: F(1-3), M: 9)
- 4 – Wererats (1d8, AC: 7, HD: 3*, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8)

CONTENTS & DESCRIPTION

- 1. Guard Post.** The guards are long gone, but the empty weapon racks tell the tale of this room.
- 2. Guard Room.** Cleared of all furniture and inhabitants by the creatures of the area. The south door bears an old non-magical sigil.
- 3. Mage's Room.** The door to this room is locked and marked with a meaningless but strange sigil. Within is a bunk room with two beds, two desks with chairs, and a wardrobe containing old robes. In each of the four corners of the room is a **Living Statue (Crystal)** (AC: 4, HD: 3, hp: 14, 10, 5, 21, ATT: 1d6/1d6, Mv: 90 (30), Sv: F3, M: 11) who once served as servants and man-at-arms but who now attack intruders into the room. There is a false floor in the wardrobe which is trapped with an exploding blast (2d6 damage to everyone in the room, save versus dragon breath negates) that used to hold spellbooks but which is now empty.
- 4. Secret Room.** This locked secret room contains two locked coffers. The first contains **800 sp**, **500 gp** and a **100 gp gem**. The second contains a **scroll of Continual Light, Knock and Fireball** held in a jeweled scroll tube worth **1,200 gp**.
- 5. Secure Post.** Both stone doors into this room are locked. In the room are a pair of **Living Statues (Iron)** (AC: 2, HD: 4, hp: 18, 19, ATT: 1d8/1d8, Mv: 30 (10), Sv: F4, M: 11) who will attack to prevent anyone from opening the second door but will not pursue.
- 6. Prison.** Living in this room is a cursed **Medusa** (AC: 8, HD: 4**, hp: 25, ATT: 1d6+poison, Mv: 90 (30), Sv: F4, M: 8) who is cursed to live forever until slain by violence or magic. She is quite hungry and insane and will attack but also try to escape, leaving behind her forgotten treasure of jewelry (10 pieces of **jewelry** worth **400, 600, 700, 800, 1,000, 1,100, 1,200, 1,300, 1,500, and 1,600 gp**, respectively).
- 7. Gargoyle Landing.** The hall outside this room is decorated like the halls of the floor above – with relief carvings of gargoyles. However, many of these have been chipped or damaged by weapon blows. The door to this room is held closed by a heavy chain and padlock. Within the room are **4 Gargoyles** (AC: 5, HD: 4, hp: 14, 23, 17, 16, ATT: 1d3/1d3/1d6/1d4, Mv: 90 (30), Sv: F8, M: 11) and **x** coffers. The first contains **9,000 cp**, the second a pair of matched crowns worth **1,500 gp** each.
- 8. Ruined Statuary.** The remains of several gargoyles litter the floor.
- 9. Treasure Hunters.** The arcane branch of the invading temple forces is searching for treasure in this room. They are **3 Mediums** (AC: 9, HD:1**, hp: 4, 2, 3, ATT: 1d4 or spell, Mv: 120 (40), Sv: M1, M: 7) who have the following spells prepared: **Charm Person, Light, and Magic Missile**, respectively, and a level 3 **Magic User** (AC: 9, HD: 3d4, hp: 10, ATT: 1d4 or spell, MV: 120 (40), Sv: M3, M:7) who has **Hold Portal, Sleep and Web**. In his bag he has a treasure map to Area 4 on this level, as well as a **Helm of Alignment Change**.
- 10. Green Gargoyle Face.** On the west wall of this room, one of the gargoyle sculptures stands out from the rest, carved of greenish stone and set with even brighter green eyes. Anyone poking around the sculpture will trigger the trap, releasing a spray of poisonous mist from the mouth. Anyone within the room when this is triggered must make a save versus poison or have their Strength reduced by half for 24 hours.
- 11. Rats in the Walls.** A small group of wererats has snuck past the guards and is trying to sneak up on the treasure hunters in area 9. There are **4 Wererats** (AC: 7, HD: 3*, hp: 11, 15, 13, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8)
- 12. Stairwell.** This room contains a large circular stairwell leading down to level 7. It is guarded by **4 Veterans** (AC:2, HD: 3, 3, 1, 1, hp: 14, 10, 7, 5 ATT: 1d8, Mv: 60 (20), Sv: F(1-3), M: 9).



DYSON'S DELVE

Level 7 (for level 3 characters)

ENTRANCES & EXITS

- Stairs up (to level 6, area 1) near area 1.
- Spiral stairs up (to level 6, area 12) in area 5.
- Circular stairs down (to level 8, area 1) in area 6.
- Exit (to outdoors) in area 12.

