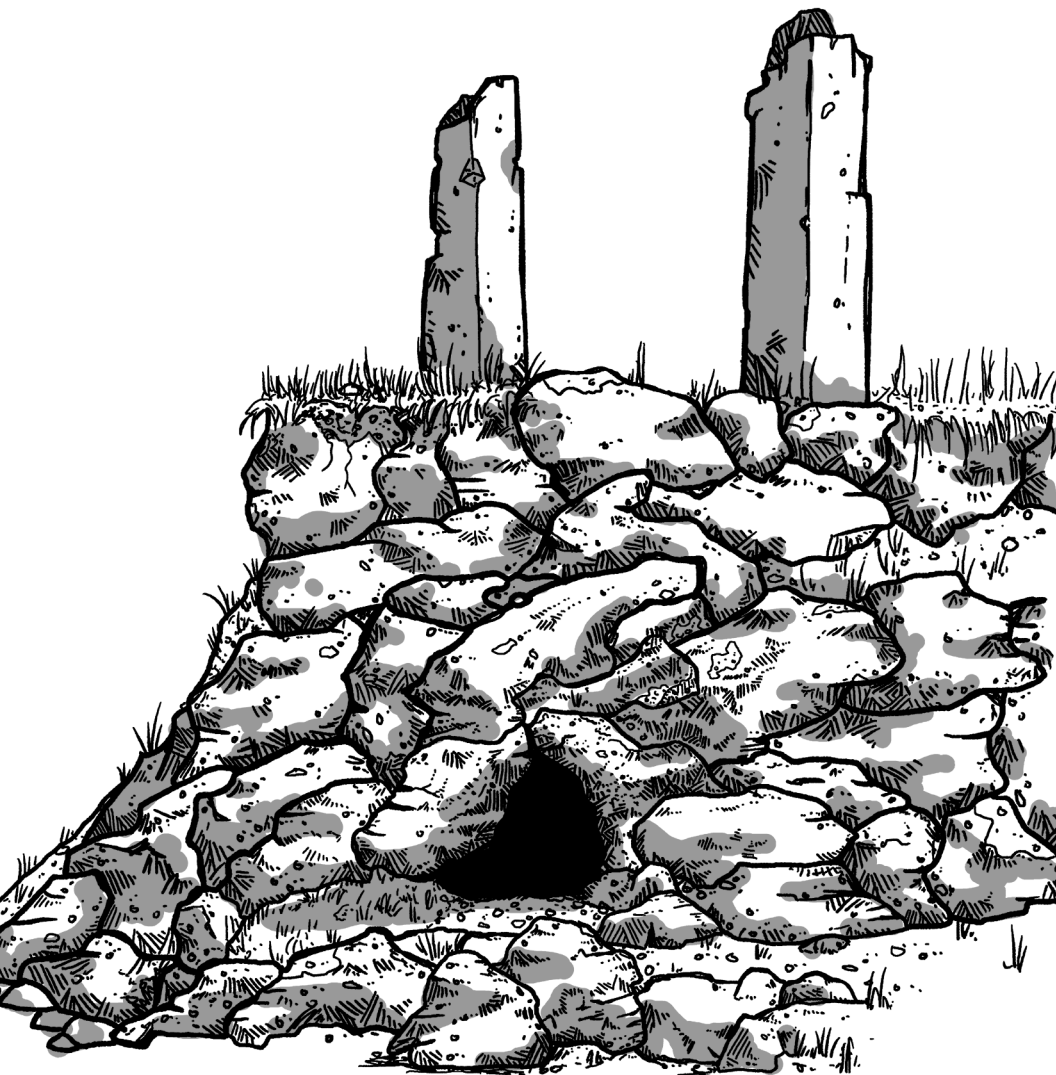


DYSON'S DELVE



The Original Mini Mega Dungeon

Dyson's Delve

2019 Patreon Exclusive Edition

by Dyson Logos

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Dyson's Delve was originally released on my blog in 2010 and was an experiment combining maps drawn on a small Moleskine reporter's pad (limited to a size of roughly 20 squares in any direction) and the one page dungeon format. In the end it was a compilation of eleven one page dungeons for B/X Dungeons & Dragons with several groups of opponents living within it and culminating with a black dragon who rules one of the deeper factions.

Because each level is fairly small, and I didn't want each level to be the same difficulty level, the delve contains a significant amount of treasure for the difficulty - the amounts are possible within the treasure types of the creatures encountered, but are significantly higher than statistically probable. In classic D&D where treasure = XP, this allows the party to progress at a rate of roughly one character level for every two dungeon levels completed.

If you want to decrease the amount of treasure to more "standard" levels expected of D&D play, then I would recommend setting it up so the party has specific missions to complete within the Delve, and a number of other adventures to undertake between their descents into this dungeon. Alternately (and this works best when converting to other systems where XP isn't based on treasure), just hand-wave XP completely and have the characters level up once every time they "complete" two levels of the Delve.

This edition of Dyson's Delve uses redrawn maps that I made this year and includes a few minor typo corrections in the body text of the adventure proper. It does, however, remain a series of old school one page dungeons, meaning that the text is sparse and doesn't go into heavy detail regarding the various factions and their interactions, nor descriptions of the rooms, doors, corridors, and caves, nor the personalities and motivations of the faction leaders and members. The expectation is that this will be detailed "on the fly" by the GM based on what seems fun or obvious to them upon reading the section or based on encounter reaction rolls.

The biggest change in this edition is the addition of the Surface Ruins. The map for the surface level was released as I was preparing this reissue of the Delve and was stocked with the intent that it not be enough to really change much about the rest of the adventure but also not be completely forgotten.

Delving with Other Editions

Dyson's Delve is really an artifact of 1981 B/X Dungeons & Dragons - it is built up around the gp to XP system of classic D&D, and uses a number of items unique to the B/X rules set.

That said, there isn't too much work in adapting it to modern editions of D&D (with emphasis on the current 5th edition). As with many classic D&D adventures however, this will result in a dungeon environment that can be very dangerous for adventurers - with some encounters wildly over their ability to just hack and slash their way through - particularly the dragon.

Honestly, I recommend taking the monsters and their numbers from this adventure as written, and just replacing the stat blocks with the appropriate 5E equivalent. There will be some issues, evidently, as a number of the creatures here are unique to the rules set they come from - swap out B/X **giant ferrets** for 5e **giant badgers**, for instance, but also find appropriate replacements for **robber flies** (perhaps **giant horseflies** from Fifth Edition Foes), **thouls** (?!?!), and **living statues**.

