

DYSON'S DELVES

BEING A COLLECTION OF
MAPS & ADVENTURES
SET UNDER THE EARTH

BY DYSON LOGOS

DYSON'S DELVES

This codex contains a collection of maps of subterranean expanses meant for use in fantasy role playing games. The volume is broken into two sections - the first contains maps that have already been keyed for use in classic fantasy RPGs, while the second set of maps are meant to be stocked and keyed by the Game Master. To that end, these maps include a page for each map where the Game Master can note what is to be found in the mapped areas, as well as where in their game world said areas are to be found.

As the owner of this book, you have permission to photocopy any maps herein for your personal use - thus you don't have to write in the volume itself if you don't want to deface it. That said, I truly do recommend defacing the volume yourself as you go as it makes for a truly unique book that has been customized to your campaign, and it feels pretty cool to reach up onto the bookshelf and pull out a printed book with your dungeons in it instead of using a collection of loose papers.

Most of these maps are available in low-resolution versions with some accompanying notes on Dyson's Dodecahedron - a website dedicated to the many RPGs and maps of Dyson Logos which can be found at

<http://rpgcharacters.wordpress.com>

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DUNGEON	PAGE	NOTES
Dyson's Delve - Levels 1-11	4	Levels 1-6
The Charmed Grotto	26	Levels 5-8
Ruins of the Gorgon	34	Level 4
The Worm's Gullet	38	Level 4-6
Erdea Manor	40	Level 3-6
The Desert Temple	60	
Fort Tenras	62	
The Deeps Bridge	64	
Ruins of the Throne Room	66	
The Vault of Stars	68	
The Winter Fortress	70	
Sewers of Travon	72	
Seaside Caves	74	
Cave of the Spider Flayers	76	
Cavern of the Hive	78	
The Cinder Throne	80	
Clan Hezran Hall	82	
Oathbreaker Hall	84	
Drewer's Cave	86	
Tomb of the Ghoul Prince	88	
Hasibur's Tomb	90	
Deep River Cave	92	
The Reeking Hole	94	
The Wretched Catacombs	96	Side View
Ziggurat of Hate	98	
Stones of Habrek's Hill	100	
Khalfir's Descent	102	
Cinder Crag	104	
Crypts of Lord Creen	106	
Deep Dwarven Outpost	108	
Forgotten Caves of Thur	110	
Gargoyle's Kepp	112	
Halls of Surreth	114	
Hellad Manor & Tower	116	
Level Eight	118	
Little Goat Pass	120	

DUNGEON	PAGE	NOTES
Monastery of 100 Flowers	122	
Mud Pits of Brealer Toesh	124	
Owen's Mine	126	Side View
Corvel on the Mount	128	
Ruins of Dreven Hill	130	
Secret Crypts of Titch	132	
Sir Aleister's Watchtower	134	
Soren's Dig	136	
The Circle of Doom	138	
Roots of the World	140	
The Stony Recesses Level 1	142	
The Stony Recesses Level 2	144	
Temple & Oracle of Faer	146	
Tower of Jen "the Rose"	148	

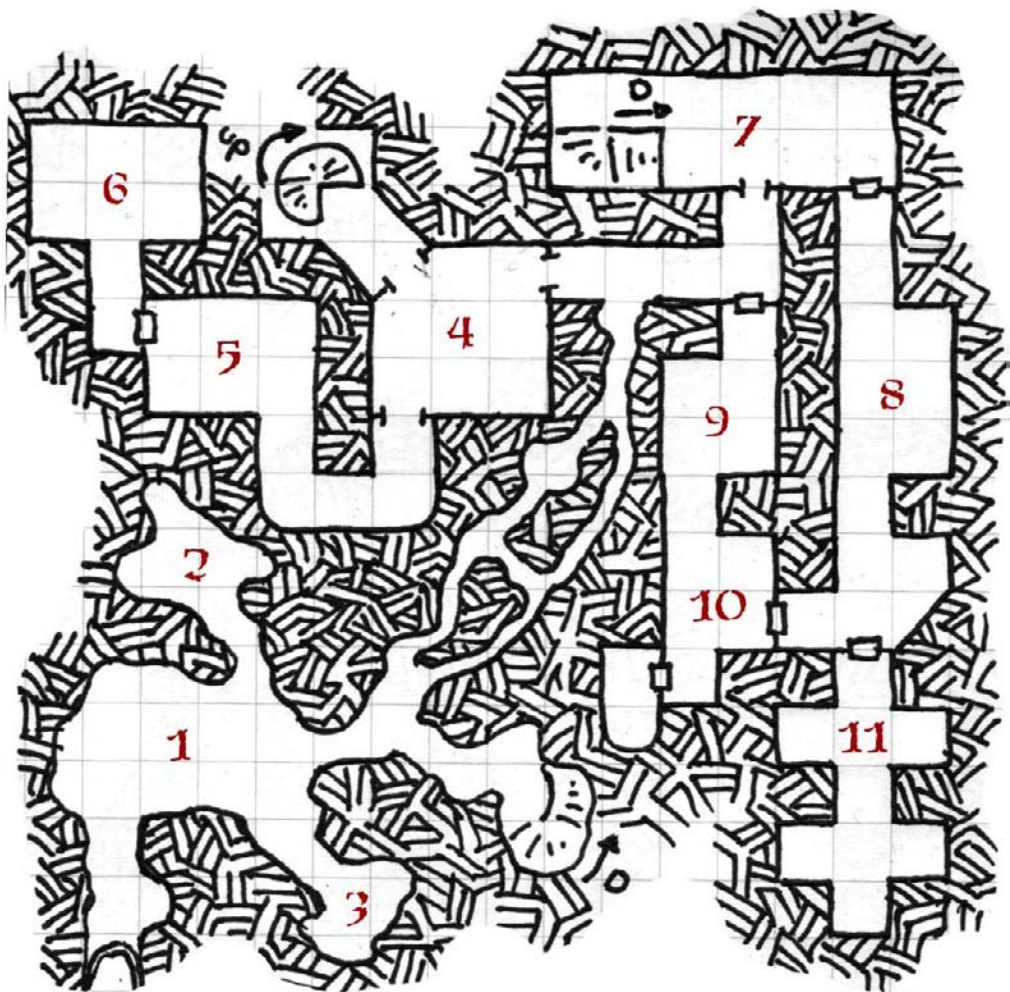
My thanks go out to everyone who's had the patience to let me draw when I should be talking to them, or listening to them, or whatever I was doing when I was drawing these maps instead.

Special thanks to Jen for sitting across the desk from me while I put this together and for encouraging me to get this piece finished and finally out the door.

Additional thanks to those who have been pumping my ego on my blog and around the net over the quality of my maps. I never considered them to be of professional caliber and hadn't considered publishing them until it was suggested by my blog readership. Double thanks to those of you who went the step further and started promoting my maps on the various forums, blogs and websites out there dedicated to our hobby.

Finally, thank you to everyone who's come before me, publishing their own materials for these games, and entirely new games besides. Without you, we wouldn't have this hobby.

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)

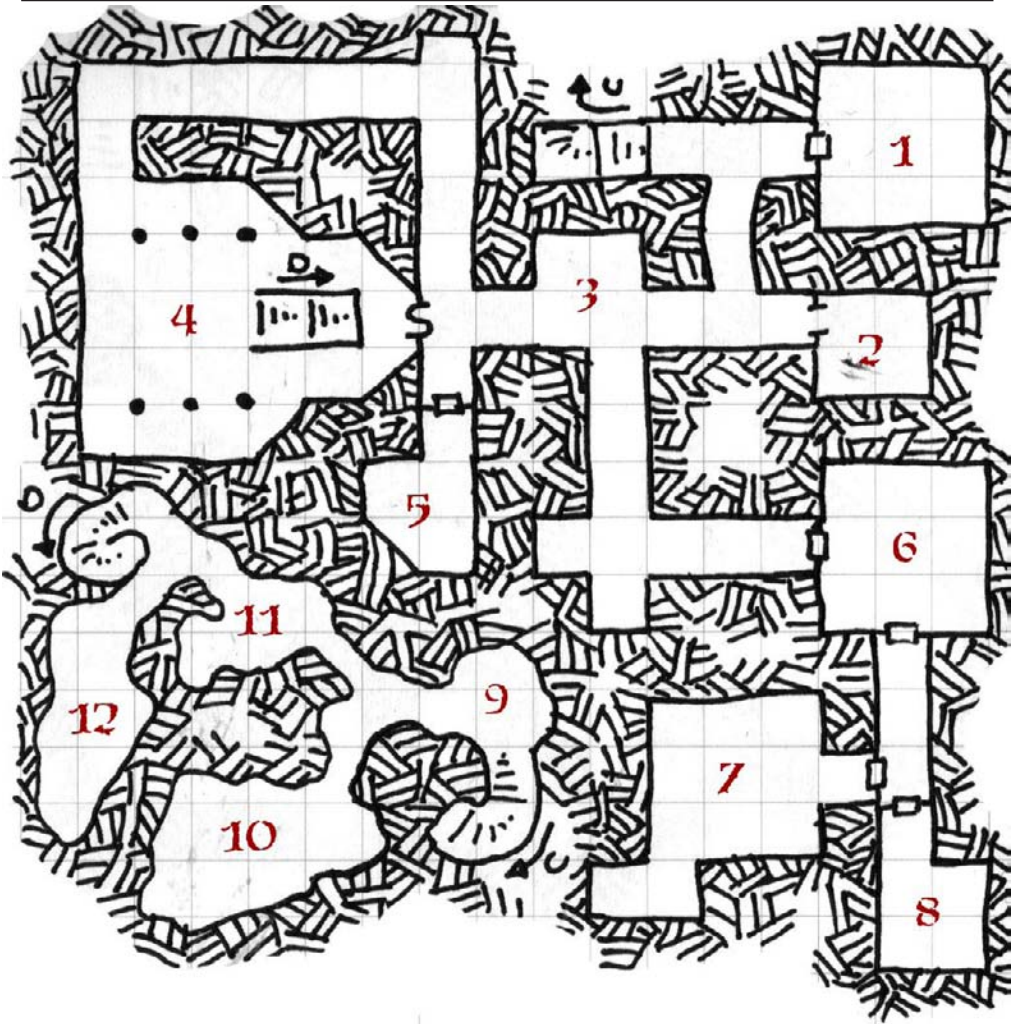
Contents & Description

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)

