

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.