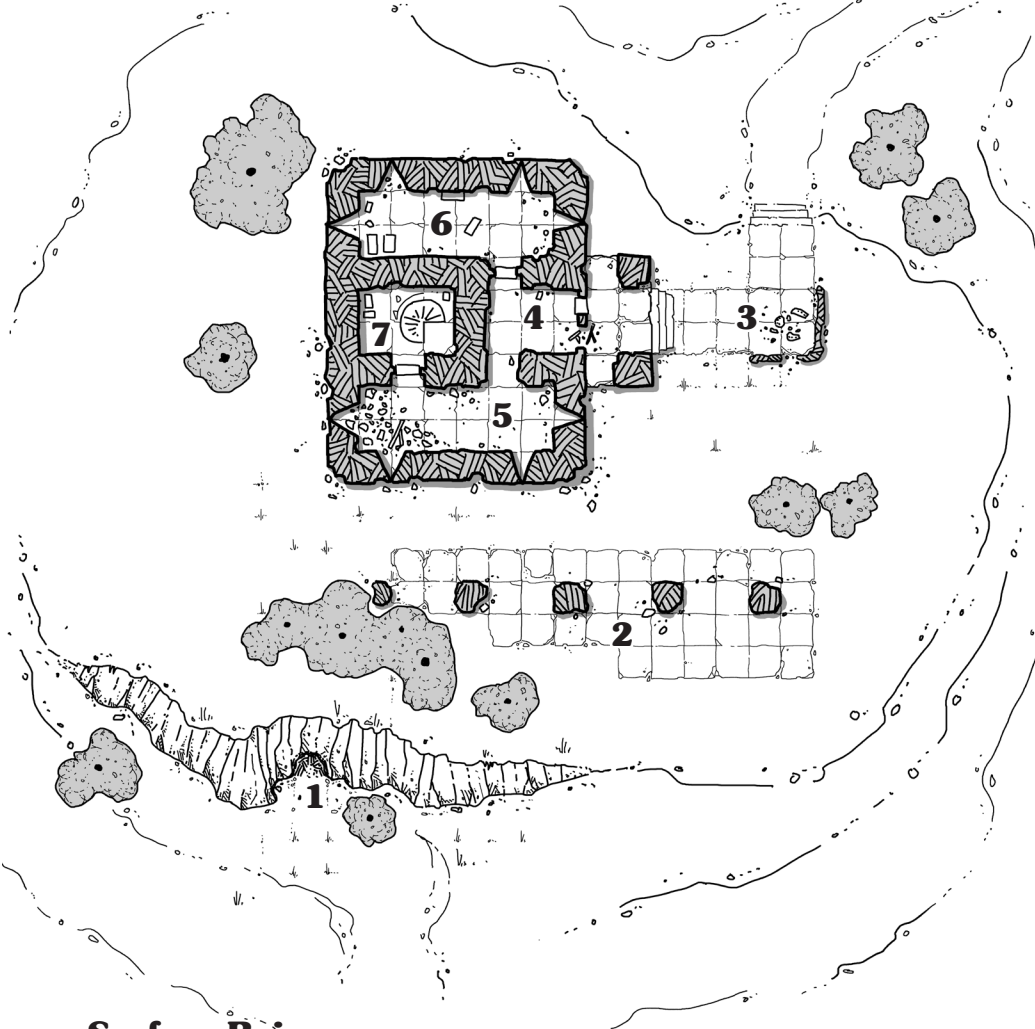
Definitely ignore the standard XP system from modern D&D which is based on defeating monsters - this turns wandering monsters into wandering XP. Instead, go with the 1 character level per 2 dungeon levels completed which makes wandering monsters a drain on resources instead of a net positive resource of their own.

For classic editions of D&D and AD&D, conversion is a lot easier. I recommend picking up the art-free copy of Labyrinth Lord if you don't have copies of the B/X rules to reference and then just using everything as listed - the games are close enough that the few oddities you run into should smooth over easily in play.

Personalizing & Expanding

Please modify the adventure that follows to fit your world, your game style, and your players' personal idioms. If you like games that "head back to town" a lot but don't want to keep digging through the already explored levels to get back to the exploration, add a few new exits.

Level 4 would be a great place for a new exit - attached to the lizard man section of the dungeon where they come and go from their swampy homes when they aren't tormenting the local goblins. If you need something earlier, add a small overgrown memorial shrine in the bushes that links down to the crypts on level 3. Level 9 could also have an access via an underground stream that links the natural cave here with the surface that could be climbed with a bit of rope and skill.



Surface Ruins

Dyson's Delve is typically found by looking for the ruined watchtower north of town. Only the ground level of the tower remains, the rest has been carted off by farmers and locals to use in their own construction.

Truly unfortunate adventurers may instead find the temple entrance a distance to the east first, but that entrance is guarded by secretive acolytes of the elemental temple below and they will "help" the adventurers find the tower, or fight them if need be (see Level 7, Area 12 for more information).

In recent years, the ruins of the tower have been taken over by a tribe of goblins that infest the upper levels of the delve. The locals consider it quite dangerous and recommend that anyone seeking fame and treasure instead use the old cavern south of the tower to sneak into the delve proper.

Entrances & Exits

- Area 1 - Cave entrance to Level 1 Area 1
- Area 7 - Spiral Stairs to Level 1 Area 4

Wandering Monsters

(1 in 8, check every 20 minutes)

1-3 – Goblins (1d4+1, AC: 6, HD: 1-1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7)

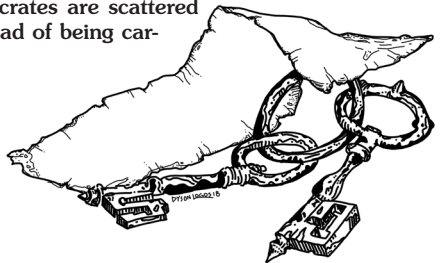
4 – Hobgoblins (1d2, AC: 6, HD: 1+1, ATT: 1d8, Mv: 90 (30), S: F1, M: 8)

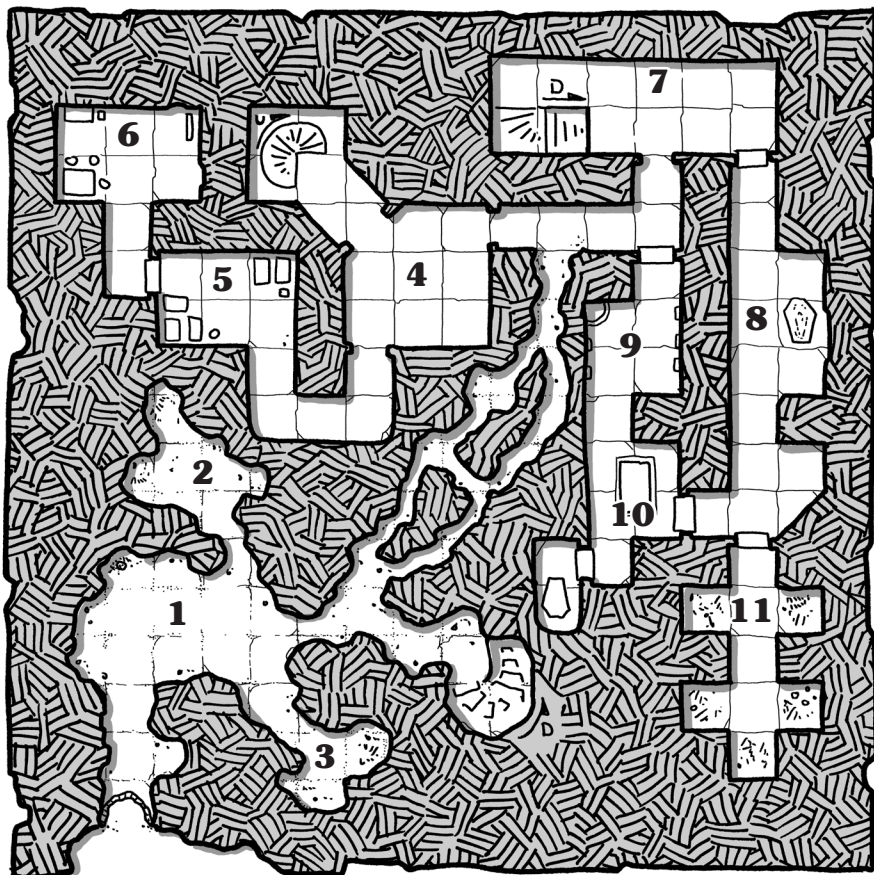
5 – Bandits (1d6, AC: 7, HD: 1, ATT: 1d6, Mv: 120 (40), S: T1, M: 8)