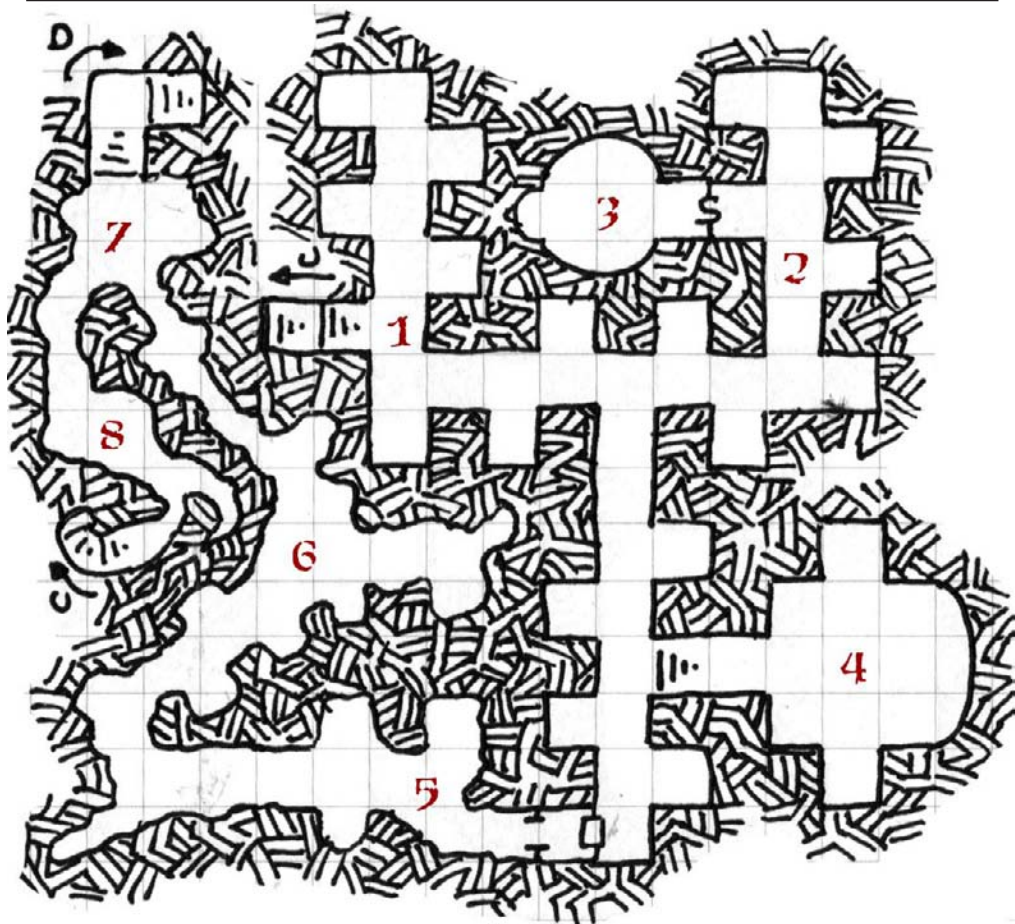
Contents & Description

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

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

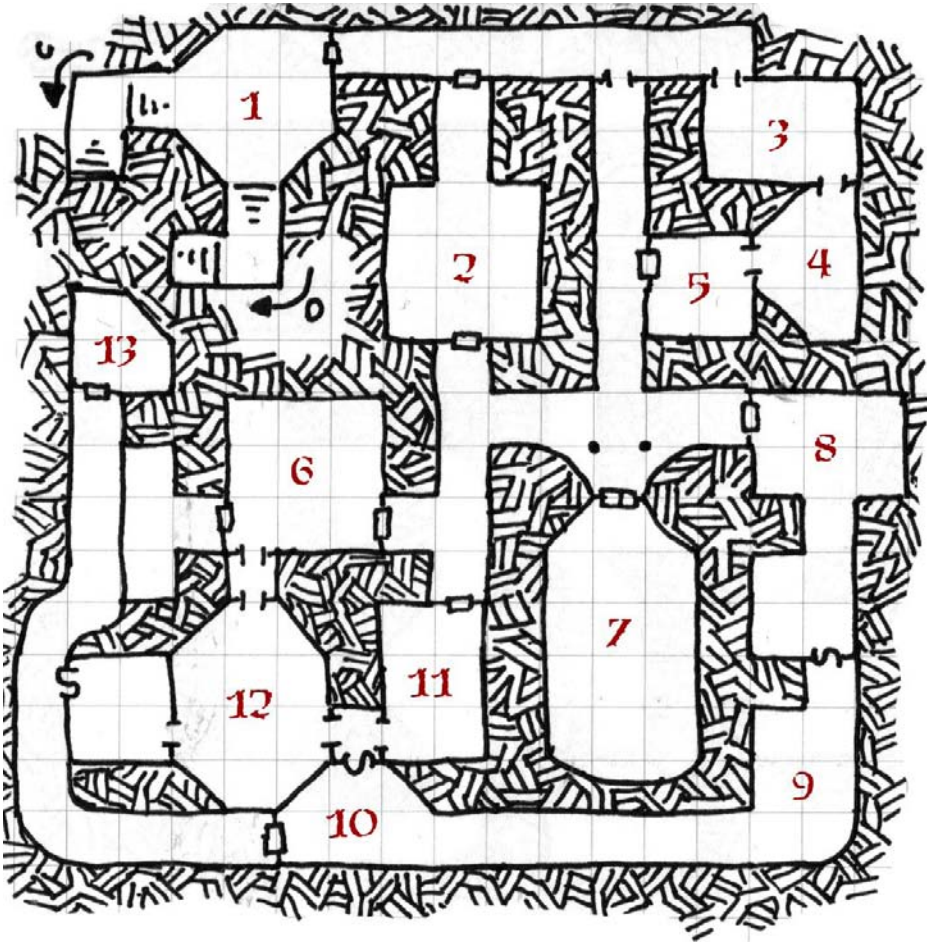
(1 in 8, check every 10 minutes)

- 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)

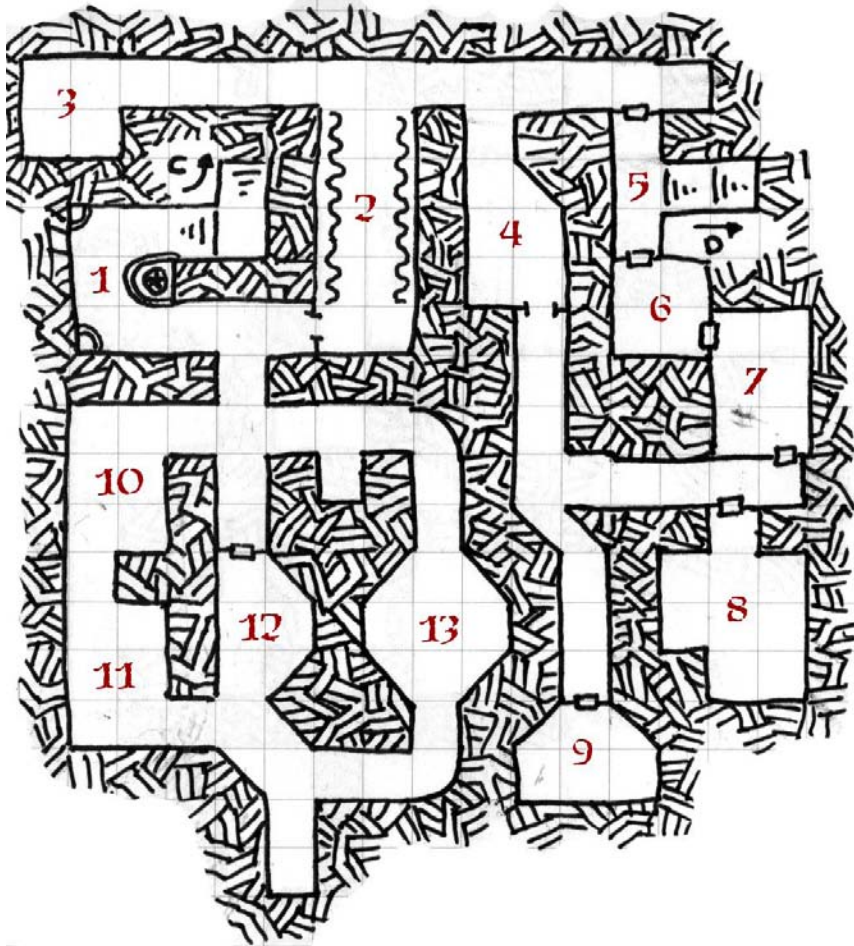
Contents & Description

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 mantichord 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.
- 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. Mantichords' Lair.** The mantichords lair here and is currently home to 1 Mantichord (AC 4, HD: 6+1, hp: 38, ATT: 1d4/1d4/2d4 or spikes, Mv: 120/180 (40/60) Sv: F6, M: 9).
- 5. Mantichords' Treasure.** Unless absolutely silent, any activity in this room will alert the Mantichord 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 mantichords. 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 mantichords. 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.

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)

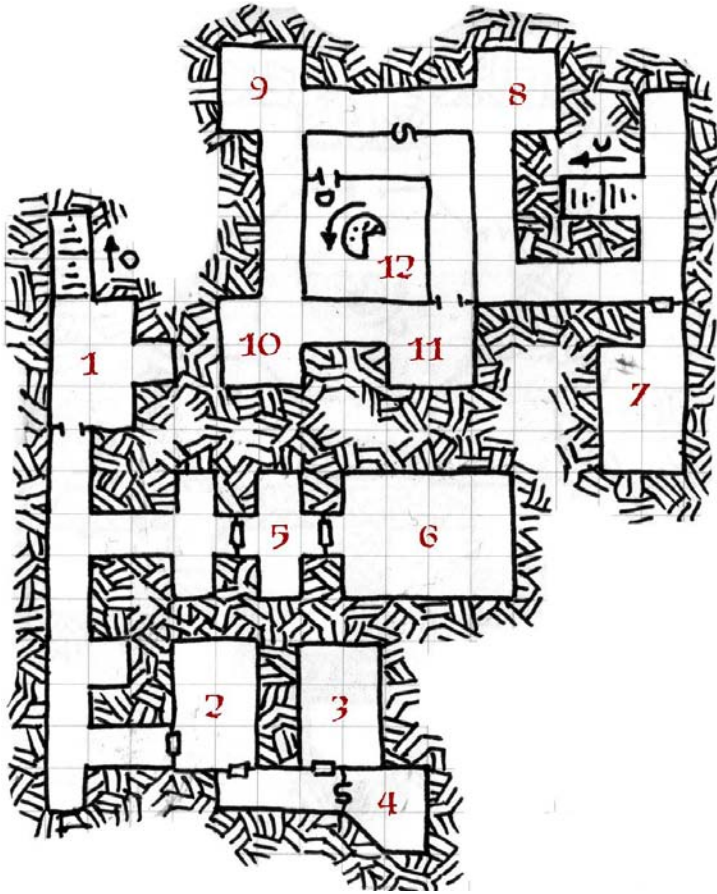
Contents & Description

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. **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.

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

Wandering Monsters - Areas 7-12

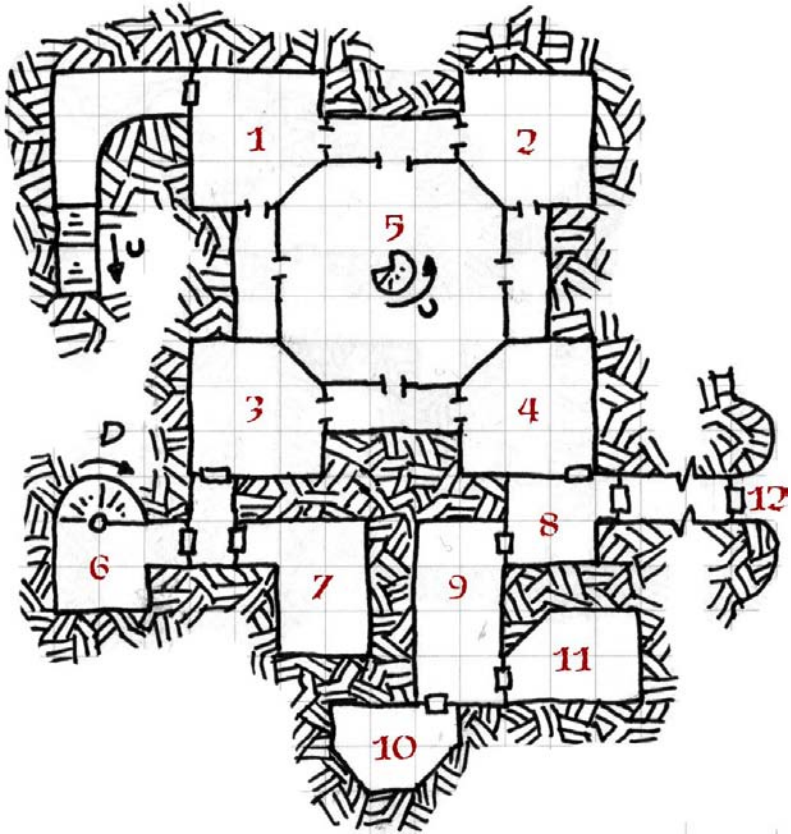
(1 in 6, check every 10 minutes)

- 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)

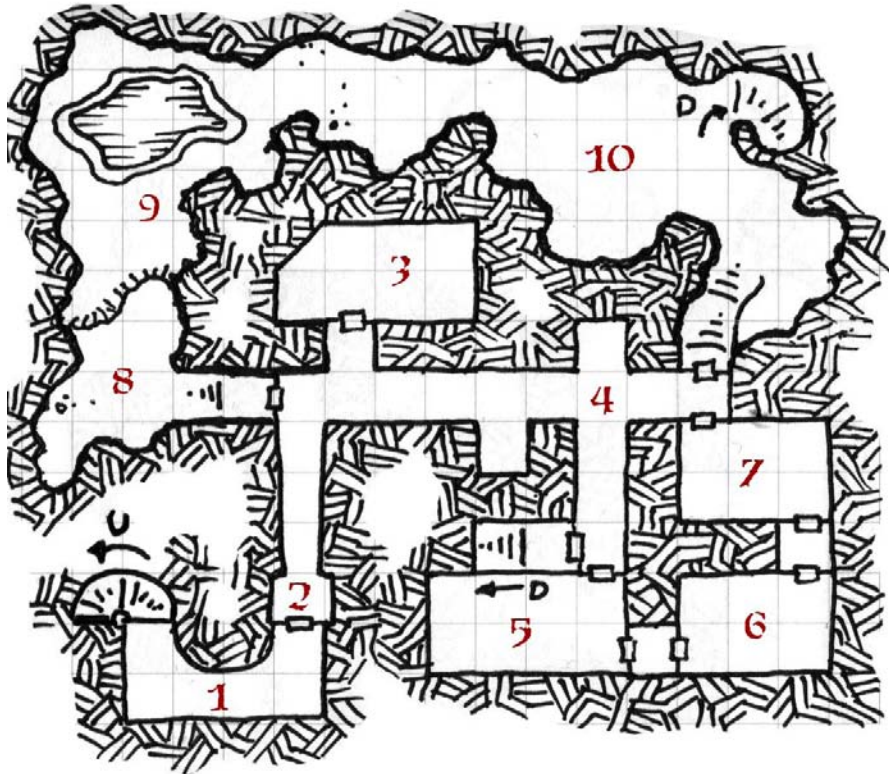
- 1-2 - Acolytes (1d8, AC: 2, HD: 1, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) & Adept (1, AC: 2, HD: 2, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) with cause fear prepared.
- 3 - Veterans (2d4, AC: 2, HD: 1d3, ATT: 1d8, Mv: 60 (20), Sv: F1-3, M: 9)
- 4 - Mediums (1d4, AC: 9, HD: 1**, ATT: 1d4 or spell, Mv: 120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