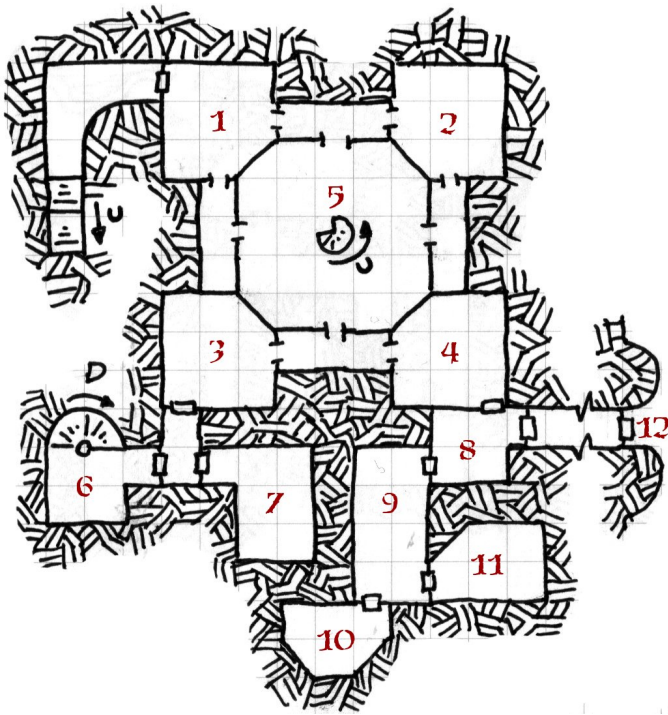
WANDERING MONSTERS

(1 in 6, check every 10 minutes)

- 1-2 – Acolytes (1d8, AC: 2, HD: 1, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) & Adept (1, AC: 2, HD: 2, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) with **cause fear** prepared.
- 3 – Veterans (2d4, AC: 2, HD: 1d3, ATT: 1d8, Mv: 60 (20), Sv: F1-3, M: 9)
- 4 – Mediums (1d4, AC: 9, HD: 1**, ATT: 1d4 or spell, Mv: 120 (40), Sv: M1, M: 7) (determine level 1 spell for each at random).

CONTENTS & DESCRIPTION

This level is a temple complex with access to the surface at area 12. It is operated by the groups found exploring the higher levels.