6 – Wolves (1d4, AC: 7, HD: 2+2, ATT: 1d6, Mv: 180 (60), S: F1, M: 8)

Contents & Description

- 1. Cave Entrance.** This cave has been home to vermin and occasionally wolves - but most recently the giant rats living within have opened it up to the dungeons beneath the tower. Bits of masonry can be found at the entrance to the cave now, hinting that it isn't purely natural. The cave entrance is out of sight of the guard tower ruins, and the goblins generally don't think much about it except when hunting the aggressive giant rat population. Watching the entrance (or just dithering around here) has a 1 in 6 chance every ten minutes to roll for wandering monsters from Level 1 who will only travel so far as the cave entrance before turning back unless they are engaged by the adventurers.
- 2. Old Stones.** Five massive columns of stone, nearly 10 feet on a side and 30 to 60 feet tall are all that remain of some colossal construction. Each column is a single piece of stone cut to this scale.
- 3. Broken Statue.** On a landing on the old stairs up to the watchtower is a fairly recently shattered statue. The ropes are still wrapped around the remains from the goblins pulling it over looking for something. Close inspection (searching for secret doors) will find a catch in the statue's plinth exposing a space just large enough for the **Wand of Magic Detection** with 2 charges.
- 4. Tower Entrance.** There should always be a pair of **goblins** (AC: 6, HD: 1-1, hp: 1, 3, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) on guard at the doors, but they are lazy and hate the sun. There is a 50% chance they are not paying attention at night, and a 75% chance that they are hiding or sun-blind during the day.
- 5. South Chamber.** Remnants of wooden stairs to the upper levels of the tower are in the southwest end of this chamber. Looking down from the ruins above are a pair of club-wielding **rock baboons** (AC: 6, HD: 2, hp: 6, 6, ATT: 1d6 & 1d3, Mv: 120 (40), S: F2, M: 8) looking for easy victims. They will shout at passing goblins or adventurers, but any show of force (anything noisy like yelling back at them, banging weapons on shields, or even just shooting or throwing weapons at them) will make them immediately back down unless they only see one or two foes to attack.
- 6. North Chamber.** Six **goblins** (AC: 6, HD: 1-1, hp: 1, 1, 2, 2, 5, 5, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) who are tasked with guarding the surface entrance into the delve have established their "barracks" here. Each has 2d6 electrum and a selection of foul rations. On a small table are some old ornate keys and a **treasure map** of the old tower and hillside leading to the ruined statue in Area 3 - it also contains a number of notations in goblin indicating that they found no treasure there. The keys serve no purpose within the delve.
- 7. Into the Delve.** A number of old wooden crates are scattered about the room - emptied of their goods instead of being carried down the spiral stairs to Level 1.





Level 1

Level 1 of the Delve is almost fully under the control of the goblins who inhabit the tower above and who make their main homes on level 2 of the dungeon. They have sealed off the eastern section of the dungeon as the old crypts seem to spawn an unlimited quantity of animated skeletons when encroached upon.

The southern caves were not always part of the dungeons proper, and were more recently connected by the activities of giant rats seeking goblin refuse.

Entrances & Exits

- Area 1 - Cave entrance to Surface Area 1
- Area 4 - Spiral Stairs to Surface Area 7
- Area 7 - Stairs down to Level 2 Area 1
- Area 1 - Natural Stairs down to Level 2 Area 9

Saint Ulther

Saint Ulther was a sorcerer in the time leading up to the great war with the elves. He wasn't a "good man", but occasionally he did great things between his more typical mercenary endeavours.

He is often mistaken as a minor water deity (between the bulging eyes and the fact that he operated mostly in and around a few islands), but he was really just a typical mid-level magic user.

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)

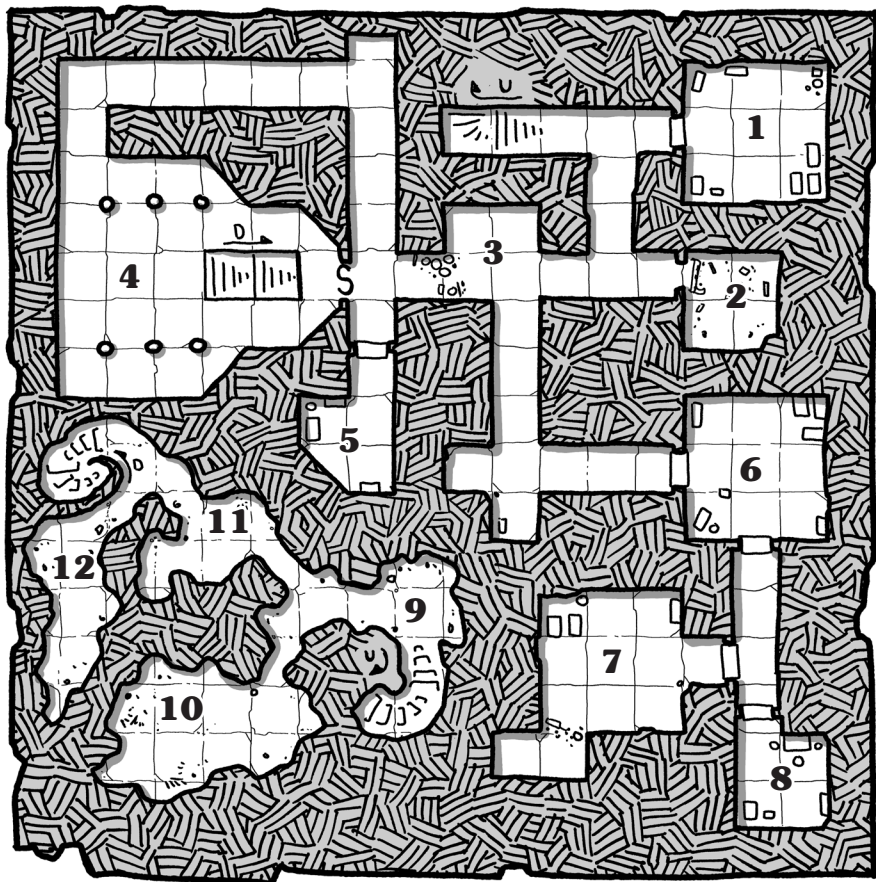
Contents & Description

Natural caves (areas 1-3) are rough natural stone and packed earth either worn down by water, or dug out by giant rats. The more “regular” areas are constructed of stone block masonry over packed earth and stone. Ceilings in these areas are usually 8-10 feet up and are often arched. Corridors in these areas especially have arched ceilings, which are even more pronounced in archways. The crypt areas (8-11) are dusty and cobwebbed, whereas the other areas are evidently lived in and used.