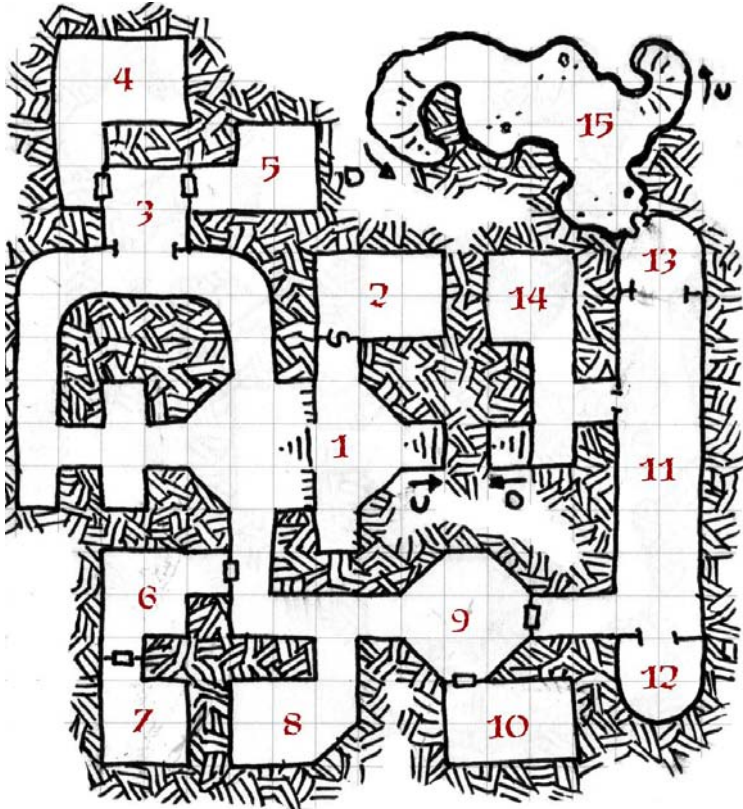
Contents & Description

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.

DYSON'S DELVES

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 Dopplegangers (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 + 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)

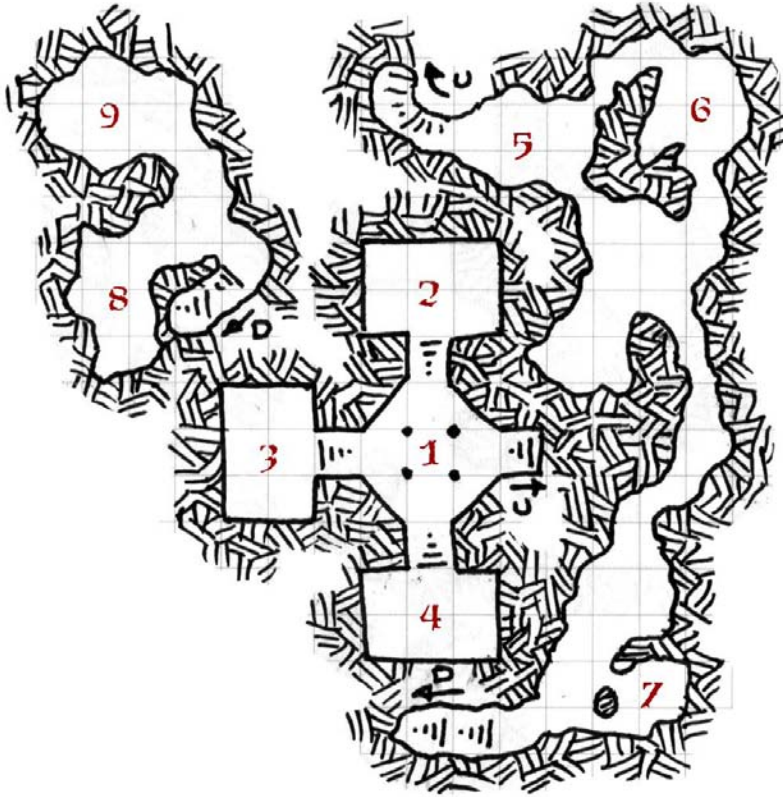
Contents & Description

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 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 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 Poveress 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.

Contents & Description

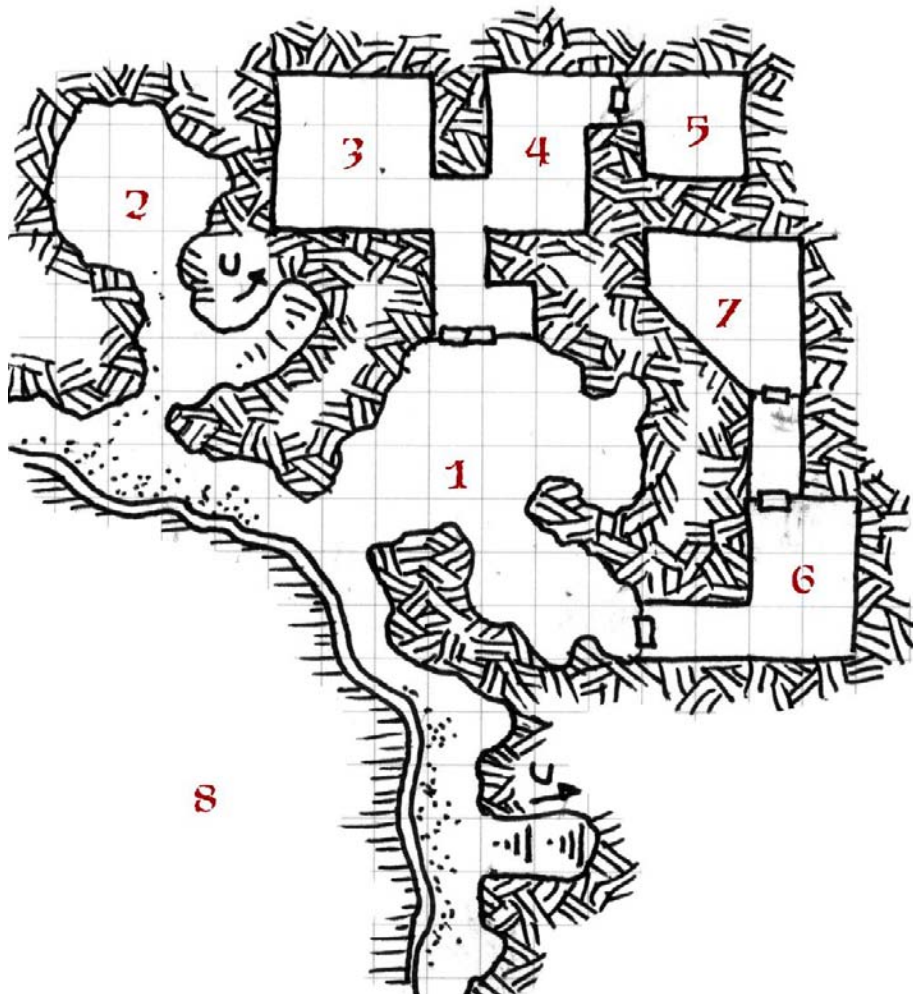
There are no wandering monsters on this level.

- 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 Wurm's 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 Wurm's 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.

THE CHARMED GROTTO



An Adventure for Characters levels 5 - 8

The charmed Grotto is an adventure for a party of characters levels 5 to 8. It takes place near a small town of farmers and peasants who cannot really offer much in the way of aid or retainers to the adventurers. A party with a lot of retainers may find most of the adventure easier than normal, but the final encounter with the toad-vampires will remain as much of a challenge as for a small party. A high level cleric (who realizes the nature of the foes) can make the entire adventure a cake-walk.

The adventure begins when the party is near the charmed grotto. The small village of Ostercook is nearby. There are a variety of ways to get the party involved in the adventure.

1. The party is raided by bandits from area 3 of the grotto while camped nearby. In this case, add extra sleeping equipment to the bandit's lair to account for whatever bandits you used in the ambush on the party. The bandits in the raid will have their morale break quickly and will try to retreat to the grotto, leading the party there. Otherwise the party can track the attackers back to their home.
2. The party is either travelling past the grotto or stopped in at Ostercook when they hear of Old Bill who just went missing. If they are at the Inn, then a small group of townfolk come in and explain the story, otherwise they encounter the townsfolk on the hilltop outside of town. Old Bill is the resident swordmaster who keeps most of the trouble at bay in town. This morning he went to the general store, bought a bunch of rope and then headed out of town. On the hilltop he went to a gap between two large rocks and tied his rope to one and climbed down into an old cave. Everyone knows there grotto is the home to a massive colony of giant black widow spiders, but Old Bill wouldn't listen to anyone and just climbed on down, walked off to the South and was quickly out of sight.
3. This option works best for a group who need financial encouragement. A known bandit raider turns up at the Inn while the party is in Ostercook. He looks dishevelled and bloodied. He describes how something evil stalked the darkness of the bandit's lair killing many of them and taking off with their loot... thousands of gold in plundered goods. He throws himself on the mercy of the townfolk for their protection from the beast, and is willing to tell the party how to get to the bandit entrance to the grotto (area 4).

Rumours

There are several rumours the party can pick up in Ostercook. If a character asks around, roll 1d3-1 and add the character's Reaction Adjustment to determine how many rumours the character learns. Roll a d12 for the rumours on the table below, re-rolling any duplicates that the same character would learn.

- 1-2. (True) Bandits have a lair nearby where they conduct raids on merchants and farmers. Fortunately Old Bill keeps them out of town. (Area 3 of the Grotto)
- 3-4. (True) Old Bill fought against bugbears and hobgoblins when he first helped

- establish Ostercook, but the town's been pretty safe since then.
5. (False) Old Bill is actually a worshipper of a dark god. He gives the god sacrifices of dead animals on the hilltop near town a few times every season. (See the next rumour below for an explanation)
 6. (True) Old Bill dumps livestock carcasses down into a hole at the top of the hill. But when you go look the next day, the bodies can't be seen. (Old Bill made a deal with the surviving Bugbears. They don't raid the village and he won't have the villagers work together against them, and he throws them the occasional free meat.)
 7. (False) A spider-dragon lives in the grotto under the hilltop where it lords over the other spiders in the region.
 8. (True) The bugbears never left the area, I swear I've seen them lurking around some seasons late at night.
 9. (False) There is a massive moss emerald in the grotto under the hill that has strange magical powers over plants.
 - 10-12 (True and False) There is a massive colony of deadly giant black widow spiders in the grotto under the hilltop. They used to kill the cattle of any farmer foolish enough to allow them to graze on the hillside.

Going Underground

The assumption is that the party will be following Old Bill into the grotto by starting in area 1, however they might instead be entering in through the bandit entrance at area 4.

The entrance to area 1 is a fault between the massive rocks that make up the cave walls and ceiling. The result is a gash about twenty feet long and up to four feet wide at it's widest point. There are a pair of boulders here appropriate for tying a rope to, and the new rope Old Bill just bought is tied to one and knotted along its length as it dangles to the floor of the grotto 50 feet below.

The entrance to area 4 is a very well concealed cave entrance on the back face of the hill where it looks down over the merchant road. There are a few small shrubs and a large rock providing cover in front of the entrance (and allowing bandits to post someone here to watch travellers on the road). Odds are that the party will not be able to find this entrance without the help of the bandits. If they specifically look for it, exploring the hillside will take 1d4 hours and will turn up the entrance on a 1-2 on a d6 (1-3 for an elf).

The Toad Vampires

The new masterminds and lords of the Grotto are the pair of "toad vampires" that have taken up residence in the sunken cavern. These undead toadpeople look like massive humanoid toads in their "human" form, roughly 8 feet tall and almost as heavy as an ogre. In game terms they are the same as normal 8 hit die vampires except they lack the vampire weakness with regards to running water. Instead of sleeping in their coffins, they sleep in specially made ponds filled with filthy, diseased water.

The toad vampires will most likely be encountered as wandering monsters initially instead of in their lair. They will try to sneak up on the party members and either ambush them or try to charm stragglers or members of the party who have

wandered off on their own (which is what they did to Old Bill). They will use hit and run tactics and will try to keep their distance.

Unless option 3 was used to bring the party into the adventure, the bandit leader is charmed by the toad vampires - in the case of option 3, the leader made his most recent saving throw.

Puglot & Duoglom, toad vampires (AC 2, HD 8*, hp 35, 33, Dmg 1-10 + energy drain, Move 120', Save F8, Morale 11) Immune to charm, hold and sleep. Can only be hit by magic weapons. Touch drains 2 life energy levels. Charm gaze (save at -2). Regenerate 3 hit points per round. Become gaseous if reduced to 0 hit points.

