

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.