- 1. Cave Entrance.** This entrance 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).



Level 2

Level 2 of the Delve is divided into two distinct sections. The majority of this level is finished dungeons and is controlled by the goblins who were so plentiful in the tower and in level 1. Natural caves in the southwest corner of the delve are a mix of stone and packed earth with a relatively smooth floor from ages of traffic across the packed dirt. This area is still infested with the giant rats that scavenge in level 1, and some ghouls who would much rather be eating adventurers than giant rats.

Entrances & Exits

- Area 1 - Stairs up to Level 1 Area 7
- Area 9 - Natural stairs to Level 1 Area 1
- Area 4 - Stairs down to Level 3 Area 1
- Area 12 - Natural stairs down to Level 3 Area 8

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

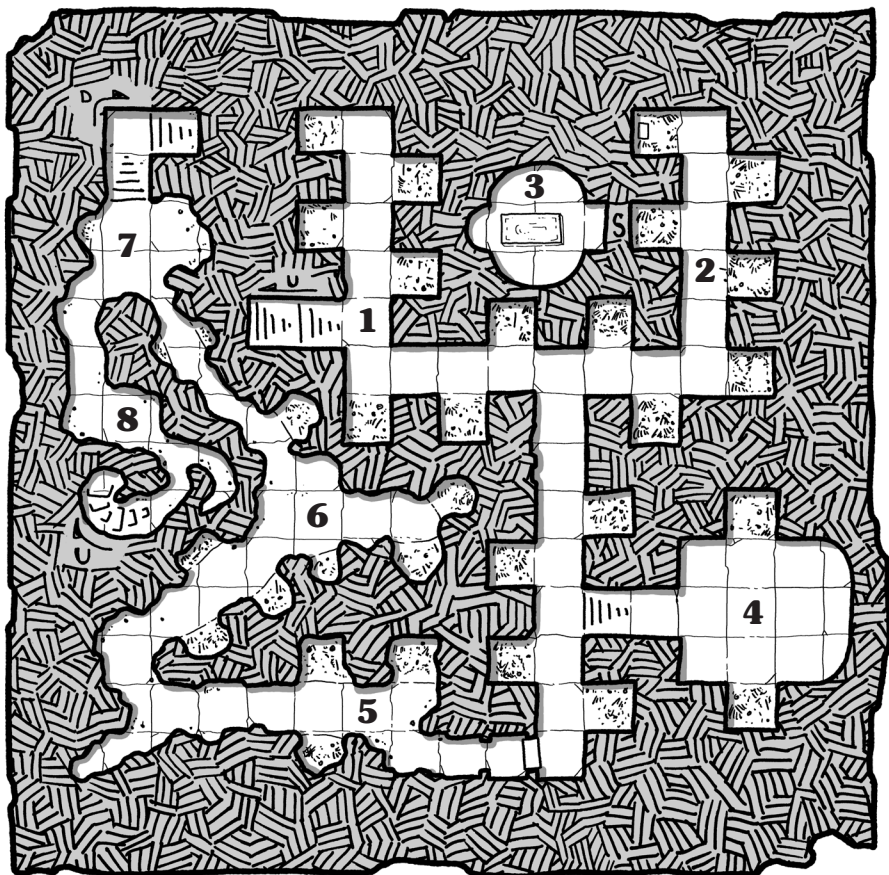
As with the level above, most finished areas are made of stone block masonry over packed earth and stone with arched ceilings - the arches are more pronounced in the hallways.

- 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. The 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.





Level 3

Level 3 of the delve reintegrates the two sections into a single level again, and combines natural 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. Even the caves on this level have been modified and dug out to make niches for the storage of the dead.

Dungeon areas are made of stone block masonry over carved stone and packed earth. Cave sections are mostly stone at this depth, or very hard packed earth. Floors in the caves are fairly smooth from years of use packing down the earth.

Entrances & Exits

- Area 1 - Stairs up to Level 2, Area 4
- Area 8 - Natural stairs up to Level 2, Area 11
- Area 7 - Stairs down to Level 4, Area 1



Wandering Monsters

(1 in 8, check every 10 minutes)

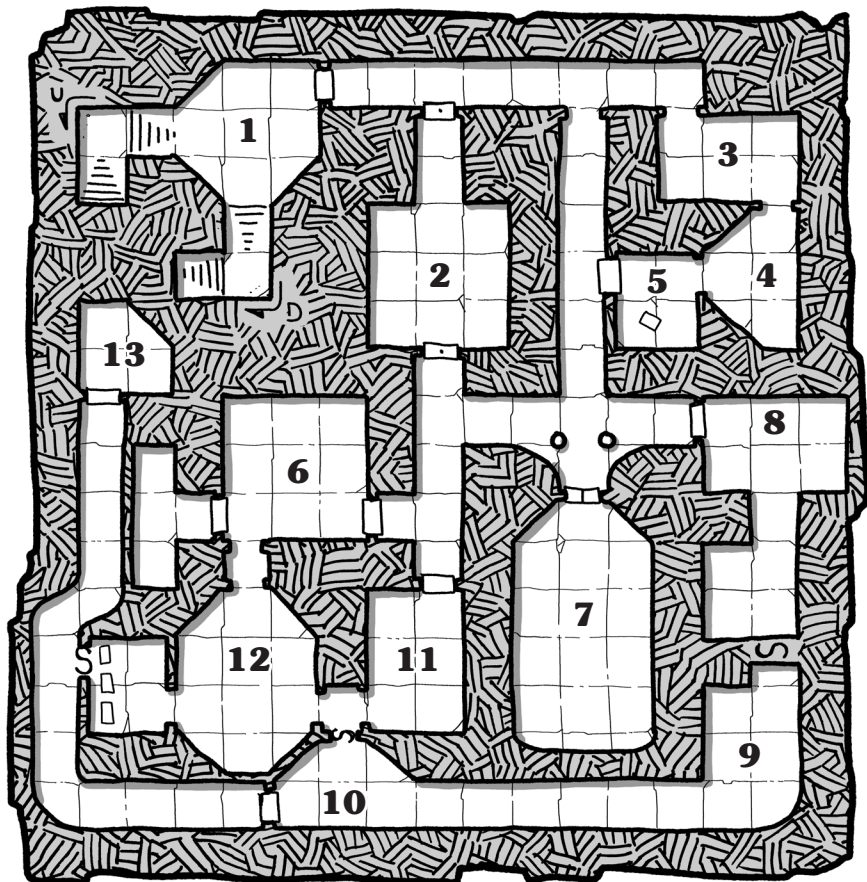
- 1 – Giant Rats (2d6, AC: 7, HD: ½, ATT: 1d3+disease, Mv: 120 (40), S: F1, M: 8)
- 2 – Fire Beetles (1d8, AC: 4, HD: 1+2, ATT: 2d4, Mv: 120 (40), S: F1, M: 7)
- 3 – Ghouls (1d6, AC: 6, HD: 2*, ATT: 1d3x3 + paralysis, Mv: 90 (30), S: F2, M: 9)
- 4-5 – Zombies (2d4, AC: 8, HD: 2, ATT: 1d8, Mv: 120 (40),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