Puglot carries a snake staff which he will use first in melee before his touch attack (as a staff +1, dealing 1d6+1 damage) to conceal his true nature. He will then turn it into its snake form to entrap the victim (AC 5, HD 3, hp 20) so he can charm him or use his level drain touch.

Duoglom wears a ring of delusion which he believes is a ring of spell turning. He will hold it up towards a spellcaster and then swear at the ring when it fails to work.

Wandering Monsters

Wandering monsters occur one time in six and are checked for every turn. Roll 2d4 on the table below - if the encounter has already happened and the party killed the creatures, no encounter occurs (otherwise the remaining members of that encounter are met again).

2. 1d3 giant black widow spiders (AC 6, HD 3*, Dmg 2-12 + poison, Move 60', Save F2, Morale 8)
3. 1 toad vampire (see above)
4. 1d6+2 ghouls (AC 6, HD 2*, Dmg 1-3/1-3/1-3 + Paralysis, Move 90', Save F2, Morale 9)
5. 2d4 bugbears (surprise 3 in 6 due to stealth) (AC 5, HD 3+1, Dmg 2-9 or 2-7, Move 90', Save F3, Morale 9) (Each armed with 1 spear and 1 sword)
6. 1d8 bandits (AC 6, HD 1, Dmg 1-8 or 1-6, Move 120', Save T1, Morale 8) (armed with sword and short bow) and 1 level 4 thief leader (same stats as the leader in area 3)
7. 1 toad vampire (see above)
8. 1 Ochre Jelly (AC 8, DH 5*, hp 28, Dmg 2-12, Move 30', Save F3, Morale 12)

The Grotto

The grotto is a series of natural caverns with high ceilings (50 feet in area 1, 20 feet in most of the other areas). The entire grotto smells musty and earthy and faintly of decay.

Area 1 - The Main Grotto. The main grotto is a massive, multi-leveled natural cavern that is roughly 120 feet wide by 200 feet long with a massive pillar-like structure near the middle.

This is the only area of the grotto that is illuminated by natural light (during the day at least) through a gap in the ceiling at area 1a. During the day, dim day-

light illuminates all but the furthest part of the beach at area 1d.

1a - Entrance and Neutral Zone. The gap in the ceiling is indicated here with the circled c on the map. The floor of this cave is stone and scattered with debris and weird fungal growths. On both sides of this area are raised ledges where both the bugbears and bandits typically keep guards to watch for intruders. The central pillar is surrounded by a stair-like configuration of three gradually taller ledges, with the tallest being 30 feet from the cave floor. The exit to the north of this area towards area 4 is blocked by giant black widow webs which are treated as a web spell for people trying to cross through them. Bugbears and bandits both come down here on occasion to get mushrooms and water from area 1d, and the bugbears drag the carcasses dropped here by Old Bill back to their lair in area 2.

1b - Bugbear Ledge. This area is 9 feet above the floor level of area 1a. A single set of stairs has been carved into the ledge leading down on the northernmost point. Against the central pillar of the room is a small wall made of piled stones that the bugbears use as a guardpost on occasion. There is a 2 in 6 chance that 3 bugbears are here at any time. (AC 5, HD 3+1, Dmg 2-9 or 2-7, Move 90', Save F3, Morale 9 - armed with 1 spear and 1 sword, surprise 3 in 6 due to their natural stealth). There is also a wooden ladder back here (used to climb up to the goblin lookout).

At the top of the stairs is a natural alcove set 12 feet off the floor of this area. It has a low (4 foot) ceiling and is accessed normally using the ladder at the bugbear outpost. Inside this alcove are three goblins armed with three spears each (two for throwing, one for holding their position against attackers while they wait for help to arrive, which won't come unless a wandering monster check says so) (AC 6, HD 1-1, hp 5, 1, 1, Dmg 1d6, Move 60', Save F1, Morale 7).

Any fighting in this area (or anyone examining the area for more than 1 turn) will alert the bugbear guards in area 2b.

1c - The Bandit Ledge. This ledge is the access from the main grotto to the bandit's encampment in area 3. It is 12 feet above the floor of area 1a and is reached by a natural set of stairs on the South end of the ledge. The ledge itself is scattered with rubble and debris and is uninhabited at most times, although there are signs that a watch is sometimes posted here (scuff marks, a playing card, and a wineskin with a hole in it - all near the tunnel and stairs to the north that lead down to area 3).

1d - Fungal Grove & Beach. In this section of the Grotto, the mushrooms found in area 1a have grown to immense size along the shore of a slow flowing underground river. The southernmost edge of the grove terminates at a sandy beach of the river. Old Bill's tracks can be seen on the beach, leading into the river proper.

The river is 20+1d8 feet deep at any point here, and runs completely underground where indicated on the map. The water is a little murky, but the constant flow and stony shores keep it fairly clear overall. Anyone looking into the river will find themselves being looked back at by a group of 5 ghouls who live under the water (the guards and servants of the vampires) who will immediately attack. (AC 6, HD 2*, hp 15, 10, 7, 6, 6, Dmg 1-3/1-3/1-3 + Paralysis, Move 90', Save F2, Morale 9)

Area 2 - Bugbear Warren. Roughly one third of the bugbears in this warren are charmed by the vampires at any one time, always including their leader. It is a small clan of bugbears, and one that has learned to coexist peacefully with their human neighbours mostly by remaining out of sight and living off of mushrooms or hunting far afield.

2a - Warren Entrance. The entrance to the warren is purposefully half-clogged with rubble and small stones. Anyone rushing through here will move at half speed and must roll a 5+ on a d6 (with their Dexterity bonus) to avoid making a lot of noise from falling rocks and debris that will alert the residents in the rest of area 2.

2b - Guard Post. This cave is fifteen feet above the level of the entrance cave of area 2 and is accessed by a sturdy wooden ladder that has been mounted to the wall. What makes the cave important is that there is a massive crack in the wall that leads to a series of smaller cracks in area 1b. Anyone talking in area 1b or carrying any sort of lighting can be seen or heard quite clearly from up here. As such, the bugbears always post a bugbear guard (AC 5, HD 3+1, hp 10, Dmg 2-9 or 2-7, Move 90', Save F3, Morale 9 - armed with 1 spear and 1 sword) and a goblin (AC 6, HD 1-1, hp 6, Dmg 1d6, Move 60', Save F1, Morale 7) to act as his runner. The bugbear only uses the goblin runner to get food or drink or to send messages to the warren. If he spots trouble, he'll go to the warren himself to take advantage of his natural stealth to not alert the invaders. The ladder and worry about being quiet will make it so it takes him 1 turn to get from the guard post to the warren proper.

2c - The Warren. The bugbear warren proper is in a set of caves eight feet lower than the entrance. The central area is used as a living space with a table and some chairs. There are 8 bugbears here (AC 5, HD 3+1, hp 21, 19, 19, 18, 17, 14, 14, 12, Dmg 2-9 or 2-7, Move 90', Save F3, Morale 9 - armed with 1 spear and 1 sword). Under the table is a locked chest (the biggest bugbear has the key in the pommel of his sword) containing 3,000 sp.

To the West is a sleeping area with bedding, a weapons rack and another 6 bugbears who will take 2 rounds to equip themselves once fighting begins in the main chamber (AC 5, HD 3+1, hp 15, 15, 10, 10, 9, 9, Dmg 2-9 or 2-7, Move 90', Save F3, Morale 9 - armed with 1 spear and 1 sword).

To the East is their drinking water source and a weapon rack with a dozen additional spears.

To the South is a storage cave situated 16 feet down a natural flight of stairs. The cave also serves as the home for the bugbear's goblin helpers. Four goblins are in this cave at any time (AC 6, HD 1-1, hp 7, 3, 1, 1, Dmg 1d6, Move 60', Save F1, Morale 7). The cave contains picked mushrooms, a dead cow and the remains of a dead horse. There is also a locked metal coffer here (using the same key as the chest in the main chamber) with the following pieces of jewelry, each laid out in its own velvet display: a silver necklace with pearls worth 1,400 gp, a matching silver necklace without the pearls worth 1,000 gp, a smooth platinum headband-style tiara worth 1,000 gp, a fine gold ring worth 700 gp, a copper brooch in the shape and colour of an oak leaf worth 600 gp.

Area 3 - Bandit Hideout. About three months ago a group of bandits discovered the hillside entrance to this cave and moved in to an area of the caves that had been remodelled with doors at key choke points after "clearing" it of the goblins that were living there. The surviving goblins now live with the bugbears in area 2. If there's been trouble recently, the bandits post a guard at the top of the stairs in area 1c. They also occasionally post a lookout at the hillside entrance to area 4 to watch the road below for victims. However these days they have become a bit lax.

The bandits can be found only within the area sealed off by the doors from the rest of the caves. There are a total of 18 bandits (AC 6, HD 1, hp 8, 8, 8, 7, 7, 7, 6, 6, 6, 5, 4, 4, 4, 3, 2, 2, 2, 1, Dmg 1-8 or 1-6, Move 120', Save T1, Morale 8 - armed with sword and short bow - each has the skills of a level 1 thief including backstabbing) with a pair of tough level 4 thieves as leader and lieutenant (AC 6, HD 4d4+8, 20, 1, Dmg 1-8 or 1-6, Move 120', Save T4, Morale 9). At any time, 6 will be sleeping in the area with curtains on each entrance, 6 (and the leader) will be in the main room with the table and chairs, and 3 will be at each of the other two doors leading into their lair - three in the cave attached to the main room, and three in the cave with the latrine hole over at the East end of their lair. The lieutenant is out with a small patrol and will be encountered as a wandering monster.

One of the bandits with 8 hit points in the main room has a sword +1, +3 vs undead which he pretends he doesn't know is magical to keep it out of the hands of his leader.

The bandit hoard is kept in a set of six unlocked coffers the sleeping room and consists of 4,000 ep, 2,000 pp, and 22 pieces of assorted stolen jewelry totalling out at 11,900 gp value between them.

Area 4 - Black Widow Lair. As a group of non-intelligent beasts, the black widow spiders were destroyed by the vampires shortly after they moved into the grotto. The southern end of this cavern shows the signs of their prior lair. The three-month old spiderwebs are still treated as a web spell for all intents and purposes, and the bandits may attempt to lure adventurers into them while fighting a hit-and-run battle against them.

The blood-drained desiccated corpses of the spiders can be found in the areas sealed off by the webs (the vampires snuck in using their gaseous forms). A total of 14 giant spider husks are lying about in here.

In the main cave of this area there is a 16 foot deep "chasm" littered with debris, lumps of desiccated "food" wrapped in spider-silk, and rocks of all sizes separating the cave into two sections. On the far side of this chasm is a statue, also covered in spider-silk. If the webbing is cut or burned off, the statue beneath is revealed to be one of an ancient bugbear nature goddess, carved from the local bedrock.

Area 5 - Lair of the Vampires. This section of the grotto is connected to areas 1 and 2 by the underground river that initially brought the toad vampires here. Guarding the underwater approach to this area is the vampires' colony of ghouls who live under the water.

In total there are 10 ghouls who lair down here (plus whatever ghouls turn up as wandering monsters in the grotto). They fight as well underwater as they do

on the surface and are a serious threat to swimmers as paralysis will leave the victim unable to swim to safety or to find air. The nooks and crannies under the water are full of bones from prior victims as well as 1,000 cp, and 4,000 sp.

