

# 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).