Contents & Description

This level has been given over to the dead and scavengers. It smells of dust and dry animal dung. There is a slight breeze coming from Area 4 that keeps the air somewhat fresh in the “dungeon” sections, and once the door is opened to area 5, a damp wind blows through from the deeper levels.

- 1. Alcoves.** This level is entirely devoted to ancient crypts, niches, and alcoves. Each alcove on the map (both in the cave and dungeon sections) contains a collection of human remains – often gnawed on and jumbled together. They were once wrapped in funeral clothes, but these are generally destroyed by scavengers and time. 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. Mark which alcoves have been searched, and check for wandering monsters in the meantime. Even alcoves marked as containing other things (such as the ghoulish alcoves of area 2) can be searched for loose treasure in this manner.
- 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, Everyone Dies.** 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.



Level 4

The map of this level is one of my favourites - partly 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 manticores 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.

Entrances & Exits

- Area 1 - Stairs up to Level 3, Area 7
- Area 1 - Stairs down to Level 5, Area 1

Wandering Monsters

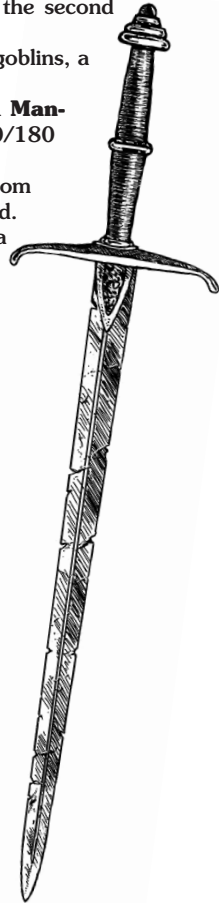
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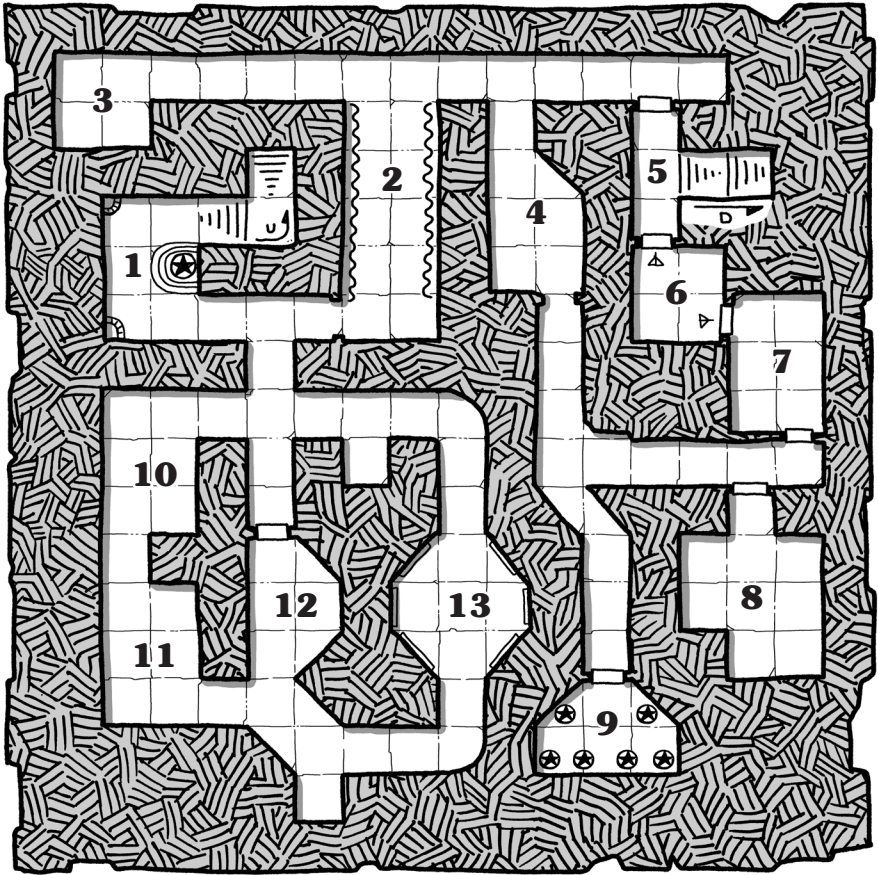
- 1 – Manticore (AC 4, HD: 6+1, hp: 21, ATT: 1d4/1d4/2d4 or spikes, Mv: 120/180 (40/60), Sv: F6, M: 9) (can only be encountered once)
2-4 – Goblins (2d4, AC: 6, HD: 1-1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7)

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.

- 1. Vestibule.** The door in this room (and in all rooms but 10 and 13) shows damage from some massive beast. Mostly claw marks, but some doors also have tail spikes from the manticores in them... only the most naive parties will be surprised when they finally run into one or both of the manticores that reside here.
- 2. 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.
- 3. 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.
- 4. Manticores' 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).
- 5. 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.
- 11. 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.
- 12. 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).
- 13. 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.





Level 5

Level 5 is known as the howling halls and is essentially an abandoned section of the dungeon. The goblinoids 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 primarily by the classic scavenger creatures of the dungeon ecosystems – carrion crawlers, gelatinous cubes and the like.