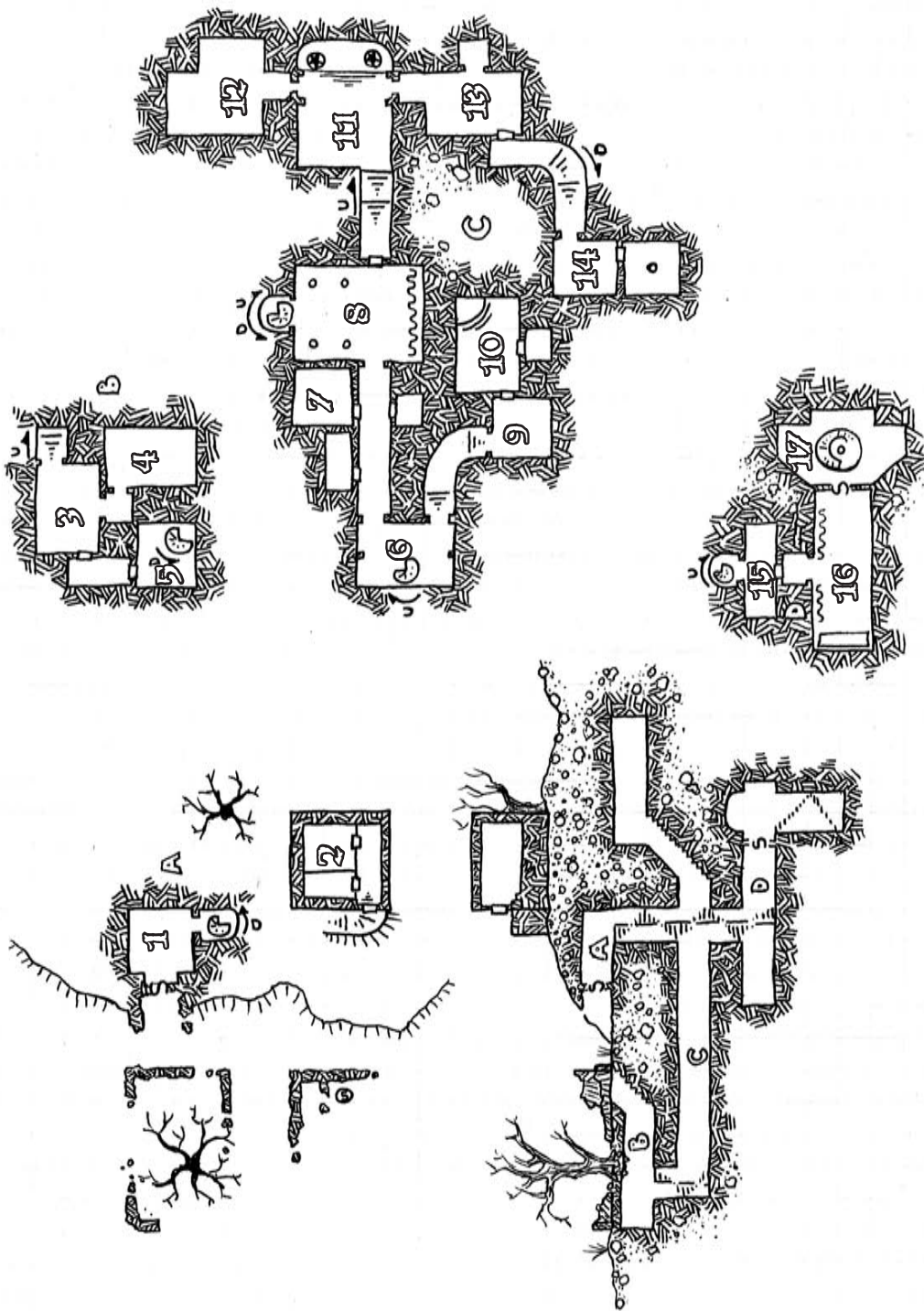
The lair cave itself broken into two sides. The West side of the cave shows the natural origins of the cavern - it is rough and full of debris and stalactites. The floor here is 14 feet above the water level, but contains no life or signs of it. The East side however has been smoothed into an almost organic shape and contains the sleeping pools of the two resident toad vampires. See the earlier notes on the toad vampires for their stats.

The two pools they live in are filled with a thick black foul-smelling slurry of water and decomposed flesh. Anyone touching this slurry must make a save vs poison or become ill and nauseated and suffer a -2 on all actions for 1d3 days. Anyone drinking or becoming submerged in the liquid must make a save vs poison or die, and suffer the results above if they do make the saving throw.

In the bottom of the first pool (Puglot's) there is a coffer containing 5,000 ep and a potion of fire resistance. In the bottom of the second pool (Duoglom's) is a coffer containing 10,000 gp, and a scroll of protection from magic. Duoglom's pool also contains the already decomposing remains of Old Bill along with his chain mail +2 and shield +1.



RUINS OF THE GORGON



Ruins of the Gorgon is an adventure for level 4 characters, who will probably be expecting to find a gorgon somewhere in the depths of the ruins. And who may already be complaining that they are only level 4, and a gorgon has 8 Hit Dice. Smack them down already, and explore the ruins!

Both entrances into the ruins are accessible by secret doors. Thus it is best if the party has a hook bringing them here that includes either someone who knows the entrance or a map indicating where the trap door to area B is. The expected routing through the dungeon is to enter through the trap door to area B, and then explore to C then D, however a party can shortcut this by using the other secret door and then going straight down to D (although few adventurers in my experience have the balls to just skip deep into the heart of a dungeon without exploring the upper sections). This adventure uses several new 'surprise' undead - don't point out that they are undead to the players.

Wandering Monsters (1 in 6, check each turn)

Surface (1d4)

- 1 1d8 Hobgoblins
- 2 1d4 Mountain Lions
- 3 1d4 Black Bears
- 4 1d8 Oil Beetles

Underground (1d4)

- 1 1d8 Gnomes
- 2 1d3 Carrion Crawlers
- 3 1 Gelatinous Cube
- 4 1d8 Shadows

Area A - The Surface Ruins

The ruins can be found by looking for Prince Erin's Folly, a small fortress on a hilltop. Just below the fortress are the ruins of a few buildings and part of a structure built into the hillside. There are two entrances into the ruins from here - one is a very well concealed secret door in the ruins built into the hillside, the other being a trap door concealed beneath leaves and litter in the southern portion of the ruined buildings (the one without the tree).

1. **The Guarded Entrance** - A pair of **Iron Living Statues** (AC: 2, HD: 4, hp: 24, 21, Mv: 30' (10'), Att: 2, Dmg: 1d8/1d8, Sv: F4, M: 11, special: absorbs non-magic metal weapons) guard this entrance and will not leave the room. Anyone passing through the archway to the stairs without saying "gorgon" in orcish must save versus spells or be rendered unconscious for d6+1 turns. These stairs lead to areas 8 and 15.
2. **Prince Erin's Folly** - **12 Hobgoblins** (AC: 6, HD: 1+1, hp: 9, 8, 8, 8, 7, 6, 6, 6, 5, 5, 4, 3, Mv: 90' (30'), Att: 1, Dmg: 1d8, Sv: F1, M: 8) have set up here while trying to figure out where their prey went. They are split between the rooms, with a few on guard on the roof. In a locked and poison needle-trapped coffer they have **3,000 gp**. The 8 hp hobgoblins each have a **100 gp emerald**.

Area B - Entrance Chambers

3. **The Escaped Prey** - 5 **Troglodytes** (AC: 5, HD: 2*, Mv: 120' (40'), Att: 3, Dmg: 1d4 (x3), Sv: F2, M: 9) are resting and preparing to return to the surface.
4. **Orcish Temple** - remains of mosaics on the wall hint that this was once a temple

to one or more orc gods. It is being used as a latrine by the trogs.

5. **Barricaded Stairs** - the door to this room is barricaded with remnants of furniture from room 4. A pair of **Troglodyte Ghouls** (AC: 6, HD: 3**, hp: 15, 16, Mv: 90' (30'), Att: 3, Dmg: 1d3 (x3) + paralysis, Sv: F3, M: 9, Special: paralysis, camouflage (surprise on 1-4) and troglodyte stink) wait for their companions to free them again. The stairs lead to room 6.

Area C - The Main Ruins

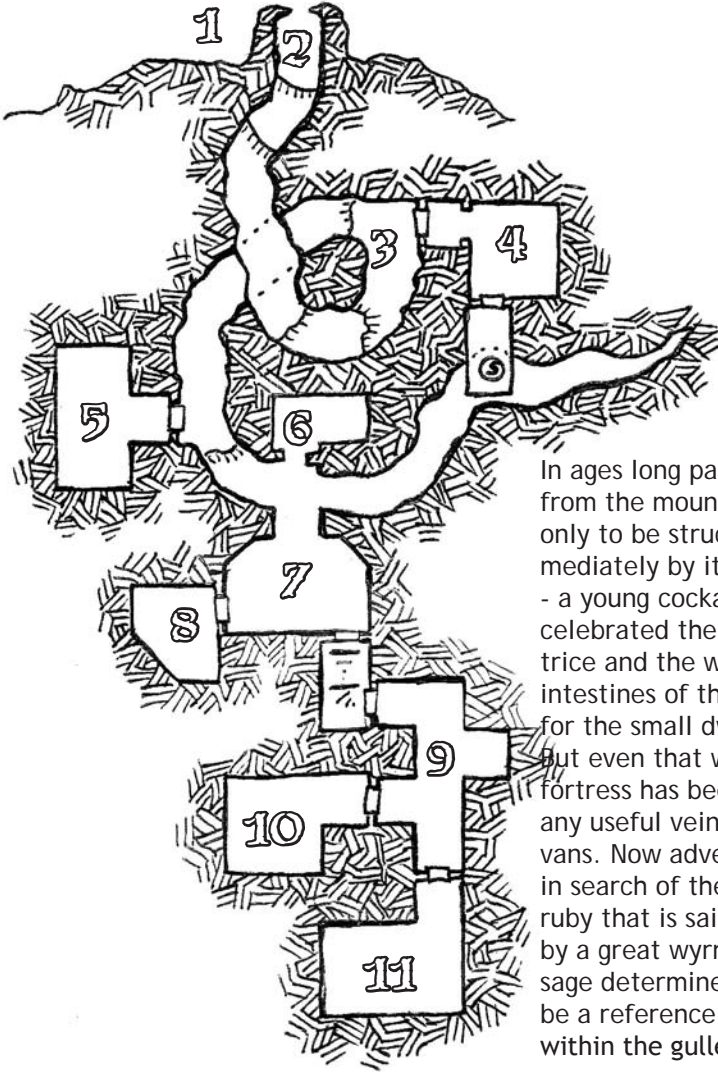
6. **Torchlight** - This chamber has spiral stairs leading up to room 5. Sconces in the north and south walls contain torches that light magically when someone enters the room. Any torch will work in the sconces, and the torch burns down as normal.
7. **An Infestation of Gnomes** - The orcs once kept a slave population of gnomes that still thrive in the darkness, eating mushrooms, slimes and each other. Each of the three rooms along this hall is home to **d8+1 Feral Gnomes** (AC: 5, HD: 1+1, Mv: 60' (20'), Att: 1, Dmg: 1d6, Sv: D1, M: 9). Between the three rooms there is a **potion of healing**, a **potion of growth**, and **4 gems** (50, 100, 100 and 500 gp values).
8. **Warlord's Respite** - The stairs to the north of this room go up to area 1 and down to area 15. The pillars are carved with representations of orcish warlords and the tapestry on the south wall shows an orc in black armour standing over a mass of gnome slaves. Anyone touching this tapestry must save versus spells or be struck by a feeble curse (from the table on pg 12).
9. **Slime** - A mass of mushrooms fill this moist room, and the floor is covered in slime mold. A **Gray Ooze** (AC: 8, HD: 3*, hp: 15, Mv: 10' (3'), Att: 1, Dmg: 2d8, Sv: F2, M: 12) is lurking on the floor waiting for tasty gnomes.
10. **Slime Redux** - The floor of this room is covered in an immense **Gray Ooze** (AC: 8, HD: 5*, hp: 26, Mv: 10' (3'), Att: 1, Dmg: 2d8+2, Sv: F3, M: 12) that has eaten the other mushrooms and is encroaching on the dais in the corner. The only other living thing is the mass of **Green Slime** on the ceiling (AC: n/a, HD: 2, hp: 7, Mv: 3' (1'), Att: 1, Dmg: special, Sv: F1, M: 12). On the dais is an iron throne. Anyone sitting on the throne must save versus magic. If the save succeeds, they gain +1 Strength for 12 hours. If they fail, they suffer a curse (see the tables on page 12).
11. **Displayed Stone** - The room at the top of these stairs contains a raised platform with two statues of orcs in combat poses. They could definitely be mistaken for orcs turned to stone by a gorgon or something similar.
12. **Premonitions** - This room is full of statuary of various things, including many small animals, a few gnomes, and a few that were evidently adventurers. One is an actual statue of an orc warrior which contains a secret compartment containing a **wand of cold** with 5 charges. Opening the compartment releases a poisonous dust (save versus poison or suffer 3d12 damage).
13. **The Cockatrice** - this was once home to a cockatrice which was slain by the gnomes when it got out of hand. Now 4 Gnomes (AC: 5, HD: 1+1, hp: 9, 8, 7, 5, Mv: 60' (20'), Att: 1, Dmg: 1d6, Sv: D1, M: 9) and a **Gnomish Sorcerer** (AC: 5, HD: 4, hp: 12, Mv: 60' (20'), Att: 1, Dmg: 1d6, Sv: D1, M: 9, Special: sleep, charm person, mirror image, web) live here with the dead cockatrice set up on wires to distract attackers. The sorcerer has the key to the well room south of room 14.
14. **Well Chamber** - The room to the south of this chamber contains a fresh water well. The door to that room is locked. This room contains several barrels of water

drawn from the well, a few buckets and old water-logged rope. A pair of **Giant Weasels** guard the room for the gnomes (AC: 7, HD: 4+4, hp: 30, 16, Mv: 150' (50'), Att: 1, Dmg: 2d4, Sv: F3, M: 8)

Area D - The Depths

15. **Antechamber** - A pair of **Iron Living Statues** (AC: 2, HD: 4, hp: 24, 21, Mv: 30' (10'), Att: 2, Dmg: 1d8/1d8, Sv: F4, M: 11, special: absorbs non-magic metal weapons) guard this antechamber and will not leave the room, nor will they attack the iron bull from area 16 if it comes through here.
16. **The Iron Bull** - This room is decorated with tattered tapestries and is home to the **Iron Bull** (AC: 3, HD: 4*, Move: 90' (30'), Att: 1, Dmg: 1d12, Sv: F4, M: 10) The iron bull is a massive undead bull covered in metal plates. Upon first coming into contact with the iron bull, all characters must save versus paralysis or be paralyzed in fear for 1d6+1 rounds. The iron bull regenerates 3 hp per round. On the west wall is a ruined bookshelf and scattered among the wrecked books are two scrolls - a **scroll of protection from lycanthropes** and a **cursed scroll** (roll on the table on page 12).
17. **The Lost Pit** - This secret chamber contains a deep (20') central pit with stairs leading down around the periphery. 5 **Shadows** of long-dead elves attack any who enter the room (AC: 7, HD: 2+2*, hp: 15, 10, 9, 9, 8, Mv: 90' (30'), Att: 1, Dmg: 1d4 + strength drain, Sv: F2, M: 12). At the bottom of the pit is the dried remains of a once-massive ooze of some kind. Anyone touching the dried remains must save versus poison or become very ill and die within 1d3 turns. Mixed in with the remains of the ooze are **3,000 gp**, a **gold crown worth 1,200 gp**, and a **Sword +1, +3 versus lycanthropes**.