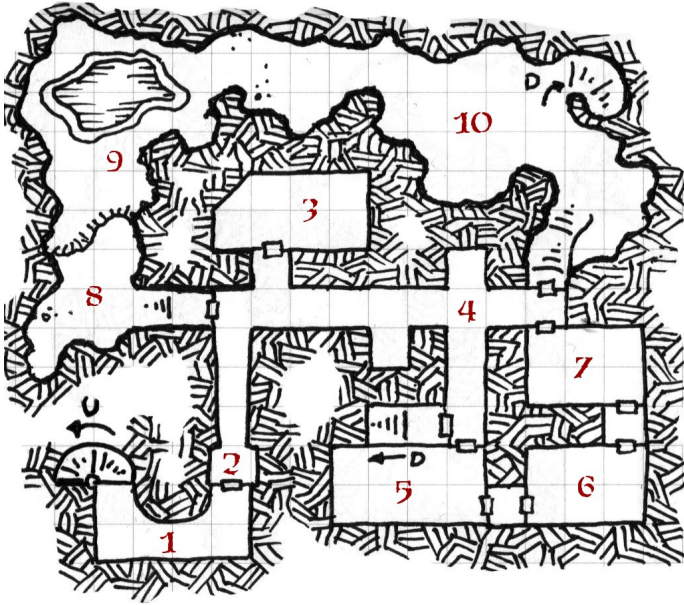


- 1. Fire Chapel.** The walls are completely covered in candles, concealing the door under a layer of wax and candles. **8 Fire Beetles** are kept here (AC: 4, HD: 1+2, hp: 5, 5, 7, 5, 4, 9, 4, 9, ATT: 2d4, Mv: 120 (40), Sv: F1, M: 7).
- 2. Earth Chapel.** A Living Statue (Rock) (AC: 4, HD: 5**, hp: 20, ATT: 2d6/2d6, Mv: 60 (20), Sv: F5, M: 11) guards this chapel and the **10 100 gp gems** that decorate the various religious inscriptions on the walls.
- 3. Water Chapel.** The door at the back of the water chapel is decorated to look like a crashing wave.
- 4. Air Chapel.** The priestess of the air chapel is present with her acolytes, lighting incense. This **Harpy** (AC: 7, HD: 3*, hp: 19, ATT: 1d4/1d4/1d6 + special, Mv: 60 (20), Fly: 150 (50), Sv: F3, M: 7) and her **3 Acolytes** (AC: 2, HD: 1, hp: 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) will investigate any commotion in area 5, the harpy taking advantage of the high ceiling there to fly.
- 5. Grand Temple.** The spiral staircase in this 40' tall room has recently been rebuilt to gain access to the upper levels after a gray ooze fell through the opening into the temple during a ceremony. The stairs are guarded by **4 Acolytes** (AC: 2, HD: 1, hp: 2, 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) and the **Vicar** (AC: 2, HD: 4*, hp: 20, ATT: 1d6+2, Mv: 60 (20), Sv: C4, M: 8) who wields a **warhammer +2**, and wears **boots of levitation**. He has prepared **Cure Light Wounds**, **Light**, and **Hold Person**.
- 6. Descent.** The circular staircase down to level 8 is guarded by 4 church mercenary **Veterans** (AC: 2, HD: 2, ATT: 1d8, Mv: 60 (20), Sv: F2, M: 9). The top step is trapped with a blade that springs out of the stair to slash at the ankles of those stepping on it, dealing 1d8 damage.
- 7. Emissaries of the Black Dragon.** **4 Troglodytes** (AC: 5, HD: 2*, hp: 11, 10, 10, 5, ATT: 1d4(x3), Mv: 120 (40), Sv: F2, M: 9) are here visiting the temple. They are richly dressed and are wearing an assortment of jewelry (5 pieces of jewelry on each troglodyte, totaling at **4,000 gp** of jewelry each). On a desk in the room are a set of 3 gold and silver scroll tubes (worth 500 gp each). The first contains a scroll of **Bless**; the second a scroll of **Charm Person**, **Detect Magic**, and **Mirror Image**; and the last a scroll of **Remove Fear** and **Silence 15' Radius**.
- 8. Antechamber.** This room is nicely carpeted and has two sitting chairs in it. The door to area 12 has a bell on it, and the door to area 9 is open and the guards there will come out to see who has entered if the bell is rung or they hear anything interesting.
- 9. Cloister.** **3 Acolytes** (AC: 2, HD: 1, hp: 2, 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) and **3 Veterans** (AC: 2, HD: 2, ATT: 1d8, Mv: 60 (20), Sv: F2, M: 9) are here, and there are bunks for many more.
- 10. Supply Room.** This room contains barrels and boxes of food, wine and incense. A small crate in the back, hidden by the larger containers, contains **1,000 sp**, **500 gp**, and a **potion of gaseous form**.
- 11. Clerical Chambers.** This is the home of the Harpy and Vicar. It is nicely appointed although definitely the home of followers of an evil church. Two golden skull-embossed candlesticks on the reading desk are worth **900 gp** each. The harpy's ceremonial **spear +1** is also here, in a glass-covered case.
- 12. Entrance.** The hallway between areas 8 and 12 is 350 feet long and decorated with a variety of tapestries, lit by torches. This is the entrance to the temple and is guarded by **2 Acolytes** (AC: 2, HD: 1, hp: 2, 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7). The entranceway is a carved fresco in the style of the four elements.

DYSON'S DELVE

Level 8 (for level 4 characters)

ENTRANCES & EXITS



- Circular stairs up (to level 7, area 6) in area 1.
- Stairs down (to level 9, area 1) north of area 5.
- Natural stairs down (to level 9, area 15) in area 10.

WANDERING MONSTERS

(1 in 6, check every 20 minutes)

- 1 – Giant Albino Weasels (1d4, AC: 7, HD: 4+4, ATT: 2d4, Mv: 150 (50), Sv: F3, M: 8)
- 2 – Wights (1d6, AC: 5, HD: 3*, ATT: Drain, Mv: 90 (30), Sv: F3, M: 12)
- 3 – Ochre Jelly (1, AC: 8, HD: 5*, ATT: 2d6, Mv: 30 (10), Sv: F3, M: 12)
- 4 – Ogres (1d6, AC: 6, HD: 4+1, ATT: 1d10, Mv: 90 (30), Sv: F4, M: 10)

CONTENTS & DESCRIPTION

1. **Entry.** 2 Ogres (AC: 6, HD: 4+1, hp: 18, 16, ATT: 1d10, Mv: 90 (30), Sv: F4, M: 10) demand tribute from anyone wanting to pass this way. They have collected a combined tribute of **4,000 ep** and **1,000 gp**.

2. **Niche.** A pressure plate on the floor fires darts at passersby. 2 in 6

triggers the trap (check for each passing character), firing 3 darts from each side, 1d4 of which will hit dealing 1d4 damage each.