Entrances & Exits

- Area 1 - Stairs up to Level 4, Area 1
- Area 5 - Stairs down to Level 6, Area 7

Wandering Monsters

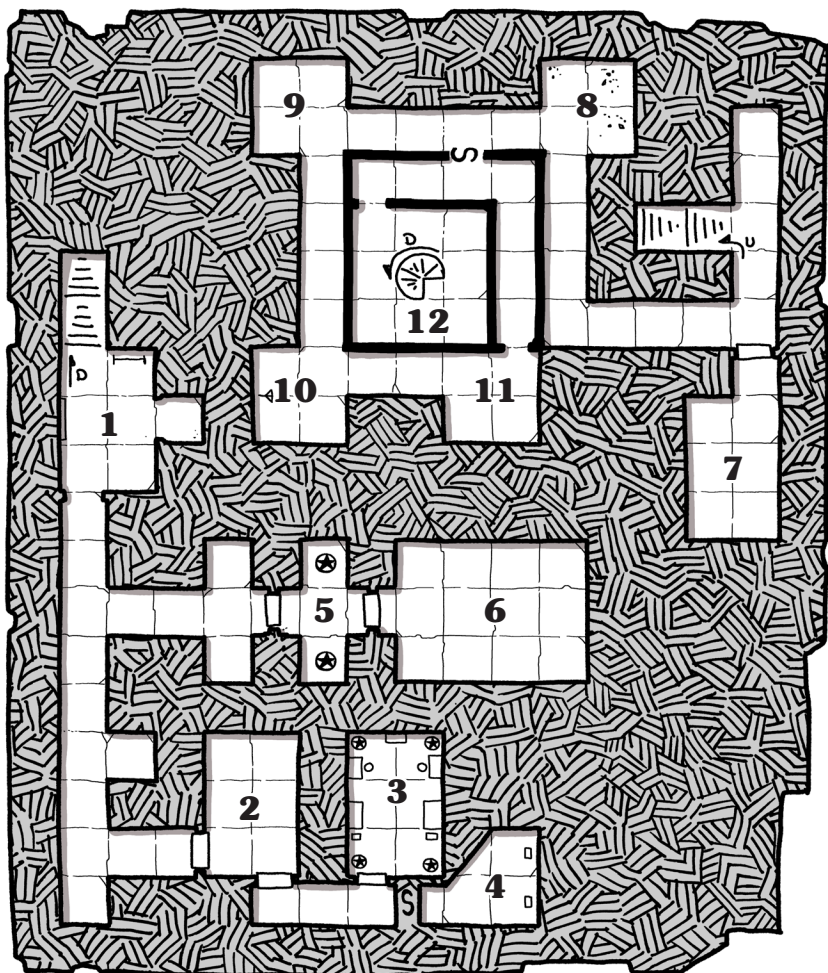
(1 in 12, check every 10 minutes)

- 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. Tapestried Hall.** The tapestries flap in the wind, and the moaning sound from the architecture is loud and plaintiff.
- 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.



Level 6

The section of this level that the party will first discover (coming down from above) has been taken over by the adventurers / mercenaries / explorers from the temple deeper in 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.

Entrances & Exits

- Area 7 - Stairs up to Level 5, Area 5
- Area 12 - Stairs down to Level 7, Area 5
- Area 1 - Stairs down to Level 7, Area 1

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)

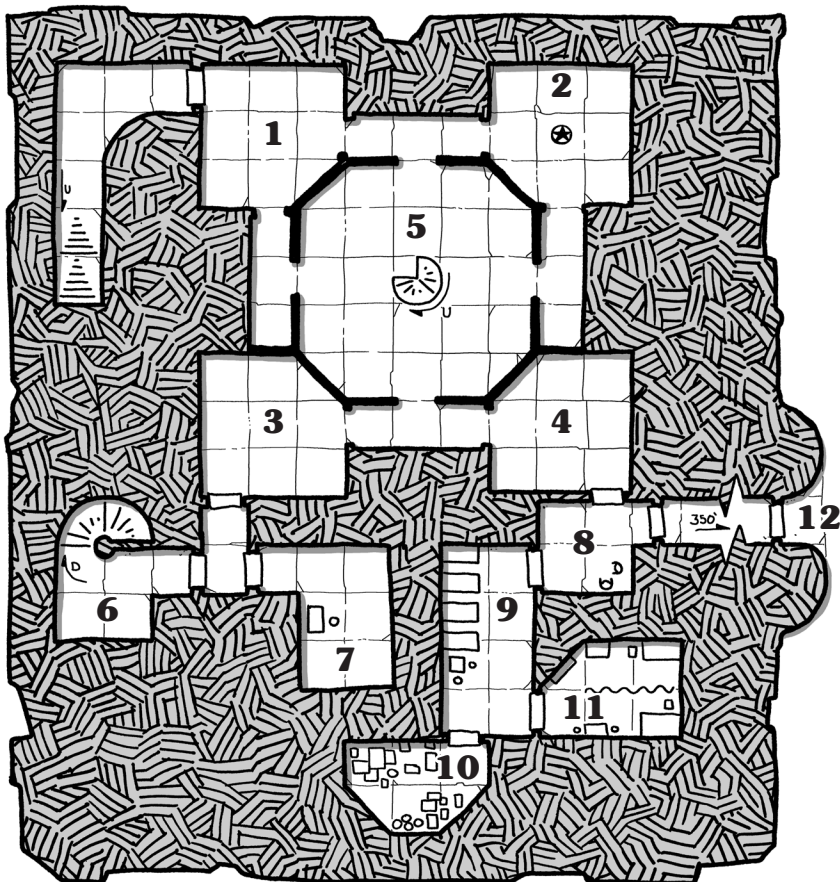
Wandering Monsters – Areas 1-6

(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 – Crawlers (1d3, AC: 7, HD: 3+1*, ATT: paralysis x 8, Mv: 120 (40), Sv: F2, M: 9)

Contents & Description

1. **Guard Post.** The guards are gone, but 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 **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 2 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 a 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).



Level 7

Instead of a mix of creatures and dungeon denizens trying to get along, this level presents an evil temple with a surface exit, acolytes, clergy, and visiting representatives of a powerful creature who lives much lower in the dungeon.

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.

Entrances & Exits

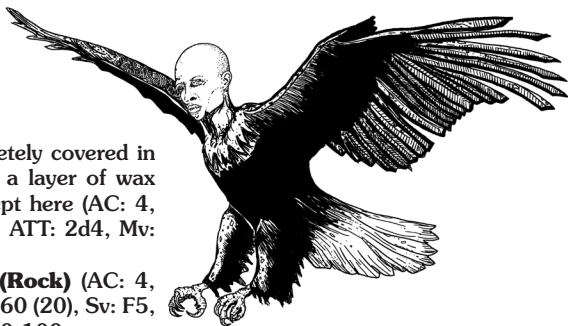
- Area 1 - Stairs up to Level 6, Area 1
- Area 5 - Spiral stairs up to Level 6 Area 12
- Area 6 - Circular stairs down to level 8, Area 1
- Area 12 - Exit tunnel to outdoors

Wandering Monsters

(1 in 6, check every 10 minutes)