THE WORM'S GULLET



In ages long past, a great worm erupted from the mountain face in a dire frenzy, only to be struck to stone almost immediately by its poor choice of meals - a young cockatrice. The local dwarves celebrated the demise of both the cockatrice and the worm and expanded the intestines of the worm into a homestead for the small dwarven clan in question. But even that was ages ago and the worm fortress has been forgotten far from any useful veins of ore or trade caravans. Now adventurers are drawn here in search of the Heart of Dur, a magical ruby that is said to have been swallowed by a great wyrm. Only recently has a sage determined that this may actually be a reference to it being protected within the gullet of the petrified worm.

Wandering Monsters (1 in 6, check every 2 turns, d4 for type)

1. 1d3 Living Statues, Rock (can occur twice, ignore if rolled again)
2. 1d12 Rock Baboons
3. 1 Gray Ooze escaped from room 5 (can only occur once, ignore if rolled again)
4. 1d8 Dwarven Acolyte Shadows (can occur twice, ignore if rolled again)

1. **The Mountain Face** - a score of rock baboons have set up their nest around the worm's mouth on the cliff face and the ground leading up to the mouth, although there are many more living in the area. They fight to protect their territory and grudgingly allow the apes in area 2 access in and out. They will con-

- tinue to pester adventurers throughout their explorations, with scouting groups entering the worm's gullet after them (via the wandering monsters).
2. **The Maw** - 5 white apes live here and venture forth at night for food.
 3. **The Twist** - a smooth wall with a door has been carved here where the worm's body twists downward into the mountain face. Mosaics on this landing are colourful and garish and magically confuse viewers, making those who fail their save to travel back towards the entrance instead of deeper into the worm.
 4. **Statuary** - 2 rock living statues stand guard over the mangled and burned bodies of a pair of white apes. They will not attack the umber dwarf nor his acolytes. The room to the south has a secret trap door to the tail of the worm. This door is not locked currently, but can be locked simply by opening and closing it again. Paintings on the walls indicate that this was once a bedroom for young dwarves.
 5. **Fungus** - this moist room has been completely given over to fungal growth. 4 shriekers and a gray ooze are here along with the other harmless mushrooms and slime molds. Buried in the slime is a small coffer containing 4,000 gp protected by a poison needle trap.
 6. **Chamber of the Acolytes** - once a small dwarven forge complete with hammer and anvil, now home to 4 dwarven acolyte shadows of the umber dwarf. If the anvil is struck by a hammer, it rings out a pure note and grants the hammer an additional +1 bonus to hit and damage beyond any bonuses the hammer may currently have. This effect lasts for 1 hour.
 7. **The UMBER Hall** - The UMBER Dwarf (an insane dwarf now made mostly of stone) resides here along with four captive white apes. Treat the umber dwarf as a rock living statue with a faster movement rate and more intelligence. If he can, he'll try to escape deeper into the bowels of the worm and then use the secret door into area 4 (locking it behind him) in order to escape. Regardless, he won't help the adventurers to recover the heart in area X. The stone door to the stairs to areas 9 - 11 is locked and jammed. Treat the unlocking mechanism as a secret door for detection purposes.
 8. **Retreat** - once a chapel to a dwarven god, this room is used by the umber dwarf in prayer and contemplation. Among the implements of worship is a scroll of bless, resist fire, cure disease and cure serious wounds. Anyone defiling this space (and any elves or orcs entering it) must make a saving throw or be cursed - reducing their prime requisite by half until the curse is removed.
 9. **Alcoves** - each of the four alcoves in this hall (three of which contain doors) contains a glowing orange mist. Living things entering this mist must make a saving throw. A successful save increases Constitution by 2 for an hour, while a failed save reduces it by 2 for the same duration.
 10. **Statuary Redux** - 3 rock living statues (in the form of dwarves) are arranged in a triangle in this room, around a large glowing ruby. The massive 1,000 gp ruby is incredibly hot via some unknown magic, dealing 1d6+1 damage per round to anyone touching it, although that is its only power.
 11. **The Heart of the Worm** - a single pedestal in the middle of the room holds the Heart of Dur. The pedestal is actually an earth elemental bound to protect the ruby who will fight to the death to keep it here in the deepest part of the worm's gullet.

ERDEA MANOR

For 3-6 characters, levels 3-6

In ages past, the Erde clan cemented their hold over the region with a great manor house overlooking their holdings - drawn forth from the hills of stone by strange (and many say dark) magics.

However, as the power of the clan waned, so did the symbol of said power. The manor began to sink and collapse, but also the great hill it stood upon also began to surrender to the earth. Two hundred years ago all that was left of the family were a few eccentric would-be nobles, and the lands of the manor no longer looked over the expanse of the region, but was instead slowly sliding into a broad depression.

Recently a clan of feckless dwarven explorers moved into the ruins of the manor and have basically ignored the structure itself, instead setting up to begin mining operations nearby with some of the old manor structures as their base of operations. But as with all great plans...

A group of ogres has moved into the ruins of Erdea Manor in the last week following a treasure map that their leader acquired from some unlucky adventurers that finished their careers as ogre soup mix. They quickly took over the surface area of the manor, and have isolated or slain the other creatures that were here before - with a group of dwarven holdouts still sealed into the old keep. Vera, the ogress who leads the clan, has already ventured further into the ruins, and the rest of the clan is here to watch her back and they will return if chased off in order to check to see if she returns from the depths.

SURFACE & LEVEL 1

Entrances & Egresses:

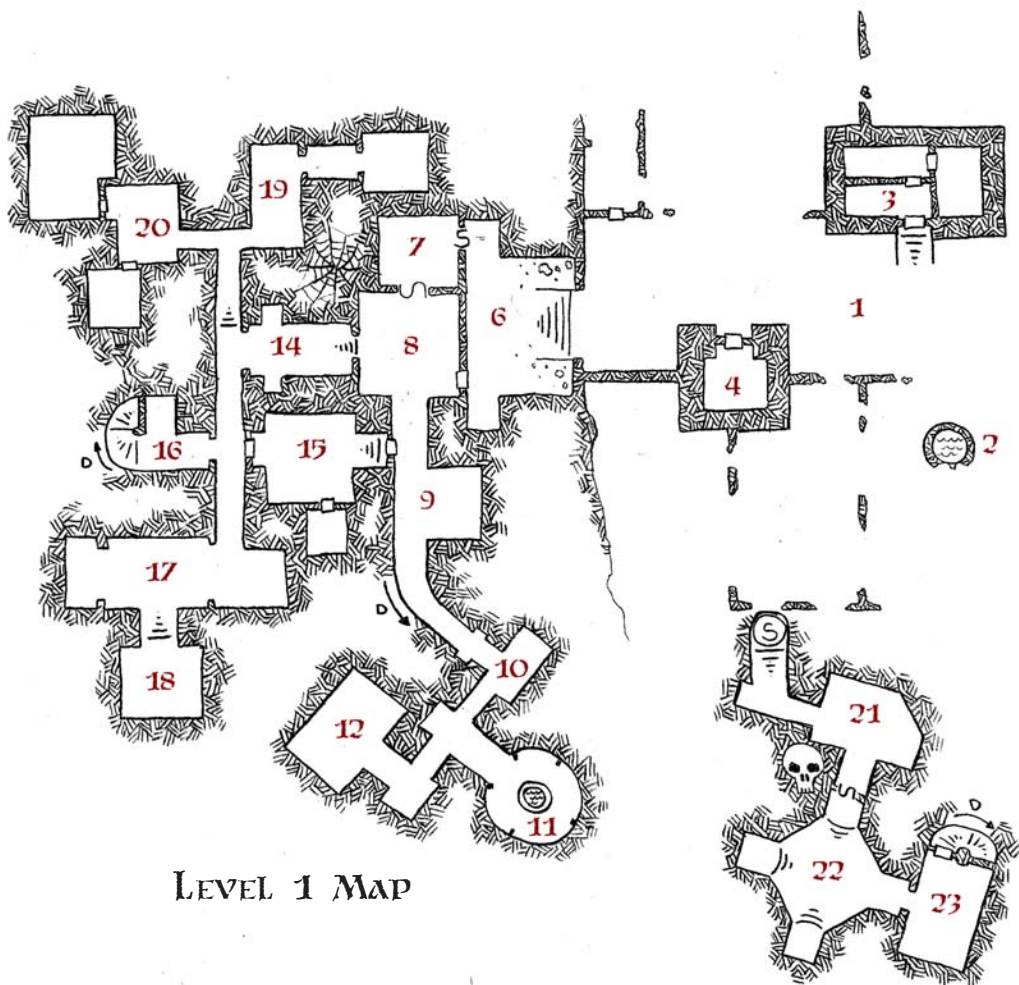
Area 16: stairs down to level 2, area 24.

Area 23: stairs down to level 2, area 42.

Wandering Monsters:

Roll every turn, 1 in 6 chance. Roll 2d3 on the wandering monster chart below. There are no wandering monsters in areas 21, 22 and 23.

2. Roll on the level 2 wandering monster table in the main rule book
3. 1d4 Dwarven Scouts (AC:4, HD: 1, Mv: 60 (20), Att: 1, Dmg: 1d8, Sv: D1, M: 8) looking for the clan that once resided here (and is currently hiding in the keep, area 3)
4. 1d2 Ogres (AC: 5, HD: 4+1, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) on patrol
5. 1d4 Wolves (AC: 7, HD: 2+2, Mv: 180 (60), Att: 1, Dmg: 1d6, Sv: F1, M:8), trained semi-pets of the Ogres
6. Roll on the level 2 wandering monster table in the main rule book



LEVEL 1 MAP

1. **Manor Ruins.** The manor grounds stand in ruins after several centuries of neglect. Remains of a few structures can be found with most remaining walls having been worn down to 3 to 5 feet in height. Two structures have withstood the test of time - the old keep (area 3) and a 20 foot tall tower near the old crypts (area 4). The well in area 2 remains mostly intact also. In the hillside to the west of the manor structures is a staircase descending into the depths (and to area 6). There is also a secret door in the southern ruins leading to area 21 and the depths to Erdea Manor that is unlikely to be discovered without finding it from below or with the use of a treasure map. 4 Ogres (AC: 5, HD: 4+1, hp: 14, 17, 18, 19, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) are camped out in the ruins (mostly near ruins in the lee of the hill where the one ancient oak door still stands) guarding against intruders and making sure the dwarves in the keep are "under control". A fight here may be observed by the dwarves in area 3, and will probably be joined by the ogre in area 4.
2. **The Well.** Unlike just about any other dungeon environment, the well is just that, a fairly deep surface well eight feet across and 60 feet deep, the last 20 of which

are submerged under clear water. There is a rope ladder bundled up on the ground beside the well, left here by the dwarves when they investigated it to see if there are any secret doors along the shaft.