3. **Menagerie.** 3 Ogres (AC: 6, HD: 4+1, hp: 16, 22, 20, ATT: 1d10, Mv: 90 (30), Sv: F4, M: 10) keep their pet **Hellhound** on a short chain (AC: 4, HD: 4*, hp: 12, ATT: 1d6 or 4d6 breath, Mv: 120 (40), Sv: F4, M: 9). They have **1,000 gp** and **4,000 sp**.

4. **The Cage.** A heavy locked iron cage hangs down from the ceiling in this intersection. It contains 2 **Doppelgangers** (AC: 5, HD: 4*, hp: 22, 11, ATT: 1d12, Mv: 90 (30), Sv: F10, M: 10) who are currently in the form of a small ogre and a troglodyte if surprised, but the troglodyte will become a human or dwarf if they spot the party first.

5. **Moldy Room.** The doors to this room are made of metal and the hinges are rusted. Water leaks in slowly along the south wall. Four patches of **Yellow Mold** (AC: n/a, HD: 2, hp: 6, 11, 15, 2, ATT: 1d6+ death, Mv: 0, Sv: F2, M: n/a) have grown here and the room is avoided by the residents of the level because of the fungal overgrowth.

6. **Trogs.** 7 **Troglodytes** (AC: 5, HD: 2*, hp: 11, 6, 12, 6, 10, 7, 11, ATT: 2d4(x3), Mv: 120 (40), Sv: F2, M: 9) live in this room, guarded by the yellow mold to the west and the shriekers to the north. In a locked chest they have **6,000 sp**. A wooden box holding up their table contains **24 500 gp gems**, covered in Yellow Mold (AC: n/a, HD: 2, hp: 10, ATT: 1d6+ death, Mv: 0, Sv: F2, M: n/a).

7. **Badger, Badger, Badger, Badger.** This room is nearly stuffed full of massive mushrooms cultivated by the troglodytes in area 6 (and also sold to the ogres as food). Included in the mix are 6 **Shriekers** (AC: 7, HD: 3, hp: 17, 18, 10, 11, 23, 13, ATT: shriek, Mv: 9 (3), Sv: F1, M: 12). The cries of the shriekers alert the trogs of invaders, and also alert the other residents of the level about the movements of the troglodytes.

8. **Ledge of the Cave Bear.** A mean, old and scarred **Cave Bear** (AC: 5, HD: 7, hp: 29, ATT: 1d8/1d8/2d6, Mv: 90 (30), Sv: F3, M: 9) lives on this ledge. It moves slowly due to massive arthritis, and can no longer climb down the 10 feet to area 9 below. The ogres occasionally throw it some food and it has been known to eat the occasional ochre jelly that crawls into it's reach.

9. **Dead Pool.** Ages ago, troglodytes were ritually drowned in this dark and stagnant pool. Now it is home to 9 **Troglodyte Zombies** (AC: 8, HD: 3, hp: 16, 19, 15, 20, 15, 4, 15, 18, 12, ATT: 1d8, Mv: 120 (40), Sv: F2, M: 12) who will attack anyone who breaks the surface of the water. They are very well preserved by the pool, and look like bloated troglodytes, not like undead.

10. **Terror of the Caves.** This large cave is home to 3 **Owl Bears** (AC: 5, HD: 5, hp: 31, 28, ATT: 1d8(x3), Mv: 120 (40), Sv: F3, M: 9) who guard their treasure of **4,000 sp**, still in the backpack on the back of a fallen and well-picked over elf.

DYSON'S DELVE

Level 9 (for level 4 characters)

ENTRANCES & EXITS

- Natural stairs up (to level 8, area 10) in area 15.
- Natural stairs down (to level 10, area X) in area 15.
- Stairs up (to level 8, area 4) in area 1
- Stairs down (to level 10, area X) south of area 14.

WANDERING MONSTERS

(1 in 6, check every 20 minutes)

- 1 – Cockatrice (1d2, AC: 6, HD: 5**, ATT: 1d6 + petrification, Mv: 90 (30), Sv: F5, M: 7)
- 2-4 – Giant Scorpions (1d6, AC: 2, HD: 4*, ATT: 1d10/1d10/1d4+poison, Mv: 150 (50), Sv: F2, M: 11)
- 5-6 – Wererats (1d8, AC: 7, HD: 3*, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8)