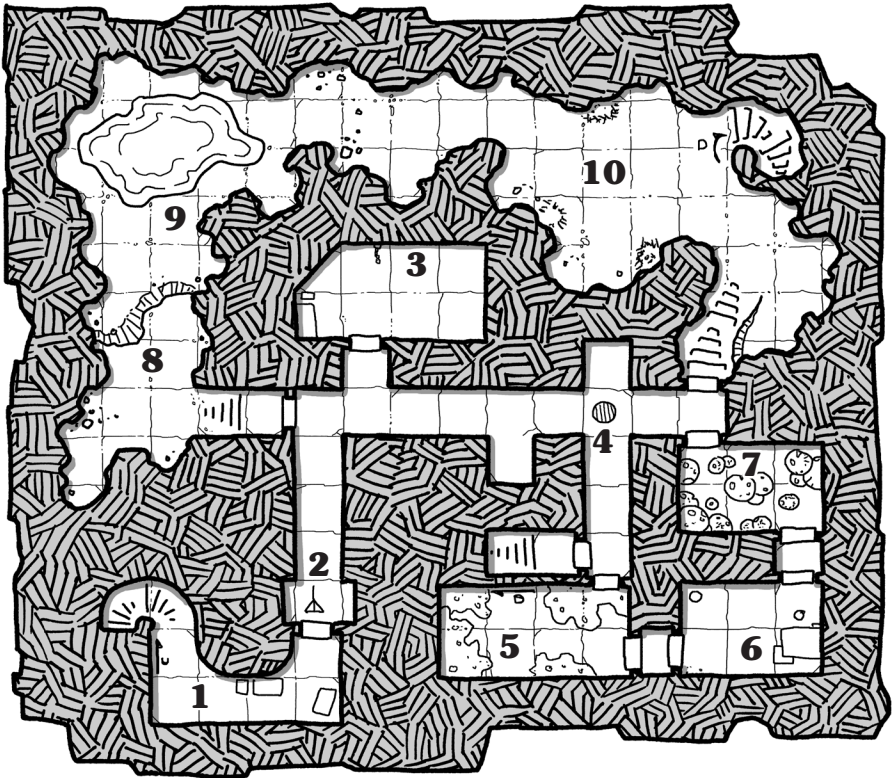
- 1-2 - Acolytes (1d8, AC: 2, HD: 1, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) & Adept (1, AC: 2, HD: 2, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) with cause fear prepared.
- 3 - Veterans (2d4, AC: 2, HD: 1d3, ATT: 1d8, Mv: 60 (20), Sv: F1-3, M: 9)
- 4 - Mediums (1d4, AC: 9, HD: 1**, ATT: 1d4 or spell, Mv: 120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

Contents & Description



- 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 4 **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.





Level 8

Level 8 is the smallest level of the Delve, with only 7 distinct “rooms” (a few of which are subdivided into separate areas). It also has the honour of being home to Owlbears.

Seriously, who doesn't love OwlBears?

Heathens.

Entrances & Exits

- Area 1 - Circular stairs up to Level 7, Area 6
- Area 5 - Stairs down to Level 9, Area 1
- Area 10 - Natural stairs down to Level 9, Area 15

Wandering Monsters

(1 in 6, check every 20 minutes)

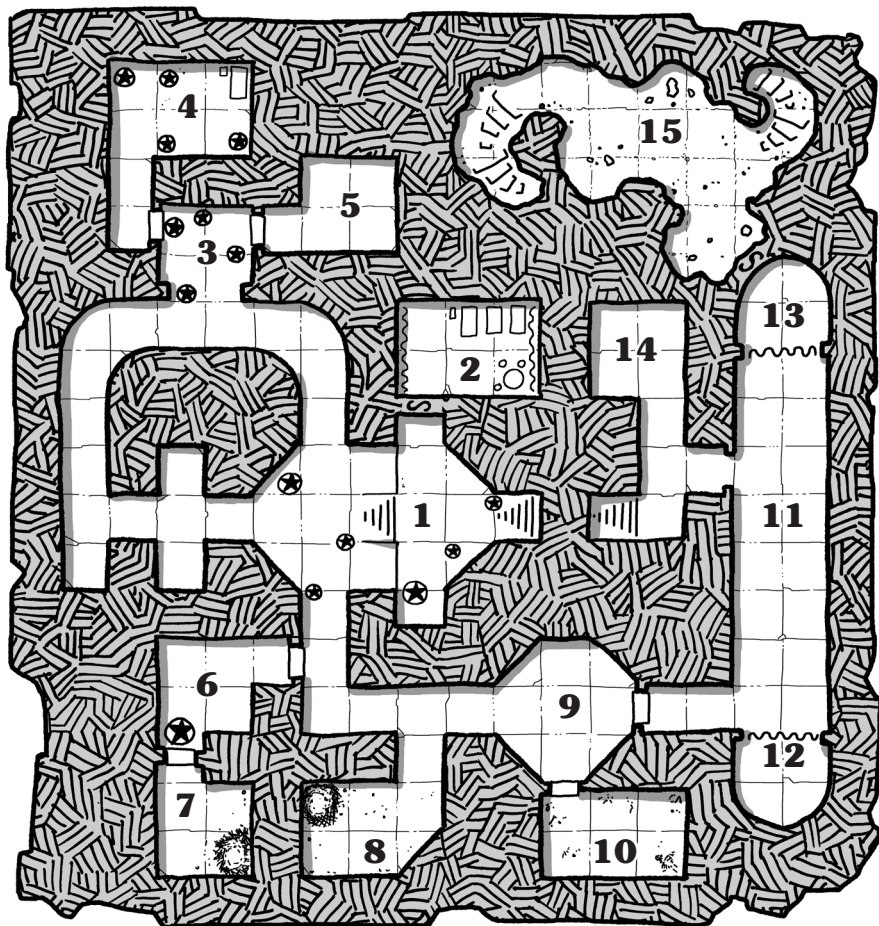
- 1 - Giant Albino Weasels (1d4, AC: 7, HD: 4+4, ATT: 2d4, Mv: 150 (50), Sv: F3, M: 8)
- 2 - Wights (1d6, AC: 5, HD: 3*, ATT: Drain, Mv: 90 (30), Sv: F3, M: 12)
- 3 - Ochre Jelly (1, AC: 8, HD: 5*, ATT: 2d6, Mv: 30 (10), Sv: F3, M: 12)
- 4 - Ogres (1d6, AC: 6, HD: 4+1, ATT: 1d10, Mv: 90 (30), Sv: F4,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

Contents & Description

As with most of the “dungeon” style levels of the delve, the majority of this level is made of stone masonry over the rough cut stone of the initial construction. The northern section of the level is lower down than the dungeon area and is a natural cave that extends down from this level all the way to the bottom of the delve at level 11. This cave is mostly stone and has little dirt, mostly packed on the floor.

- 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.





Level 9

Level 9 is home to petrifying monstrosities, a “noble” court of wererats, and a massive worm. 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.