3. **Dwarven Keepers.** The old keep of the manor grounds is still strong and easy to defend, with the main door 8 feet above ground level and approached by steep stone stairs. The keep is home to fifteen dwarves (AC:4, HD: 1, Mv: 60 (20), Att: 1, Dmg: 1d8, Sv: D1, M: 8) that survived the ogres overrunning the grounds. The dwarves stocked the keep for just such an emergency, and are good to remain here for a few weeks to a month if necessary. Having observed the ogres a bit, they believe that the ogres will not stick around for long, and are willing to sit out the so called "ogre siege" in here. They will not open the locked and barred door for anything at this point, wanting nothing to do with the ogres or the ogres' enemies. The dwarves have 2,000 pp in a locked chest trapped with two different poison needle traps (one for the lock, a second for anyone opening the chest). The leader wears a jeweled golden beard-clasp worth 1,200 gp and her mate bears a pair of ceremonial platinum hand axes worth 600 gp each.
4. **Guard Post.** This tower reaches up twenty feet into the sky. The roof is long gone, and the interior of the heavy-walled tower is open to the elements. However it does provide nice protection from the wind and a place to light a camp fire without it being seen for miles around. Willhelm, an Ogre (AC: 5, HD: 4+1, hp: 21, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) of great culinary skill, is in the tower cooking dwarf-bone-bread over the fire. He will join his brethren in area 1 if he hears a fight out there, hurling a flask of flaming oil into the fight before running in to melee. Willhelm carries a sack which contains a jar of dwarf-bone flour, 300 gp, and a large wheel of excellent cheese.
6. **Entrance.** The entrance area is a mess after centuries open to the elements. There is a lot of debris, both naturally occurring and from the ruins of the manor, scattered about the floor of this high-ceilinged chamber. Barely visible faded murals on the west wall depict a team of knights bearing the Erde family crest on their chargers looking down over a battlefield between human and elven troops. The door to area 8 is built into the hill the chargers are standing on, made to look like the entrance into a cavern. The secret door into area 7 is disguised into an illustration of a pile of elven bodies. It is opened by pushing in the rolled-back eyes of one of the dead elves, hooking the fingers into the recesses, and pulling the door outward into this room.
7. **The Trophies.** This secret chamber is where the trophies from the war between the races of man and the ancient elven race of the Kale were kept by the Erde family. Four suits of fine elven plate mail hammered from the stuff of other worlds are here - each appearing to be made of heavy steel with a purple burnish to it. One of the four suits is a suit of +1 plate mail that bears a dark curse - every month the wearer of the armour must slay a defenseless sentient humanoid or suffer a cumulative -2 penalty to his Wisdom as the armour slowly drives him insane. Replicas of several elven weapons are here also, but none are of actual battlefield quality.

8. **Antechamber.** This is the central gathering point for Vera's clan of ogres within the complex. There is only one Ogre (AC: 5, HD: 4+1, hp: 19, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) here now, but the ogres in other rooms in this level often come by here for food or to rest. The bodies of a half-dozen goats are hung on wooden pegs on the east and north walls. The secret door to area 7 is opened by removing one of the wooden pegs from the wall and reaching in to press a switch along the bottom of the peg hole. There is always a small fire here, and typically a large pot of tea-like substance on the fire. The two passages exiting from this room have massive and ornate archways over them with the Erdea coat of arms at the peak and both bases of the arch.
9. **Wolf Pen.** Vera's pet wolves are being kept in this room. 7 Wolves (AC: 7, HD: 2+2, hp: 5, 6, 10, 11, 13, 16, 17, Mv: 180 (60), Att: 1, Dmg: 1d6, Sv: F1, M:8) (the eighth is with Vera) are chained to the wall, but the stakes holding the chains are purposefully weakly mounted so the wolves can break free if very excited or in combat. The corridor to the south slopes downward at a 20 degree angle.
10. **Storage.** This room was used for storage ages ago. A few shattered barrels are all that remain of the stores kept here for sieges and disasters.
11. **Emergency Well.** This well was used in times of crisis as an emergency water supply for the manor residents. The ogres tried using it, but realized that the shine of water isn't actually water, but a massive Gray Ooze (AC:8, HD: 5, hp: 27, Mv: 10 (3), Att: 1, Dmg: 3d6, Sv: F3, M: 12) that lives in the well. They threw it a few dwarves and it generally stays in the hole because it isn't hungry.
12. **Ogre Storage.** Once a small barracks and storage room, this has been converted into the main storage area for the ogres. 3 Ogres (AC: 5, HD: 4+1, hp: 13, 19, 22, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) are here along with the clan loot of 10,000 cp, 1,000 gp, and 4 250 gp gems. There is also a barrel of dwarf-parts, a few barrels of fresh water, a keg of beer, two dozen sheep skins and a pile of lumber.
14. **Trapped Entry.** The obvious descent from the entry area, room 14 was trapped by some previous tenants and the ogres have avoided it. A pressure plate covers a ten-foot length of the room extending from one alcove to the other. Anyone weighing over 30 pounds stepping on this 40 x 10 area will likely trigger the trap (1-4 on 1d6). When triggered, a cold sleeping mist blasts into the room from both walls, accompanied by a loud whistling sound. Living beings within the room must save versus poison or be knocked unconscious for 1d4+1 turns. The whistling sound will also attract the attention of anyone alive in rooms 8, 17, and 19.
15. **Secure Entry.** In an effort to control the flow of ogres into the dangerous lower areas of the manor, Vera and Jubal have tried securing this room, at least making it very noisy for anyone to proceed. A collection of furniture has been piled up against the western door which opens into this room. Anyone pushing through from the west side will need to push the pile of furniture out of the way using the door, while those wanting to open it from inside the room will have to move the furniture first. In the middle of the room there is a small pile of burned debris

from a fairly recent camp fire. The small room to the south was being used by the dwarves to store supplies and has been thoroughly ransacked, with wrecked barrels and crates littering the floor and only a couple of pickaxes left.

16. **Descent.** A small alcove is at the top of a set of very well made stone steps twisting down into the depths. Jubal's second quasit (known as CueTwo) (AC:2, HD: 3, hp: 19, Mv: 150 (50), Att: 3, Dmg: 1d2/1d2/1d4, Sv: F3, M: 10) is stationed here (invisible), waiting for Vera to return whereupon he will alert Jubal and assist in killing her. However, seeing adventurers descending these stairs, he will follow them instead of maintaining his vigil. He will follow them until they encounter Vera and will then attempt to assist them in fighting her. He will then return to his invisible state and wait for opportunities to make the adventurer's lives miserable - setting off traps, interrupting sleep (and spellcasting), and attracting the attention of monsters.
17. **Jubal's Explorations.** These rooms served as a shrine in the original manor and are currently home to Jubal, a particularly nasty piece of work for an Ogre. A year ago he split his dark and twisted soul into three pieces - one that he keeps himself, and two that have split off into smaller little "essences of Jubal" that he calls CueOne and CueTwo (and that are, for all intents and purposes, Quasits). The room is divided into three segments - an eastern antechamber lined with benches built into the walls, an empty main room (with stairs up to the smaller private shrine and faded murals of human holy days) and the western "alcove" which contains a carved stone pulpit that currently has an open book on it and a massive and ornate iron lantern. CueOne is in this room, standing (invisibly) on the pulpit trying to make sense of the book. If the characters are stealthy enough he will flip the page and give away his presence (or at least make it look like the book is reading itself). He'll scream to alert Jubal before trying to mess with the adventurers. Unlike CueTwo, CueOne is very Ogrish in his tactics, attacking directly and going for the throat. The book is the Tome of Cruel Lies, which details many curses and also empowers any spellcaster that has studied it for a month, making their Bestow Curse spell more potent. Resisting the curses bestowed by someone who has mastered this material is more difficult (-2 on saves) and if using the random curse tables, the caster rolls twice and picks the best result.
18. **Private Shrine.** Jubal has converted this private shrine of the Erdea family into his headquarters. The room is lit by a dozen candles and is decorated with the intestines of several slain dwarves. Jubal (AC: 5, HD: 4+1, hp: 29, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) is a dark and twisted ogre with some spellcasting ability (although no Ogre Mage by any stretch of the imagination). He can cast Bane (the opposite of Bless), Protection from Good, and Fear, each once per day as a level 4 cleric. His massive staff with dangling skulls and feathers makes the targets of his fear spell save at a -2 penalty. The magical charms on the staff can be transferred to a smaller staff or similar weapon, allowing the magical benefit to be passed on to smaller spellcasters. Jubal also has a trunk under his makeshift bed containing 1,000 gp and a wand of magic detection with 14 charges.
19. **Ogre Quarters.** Orthur (AC: 5, HD: 4+1, hp: 26, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10), Jubal and Vera's lieutenant, is based out of these rooms along with

whatever ogres he has in his company at the time. Currently the main room has one Ogre AC: 5, HD: 4+1, hp: 24, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) in it attaching new spiky things to his club, while Orthur is in the back room wishing that Jubal and Vera would get along. Both will react to any loud noise coming from areas 14, 15 or 20.

20. **The Dying Bull.** This area was once used as emergency living quarters for the Erdea family, but was more recently converted into a small tavern by the prior dwarven inhabitants. Now the place is a disaster, destroyed by ogres looking for free beer. A prolonged search of the area, digging through the ruined furnishings and casks will find the warhammer of the dwarven clan leader - a +1 warhammer that deals an additional +1 damage when wielded by a dwarf with a nice beard and 13+ Charisma.
21. **Ghoulis Cunning.** This secret chamber is home to 6 cunning Ghouls (AC: 6, HD: 2, hp: 4, 5, 7, 7, 11, 15, Mv: 90 (30), Att: 2, Dmg: 1d3/1d3/1d3 + paralysis, Sv: F2, M: 9). The secret trap door to the surface is made of wood and remained undetected by the dwarves while they were in the area (and the ghouls would only attack lone dwarves out at night), and the ghouls have decided to not bother the much more powerful ogres. The floor of the room is littered with gnawed dwarven bones and those of some local wildlife. In the mix of bones and detritus are 500 sp and suit of black magical chainmail +1 that automatically cancels any light or continual light spells cast at a target or by a spellcaster within 30 feet of the mail. The secret door to area 22 is quite visible from this side, requiring no special efforts to detect nor open.
22. **Burial Chamber.** This chamber has three raised alcoves, each containing a stone sarcophagus, all radiating from an octagonal chamber with a massive wrought iron candelabra decorating the centre of the room. Around the base of the candelabra are the skeletal remains of a half dozen human and demihuman bodies. The sarcophagi each contain an elder of the Erde family, now haunting these ruins as powerful Wights (AC: 5, HD: 4, hp: 17, 21, 21, Mv: 90 (30), Att: 1, Dmg: 1d8 + energy drain, Sv: F4, M: 12). They will not rise unless a sarcophagus is disturbed, at which point all three will rise to attack. The wight in the central sarcophagus wields a longsword +1, +3 vs elves.
23. **Falling Ceiling.** This room is empty of inhabitants and the floor is cluttered with bits of rock and dust fallen from the ceiling. The dwarven ability to detect dangerous stonework, or a thief detecting traps, will show that while the ceiling is indeed on the way towards caving in, the actual collapse won't happen for many, many years.

LEVEL 2

This level contains three distinct sub-levels. The main areas (24-37) are linked to level 1 above and level 2 below. Areas 38-40 are a series of secret chambers and passages that link to the main areas as well as having their own stairs access to level 3. This secret area was once the home of the family assassin, but is now overrun with giant weasels who have learned how to trigger the level's secret doors. All secret doors on this level are opened by applying pressure to a "loose" stone one foot above

floor level (or in the case of the one in the floor, one foot from the outer edge of the door). Finally, the family crypt in areas 41-43 also have their own links to the levels above and below.

Entrances & Egresses:

Area 24: stairs up to level 1, area 16.

Area 24: stairs down to level 3, area 44.

Area 39: stairs down to level 3, area 53.

Area 41: stairs down to level 3, area 74.

Area 42: stairs up to level 1, area 23.

Wandering Monsters:

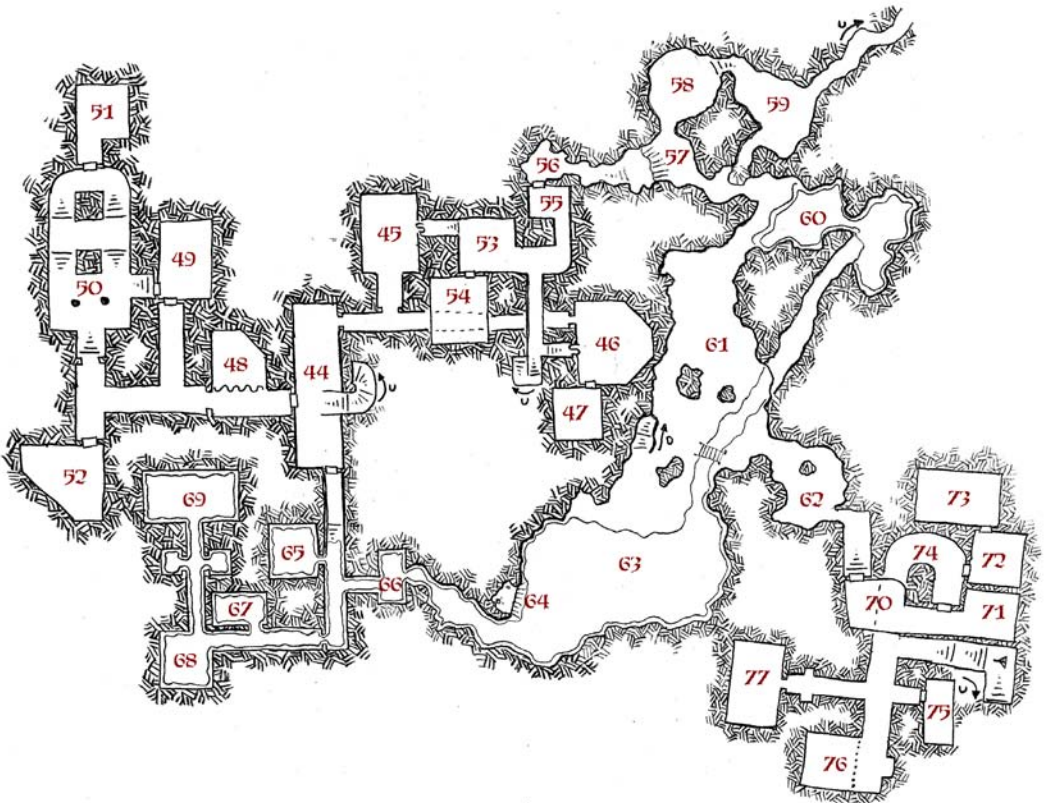
Roll every turn, 1 in 6 chance. Roll 2d3 on the wandering monster chart below. There are no wandering monsters in areas 41, 42 and 43.