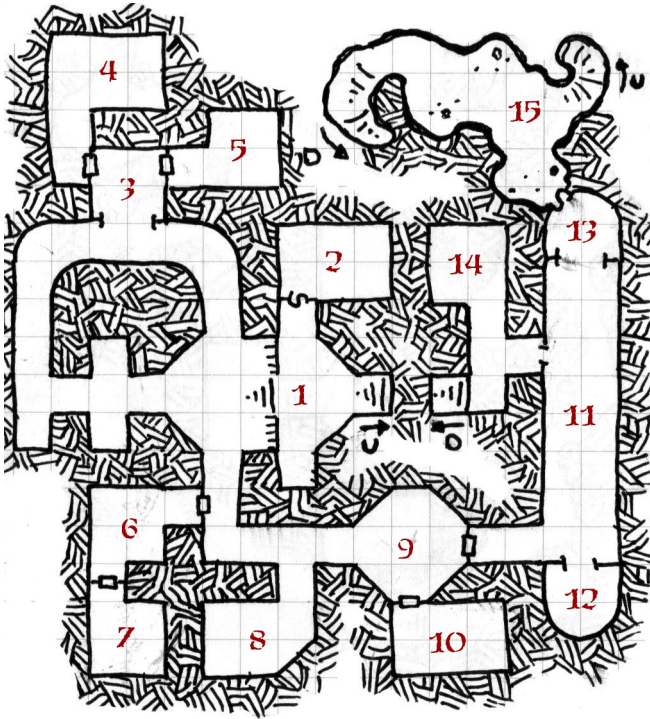
CONTENTS & DESCRIPTION

- 1. Statuary Chamber.** This two-leveled chamber contains several strange statues of giant scorpions, humans and troglodytes (the victims of the cockatrices that roam this area).

- 2. Secret Chamber.** This chamber is used by the troglodytes from level 11 when

venturing into the upper levels of the delve. It contains sleeping materials and comfortable beds, chairs and elegant tapestries. A locked and trapped (poison needle) coffer contains their “emergency travel supplies” of **5,000 sp**, **1,000 gp**, and **4 100 gp gems**.

- 3. Ambushed.** The statues of four elves are here, in various combat poses. They are adventurers ambushed by the cockatrices while in the middle of fighting giant scorpions. One was in the process of picking the lock to area 4, and is now blocking the lock with his stone hands and his stone lockpicks are jamming the mechanism.
- 4. Abandoned Room.** The door to this room is locked (and jammed, see area 3 above). This was once the home to the cursed medusa imprisoned on level 6. The door is made of stone. The room contains several more statues of her victims, as well as a **Living Statue (Rock)** (AC: 4, HD: 5**, hp: 26, ATT: 2d6(x2), Mv: 60 (20), Sv: F5, M: 11) that was her guard and butler. A small box made of ornately carved stone under her bed is trapped with gorgon breath (save versus petrification or be turned to stone) but contains her secret stock of **2 oils of stone to flesh** and **10 arrows +1**. Her prized longbow is on the wall.
- 5. Open Room.** The door to this room is open and it is currently home to **4 Giant Scorpions** (AC: 2, HD: 4*, hp: 20, 18, 20, 19, ATT: 1d10/1d10/1d4+poison, Mv: 150 (50), Sv: F2, M: 11) who have learned to not antagonize the cockatrices.
- 6. Owlbear!** The back corner of this room has the statue of a truly immense owlbear backed into the corner, obviously trying to back away from it's assailant. It is completely concealing the small door behind it to area 7.
- 7. Lost Nest.** This room contains a nest with two long-dead cockatrices who starved here after the owlbear jammed the door shut. In the next are three stone cockatrice eggs that will hatch if kept somewhere warm (including in a backpack that is being carried by an adventurer). Also buried in the nest under the bodies are **5,000 sp** and **4 500 gp gems**.
- 8. Cockatrice Den.** This feather and dung-covered room is home to 2 Cockatrices (AC: 6, HD: 5**, hp: 19, 22, ATT: 1d6 + petrification, Mv: 90 (30), Sv: F5, M: 7). **3,000 gp** are in the nest, and mixed in with stone egg shells are **8 50 gp gems**.
- 9. Bony Guard.** The wererats in areas 11-14 have a guard that keeps the cockatrices at bay – a massive **Bone Golem** (AC: 2, HD: 8, ATT: 1d8(x3)/1d8+2, Mv: 120 (40), Sv: F4, M: 12) wielding 3 swords and a **sword +2**. The golem will only attack if attacked, but will then continue to attack as long as the enemy stays in area 9, 10, or the hallway between areas 9 and 6.
- 10. Boneyard.** The wererats store food here, as well as bones of past victims (that they use to repair the bone golem, or if necessary to build a new one). The door is locked.
- 11. Hall of the Court of Rats.** This hall is the central warren of the wererat court in the dungeon. There will be **3 Wererats** (AC: 7, HD: 3*, hp: 10, 11, 16, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8) here at any time, well dressed and armed with swords. Each wererat has a bag with **700 ep**.
- 12. Warren.** This room is curtained off from area 11 and is home to the noble Durin family of **2 Wererats** (AC: 7, HD: 3*, hp: 12, 12, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8) and a small locked coffer (one of the rats has the key) containing **10,000 cp**.
- 13. Warren.** This room is curtained off from area 11 and is home to the disgraced Poeress family of **3 Wererats** (AC: 7, HD: 3*, hp: 14, 13, 20, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8). They know about the secret door, and afraid of the giant worm beyond it.
- 14. Guard Room.** This room is guarded by 2 uniformed **wererat guards** (AC: 7, HD: 3*, hp: 16, 20, 16, ATT: 1d10 Mv: 120 (40), Sv: F3, M: 8) armed with polearms who watch for unauthorized persons heading down to level 10.
- 15. Wormsign!** This natural cave is home to a massive 30 foot white worm, a Caecilia (AC:6, HD: 6*, hp: 30, ATT: 1d8 + swallow, Mv: 60 (20), Sv: F3, M: 9) who will attack any intruder.