Entrances & Exits

- Area 1 - Stairs up to Level 8, Area 4
- Area 14 - Stairs down to Level 10, Area 1
- Area 15 - Natural stairs up to Level 8, Area 10
- Area 15 - Natural stairs down to Level 10, Area 5

Wandering Monsters

(1 in 6, check every 20 minutes)

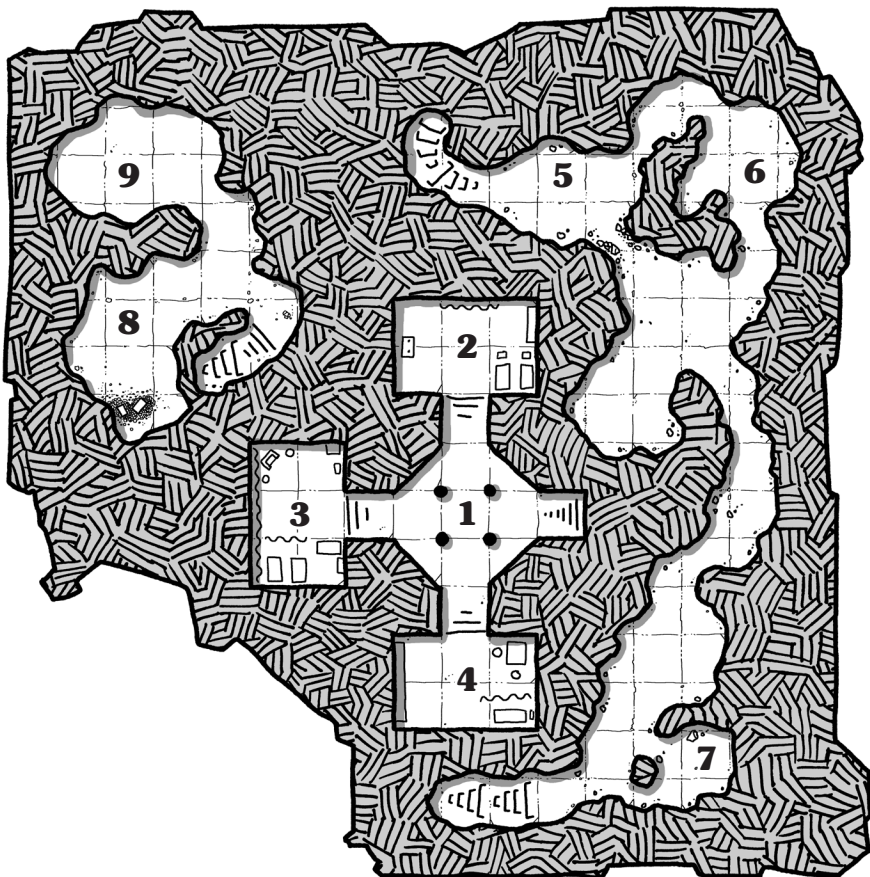
1 - Cockatrice (1d2, AC: 6, HD: 5**, ATT: 1d6 + petrify, Mv: 90 (30), Sv: F5, M: 7)

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. 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 a fight. 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. It completely conceals 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 nest 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. 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.



Level 10

This level is split into three distinct areas that do not connect to each other. The lowest level of the “dungeon” portion of the delve is a dead end - going down to level 11 requires that adventurers use the natural caves from the higher levels which link through this level to the lowest level. Finally, there are a pair of cave chambers on this level that can only be reached from below and that are home to the dragon.

Entrances & Exits

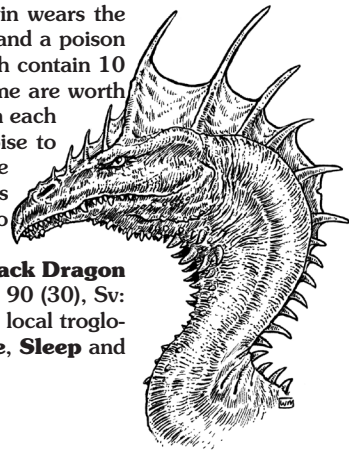
- Area 1 - Stairs up to Level 9, Area 14
- Area 5 - Natural stairs up to Level 9, Area 15
- Area 7 - Natural stairs down to Level 11, Area 8
- Area 8 - Natural stairs down to Level 11, Area 2

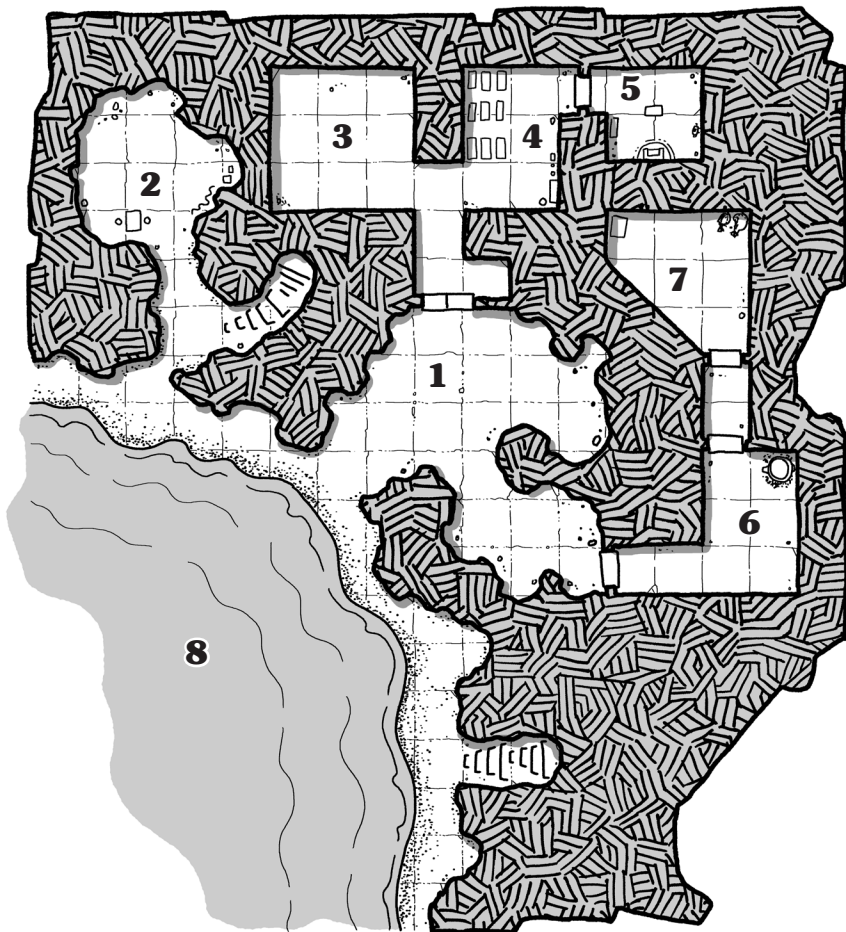
Wandering Monsters

There are no wandering monsters on this level. If a group should set up here for more than a few hours, they may end up encountering scouts checking in from levels above or below as appropriate.

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.





Level 11

At the very deepest depths of the delve, level 11 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.

The lake itself is probably part of the Darkling Depths – linking in turn to the Heart of Darkling series of maps.

Entrances & Exits

- Area 2 - Natural stairs up to Level 10, Area 8
- Area 8 - Natural stairs up to Level 10, Area 7

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(x-8)/1d6, Mv: 90 (30), Sv: F4, M:7) to attack anyone who ventures out into the water.



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