DYSON'S DELVE

Level 10 (for level 5-6 characters)

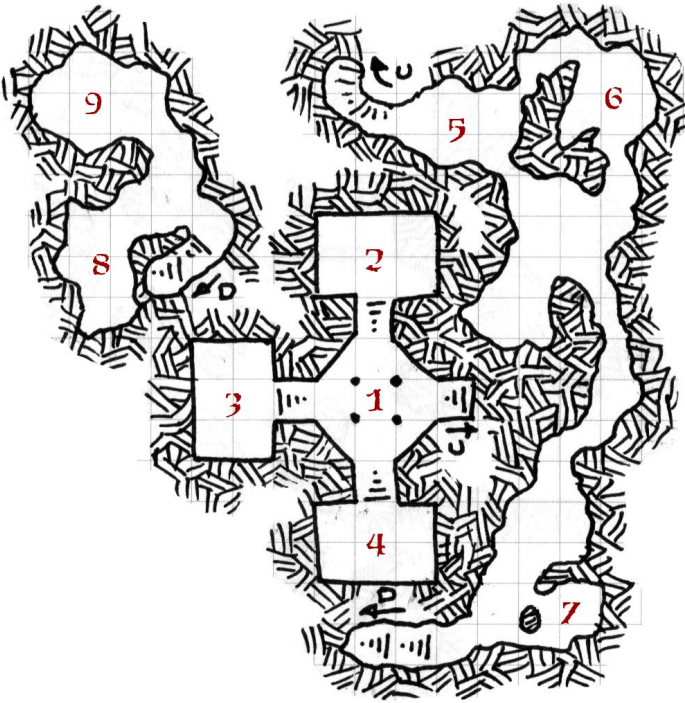
ENTRANCES & EXITS

- Natural stairs up (to level 9, area 15) in area 5.
- Natural stairs down (to level 11, area 8) west of area 7.
- Stairs up (to level 9, area 14) in area 1.
- Natural stairs down (to level 11, area 2) east of area 8.

WANDERING MONSTERS

(none on this level)

CONTENTS & DESCRIPTION



1. Noble Court. This old mausoleum has been converted into the court of the wererats. The king holds court in this chamber when required. At any time there will be **3 Wererats** (AC: 7, HD: 3*, hp: 19, 7, 16, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8) in this room. Fighting will attract the attention of the inhabitants of rooms 2-4.

2. Clerical Chamber. This room houses the **Wererat High Priest** (AC: 7, HD: 4**, hp: 22, ATT: 1d6+2, Mv: 120 (40), Sv: C4, M: 9) and his acolyte (a **Wererat**) (AC: 7, HD: 3*, hp: 14, ATT: 1d8, Mv: 120 (40),

Sv: F3, M: 8). The high priest has **Hold Person**, **Cause Fear** and **Protection from Good** prepared. He carries a **mace +2**, and wears a jeweled holy symbol worth **1,500 gp**. The vizier and high priest dislike one another and will not come to the other's aid.

3. Royal Chamber. This room is home to the King of the Wererats (AC: 5, HD: 5*, hp: 27, ATT: 1d10+1, Mv: 120 (40), Sv: F5, M: 9), a grizzled and mighty rat who wields a **two handed sword +1**, **+2 against lycanthropes** and wears a **ring of protection +1** (already included in his AC). He is accompanied by his wife and the prince (**2 Wererats**) (AC: 7, HD: 3*, hp: 16, 16, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8). They each wear a crown worth **1,800 gp**, **1,400 gp** and **1,000 gp** respectively, and the king wears a jeweled amulet worth **1,500 gp**.

4. The Royal Vizier. The king is advised in all matters by his trusted vizier, not a wererat, but a very clever **Doppelganger** (AC: 3, HD: 4*, ATT: 1d12, Mv: 90 (30), Sv: F10, M: 10), who enters battle as a wererat would (as a bipedal giant rat) with his **shield +1**. In the vizier's chamber is a scroll rack full of scrolls on arcane subjects, but also including a clerical scroll of **Detect Evil**, a magic user scroll of **Continual Light**, **Hold Person** and **Confusion** and a treasure map to a location of the DM's choice containing another stash of scrolls (including 3 scrolls of spells).

5. Trap. The southern exit / entrance to this room is trapped, forcing those who know about it to travel through the minotaur's lair in area 6. The narrow passageway is partially filled with rubble and more rubble is above. Under the rubble is a pressure plate that removes the support of the rubble above. Each person passing through here has a 2 in 6 chance of triggering the trap, filling the passage with rocks and dealing 3d10 damage to anyone in the passage.

6. Minotaur. This cave is home to a powerful **Minotaur** (AC: 6, HD: 6, hp: 28, ATT: 1d6(x2) or 1d10+2, Mv: 120 (40), Sv: F6, M: 12) who wields a massive two handed sword. His horns are decorated with a pair of rubies worth **1,000 gp** each.

7. Lurking Cavern. **2 Tuatera Lizards** (AC: 4, HD: 6, hp: 39, 31, ATT: 1d4/1d4/2d6, Mv: 90 (30), Sv: F4, M: 6) lurk in this cave.

8. Cave of Treasures. This cave contains the majority of Dulwin the Wyrms treasure. A massive silvery pile of **95,000 sp** and **20,000 ep** is heaped in the room, holding up a pair of coffers. The coffers are both locked (Dulwin wears the keys) and trapped with poison needles around the lock and a poison dart trap for when the coffer is opened. The coffers each contain 10 pieces of fine jewelry worth roughly **1,000 gp** each (some are worth more, others less, but the total is 10,000 gp of jewelry in each coffer). Climbing the pile of coins will make enough noise to alert Dulwin in area 9 unless very specific precautions are taken (such as a silence spell). Every turn spent in this room there is a 1 in 6 chance that Dulwin will come in to check on his treasure.

9. The Wyrms Lair. This cavern is home to Dulwin, a **Black Dragon** (AC: 2, HD: 7**, hp: 34, ATT: 1d4+1/1d4+1/2d10, Mv: 90 (30), Sv: F7, M: 8) who talks and commands the obedience of the local troglodytes. He has the spells **Charm Person**, **Magic Missile**, **Sleep** and **Read Languages** prepared.

DYSON'S DELVE

Level 11 (for level 5-6 characters)

ENTRANCES & EXITS

- Natural stairs up (to level 10, area 7) to the south.
- Natural stairs up (to level 10, area 8) near area 2.
- Travel along the shore of or across the underground sea in area 8.

WANDERING MONSTERS

(1 in 8, check every 20 minutes)

- 1 – Lizard, Tuatara (1d2, AC: 4, HD: 6, ATT: 1d4/1d4/2d6, Mv: 90 (30), Sv: F4, M: 6)
- 2 – Trolls (1d8, AC: 4, HD: 6+3*, ATT: 1d6/1d6/1d10, Mv: 120 (40), Sv: F6, M: 10)
- 3 – Ochre Jelly (1, AC: 8, HD: 5*, ATT: 2d6, Mv: 30 (10), Sv: F3, M: 12)
- 4-5 – Troglodytes (2d6, AC:5, HD:2*, ATT: 1d4(x3), Mv: 120 (40), Sv:F2, M:9)
- 6 – Ogres (1d6, AC: 6, HD: 4+1, ATT: 1d10, Mv: 90 (30), Sv: F4, M: 10)

CONTENTS & DESCRIPTION

1. Common Cave. This cavern is used by both the troglodytes and the ogres. The troglodytes often leave offerings of food for the ogres here, keeping tension between the two groups down. There is a 2 in 6 chance that an unconscious and tied up victim will be here. The doors to the north are locked.

2. Emissaries Cave. **8 Troglodytes** (AC: 5, HD: 2*, hp: 7, 12, 8, 6, 6, 14, 13, 14, ATT: 1d4(x3), Mv: 120 (40), Sv: F2, M: 9) are on guard here, watching the entrance from area 8 and making sure no one goes up the stairs here to level 10. This is a highly prized posting from the troglodyte lair, as it affords the chance to be used as emissaries by the dragon upstairs.

3. Stables. **8 Troglodytes** (AC: 5, HD: 2*, hp: 6, 3, 10, 10, 8, 7, 5, 3, ATT: 1d4(x3), Mv: 120 (40), Sv: F2, M: 9) keep **2 Tuatara Lizards** (1d2, AC: 4, HD: 6, hp: 25, 42, ATT: 1d4/1d4/2d6, Mv: 90 (30), Sv: F4, M: 6) here as mounts for expeditions along the deep sea. One wears a saddle that has been decorated with gold and mother of pearl and is worth **2,500 gp**, but weighs 500cn.

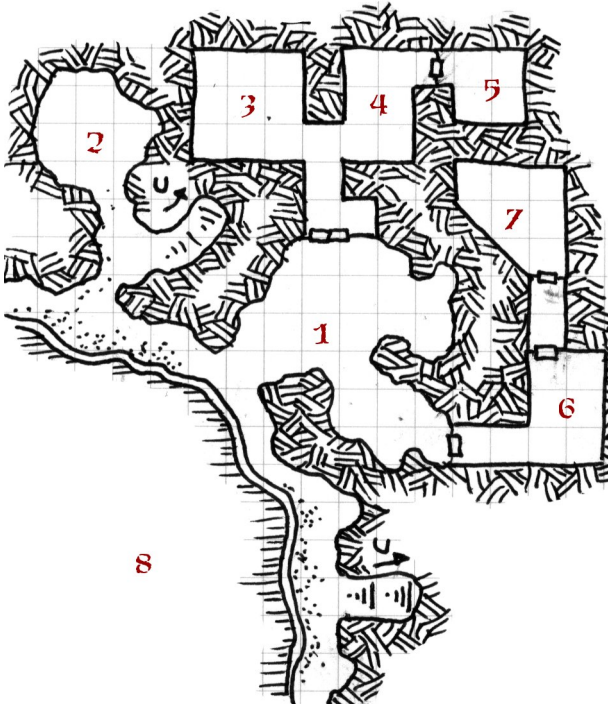
4. Lair. **16 Troglodytes** (AC: 5, HD: 2*, hp: 7, 10, 9, 4, 8, 10, 9, 8, 8, 10, 13, 16, 8, 8, 11, 8, ATT: 1d4(x3), Mv: 120 (40), Sv: F2, M: 9) live in this lair.

5. The Lizard King. This room is home to the **Troglodyte King** (AC: 4, HD: 4+1*, hp: 30, ATT: 1d6(x3), Mv: 90 (30), Sv: F4, M: 10), a massive ogre-like troglodyte, and his personal bodyguard of **3 Royal Troglodytes** (AC: 5, HD: 3*, hp: 16, 15, 19, ATT: 1d4+1(x3), Mv: 120 (40), Sv: F3, M: 10). The king's throne is decorated with dozens of gems – a total of 28 gems worth **500 gp** each. Hanging on the wall is a suit of **plate +2** that was stripped from a knight who came to slay the dragon. Hidden in a secret compartment in the back of the throne and trapped by a poison needle is the knight's **sword +2** and 21 **arrows +1**. In the middle of the floor is a chest, bolted to the floor (but not locked or trapped). Inside the chest is **8,000 gp**.

6. Ogre Lair. This room is home to **4 Ogres** (AC: 6, HD: 4+1, hp: 20, 20, 21, 13, ATT: 1d10, Mv: 90 (30), Sv: F4, M: 10). There is a large cauldron in one corner containing cream of halfling soup (with rat).

7. Ogre Lair. This room is home to another **4 Ogres** (AC: 6, HD: 4+1, hp: 30, 21, 15, 19, ATT: 1d10, Mv: 90 (30), Sv: F4, M: 10) and the ogres' treasure (kept in a collection of sacks) which includes 1 dead and trussed up halfling, **1,000 gp**, **3,000 sp**, and a platinum bracer worth **700 gp** and a golden bracelet with jet worth **1,200 gp**.

8. The Deep Sea. This underground lake is massive and covers many square miles. It can be the source of many further adventures. If you would rather keep the adventure contained to the dungeon provided, make the lake only a few hundred feet across, and these three caves can be the only accesses to it. Of course, no underground sea would be complete without **2 Giant Octopi** (AC: 7, HD: 8, hp: 38, 36, ATT: 1d3(x8)/1d6, Mv: 90 (30), Sv: F4, M:7) to attack anyone who ventures out into the water.





Unkeyed Maps