2. Roll on the level 2 wandering monster table in the main rule book
 3. 1d4 Giant Weasels (AC: 7, HD: 4+4, Mv: 150 (50), Att: 1, Dmg: 2d4 + attach, Sv: F3, M: 8). If this encounter is in an area adjacent to a secret door, there is a 50% chance that the weasels are coming through said door.
 4. 1d3 Carcass Scavengers (AC: 7, HD: 3+1, Mv: 120 (40), Att: 8, Dmg: Paralysis, Sv: F2, M: 9)
 5. 1 Troll (AC: 4, HD: 6+3, Mv: 120 (40), Att: 3, Dmg: 1d6/1d6/1d10, Sv: F6, M: 10)
 6. Roll on the level 2 wandering monster table in the main rule book.
-
24. **Great Hall.** Containing access to both level 3 and level 1, the great hall is currently home to a very angry Troll (AC: 4, HD: 6+3, hp: 34, Mv: 120 (40), Att: 3, Dmg: 1d6/1d6/1d10, Sv: F6, M: 10) who is waiting for the return of Vera who defeated him earlier and who he assumes must return via this route. The hall exiting on the northwest end of the hall has a noticeably foul scent emanating from it.
 25. **Guard Room.** Now abandoned, this room contains the wreckage indicating that it once housed at least a half dozen people with beds, a table, and other furniture.
 26. **Mossy Chamber.** This chamber (and the one beyond it) is quite damp from water leakage from the nearby well shaft. The walls and floor of this chamber are covered in "leafy" fungal growths. None are harmful, and they show signs of being harvested by other creatures living in the area.
 27. **Screaming Fungi.** This chamber once contained stored food supplies in piled wooden crates. Now these crates are nearly completely overwhelmed with fungi. Amongst the fungi is a colony of 6 Shriekers (AC:7, HD: 3, hp: 9, 11, 12, 15, 16, 20, Mv: 9 (3), Att: special, Sv: F1, M: 12).
 28. **Smashed Room.** The door to this room has been quite recently smashed open and blood spatters commence in the room proper and trail off towards area 24. The room reeks of offal and rotten meat - the remnants of meals eaten by the troll who waits for Vera's return in area 24. An open chest indicates that there was once treasure here too.

33. **Dark Chamber.** The walls of this room are covered in a masonry completely unlike that throughout the rest of the excavations. The walls are a rough dark blue stone held together with nearly black jointing. 4 Shadows (AC: 7, HD: 2+2, hp: 10, 11, 14, 16, Mv: 90 (30), Att: 1, Dmg: 1d4 + Strength Drain, Sv: F2, M: 12) still lurk here, but will not pursue out of the room. The door to area 34 is locked.
34. **Stone Cold Mad.** This sealed chamber contains a massive bed, a table, a desk, a variety of chairs and bookshelves. "Sleeping" on the bed are a pair of Crystal Living Statues, as well as one sitting at the desk and a third leaning against a bookshelf seemingly reading a book (AC: 4, HD: 3, Mv: 90 (30), Att: 2, Dmg: 1d6/1d6, Sv: F3, M: 11). When the door is opened, the one at the bookshelf puts down the book and walks towards the party with it's hands held wide, while the other three look on. It attacks when within reach, and is joined the next round by its kin.
35. **Carrion.** The door to this room has been smashed from the frame, and the remains of a pair of very recently slain carcass scavengers are slowly oozing their ichor across the floor. Any loud noise in this room will alert Vera in area 36.
36. **Vera.** Vera the ogress has just finished looting this room, having found and looted a secret storage box hidden in the north wall. Vera (AC: 4, HD: 4+1, hp: 30, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4+1, M: 10) also has the abilities of a level 5 thief. If she is alerted to activity in areas 35 or 31, she will attempt to move silently to attack her foes from behind, trying for a backstab on her first attack. Her favourite wolf, "Fang", (AC: 7, HD: 2+2, hp: 18, Mv: 180 (60), Att: 1, Dmg: 1d6, Sv: F1, M:8) is also with her. Vera wears a ring of protection +1 and carries a sack containing 1,000 gp and 4,000 sp.
37. **Red Alcove.** The masonry in this alcove is of a reddish rock, although of immediate importance to anyone entering the room is the Rust Monster (AC:2, HD: 5, hp: 23, Mv: 120 (40), Att: 1, Dmg: special, Sv: F3, M: 7) trying to remain unnoticed by the crazed ogress who just killed his neighbours.
38. **Store Room.** This locked room was used for storage by the resident assassin. Undisturbed these long years, it still contains crates of rotted food, a barrel of old ale, and a collection of daggers, short swords and arrows. A wooden shelf on the far wall from the entrance holds a set of bottles. Two are potions of poison, one is a potion of Poseidon's Wine (grants the imbiber the benefits of water breathing for 1d6+6 turns), and the last is a potion of battle (the imbiber gains a +1 bonus on to hit rolls, damage rolls from melee and ranged weapon attacks, and a +1 bonus to armour class for 1d6+6 turns).
39. **Alchemical Storage.** Once filled with beakers and bottles and mixing equipment, everything here is ruined and the place has been turned into a nest for 3 Giant Weasels (AC: 7, HD: 4+4, hp: 22, 25, 26, Mv: 150 (50), Att: 1, Dmg: 2d4 + attach, Sv: F3, M: 8). Amongst the debris that they have converted into their nests is a chewed on clerical scroll with the following spells still usable: Know Alignment, Continual Light, Locate Object.

40. **The Assassin's Den.** These two rooms were once nicely furnished - now they are a mess of ruined bedding, old straw and ruined mulched paper. 4 Giant Weasels (AC: 7, HD: 4+4, hp: 15, 15, 19, 22, Mv: 150 (50), Att: 1, Dmg: 2d4 + attach, Sv: F3, M: 8) nest in this mess. A thorough search of the bedding will find 97 gp scattered between both rooms. Closer investigation reveals that an old brazier buried in the mess also contains a locked secret compartment. Within the compartment is a sealed metal vial (a potion of poison), a 700 gp ring and a set of five small 100 gp rubies.
41. **Crypt Stairs.** Overlooking the stairwell cut into this room are four zombified bugbears wearing the standards of the Erde family and wielding polearms (AC: 8, HD: 4+1, hp: 13, 16, 22, 22, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F2, M: 12).
42. **Shrine.** The northern portion of this space has an arched ceiling and magical stone shelves where candles were burned down to pools of wax across the surface. Any non-lawful character who lights a candle and places it on the shelf gains the benefits of a Bless spell for 1d6+1 turns.
43. **Embalming Chamber.** The door to this room is locked. There is a massive stone table in the centre of the room, and jars of embalming fluid surrounding it.

LEVEL 3 - THE DEPTHS



Deep beneath the ruins of Erdea Manor lie the depths - old caves with links to the family crypts and to deeper secrets where the dead have been buried for ages untold. There are many routes in and out of the depths, but only one way to the catacombs below.

This level remains under the control of the ancient Erde family, or at least the cursed remnants thereof. The Erde clan fought against the Kale and like many of the humans who lead the revolts, they were aided by powers from beyond this world. And like many of these tales, the result was more and less than they had hoped for. Now the surviving members of the clan reside in these depths, in turn hiding from the vengeful dead that sleep beneath them.

The clan is broken into two remaining bloodlines who occupy the western side of the dungeon map. They have been warped in strange ways into massive beastly creatures like minotaurs and rubbery semi-aquatic creatures reminiscent of throggrin.

Entrances & Egresses:

Cave tunnel in area 59 leads up to the surface

Stairs in area 44 lead up to Level 2, area 24

Stairs between areas 46 and 53 lead up to Level 2, area 39

Stairs near area 74 lead up to Level 2, area 42

Stairs in area 61 lead down to Level 4, area 78

Wandering Monsters:

Roll every turn, 1 in 6 chance. Roll 2d3 on the wandering monster chart below.

2. Roll on the level 3 wandering monster table in the main rule book

3. 1d3 Minotaurs

4. Roll on the level 2 wandering monster table in the main rule book

5. 1d4 Throggrin

6. Roll on the level 3 wandering monster table in the main rule book

44. **Below the Great Hall.** The stairs from above lead down into the middle of this room which is something of a neutral territory between the homes of the two remaining branches of the Erde clan. The floor bears the marks of ancient fights, and a blood trail (at least a few days old) leads out through the archway to the east (and proceeds all the way to room 46).

45. **Lord Derrin Erde's Glory.** This old meeting room (complete with rotting table, chairs and bookshelves) was dedicated to the memory of a great warrior of the clan. The east wall of the room contains a massive portrait of Lord Derrin with his name on a brass plate below, now faded to mostly brown and black. Anyone raising a toast to Lord Derrin in this room gains +1 on all reaction rolls with others within the room for the duration. Behind the portrait is a secret door into the lower level of the assassin's run which is opened by swinging the hinged portrait away from the wall and then pressing on the name plate embedded in the wall below it.

46. **Toad Hall.** Four giant toads (AC: 7, HD: 2+2, hp: 11, 12, 14, 16, Mv: 90 (30), Att: 1, Dmg: d4+1, Sv: F1, M: 6 - see monster description for special attacks) have

moved in here, seeking refuge from the Erde clan. On the floor is the chewed remains of a minotaur, their most recent meal. They are hungry and happy to see more reasonably-sized food arriving.

47. **Rubbish.** This side room has been filled with furniture that someone was rescuing from the flooded portion of the depths. Years have passed and less even-minded members of the family have looted through this until it is just a random jumble of wood, rotted cloth, and the occasional recognizable dresser drawer. Of course, digging through it all to prove it is all valueless will take several turns...
48. **Guarded Curtains.** This room is separated from the corridor via a set of heavy magical curtains. While the minotaur with a polearm (AC: 6, HD: 6, hp: 22, Mv: 120 (40), Att: 2 or 1, Dmg: 1d6 / 1d6 or 1d10+2, Sv: F6, M: 12) behind the curtain seems to be the guard here, the curtain itself the true threat to a stealthy party. The curtain will spot a non-invisible target who is hiding in shadows or otherwise stealthy on a 1-4 on a d6 and will then whisper the alert to the minotaur in the room. If the minotaur is slain, the cutraint will begin to scream for backup. The magic curtain can be shut up with a good reaction check, or by killing it (AC: 8, 14 hp). It bleeds copiously when wounded or killed.
49. **Living Space.** This room has been used by the minotaur branch of the Erde family as a communal living space. There are signs that several minotaurs have been using it, although it is uninhabited at this time.
50. **Warrior's Hall.** This oddly shaped hall and raised corridor is home to a pair of knights of the Erde clan. These two minotaurs (AC: 5, HD: 6, hp: 19, 21, Mv: 120 (40), Att: 2 or 1, Dmg: 1d6 / 1d6 or 1d8+2 (sword) or 1d6+2 (javelin), Sv: F6, M: 12) each carry an iron shield and wield a longsword with four javelins as backup against ranged foes. They prowl around the northern portion of the room and will attempt to engage foes with hit and run tactics. The smaller minotaur is wearing a copper static ring which provides +1 on all saves against lightning and electrical attack forms, as well as increasing the damage of all electrical spells cast by the wearer by +1 per 2 dice of damage (minimum of +1 damage).
51. **The Elder of the Horns.** The elder of this branch of the Erde clan lives in this room, guarded by his two nephews in area 50. Lord Gursin Erde is a massive and ancient minotaur (AC: 4, HD: 6, hp: 16, Mv: 120 (40), Att: 2 or 1, Dmg: 1d6 / 1d6 or 1d8+2, Sv: F6, M: 12) weakened by age and rapidly turning to senility. He wears magical +1 chainmail (the Coat of Horns) that resizes to fit any humanoid wearer between 3 and 12 feet in height. In a chest under his bed is the hoard of the clan, 10,000 cp and 4,000 sp.
52. **Impromptu Crypt.** A pair of dead throggrin have been pinned to the wall here with massive iron spikes after they were slain by the minotaurs. The heavy warhammer that was used to drive the spikes home still lies on the floor near the doorway. The insides of the bodies have been consumed by a furry brown fungus and anyone who disturbs them will release a cloud of fungal spores that fill the room. Anyone in this cloud takes 1d6 damage and must make a save versus poison to avoid a further 1d6 damage and an illness that makes them nauseous (-2 on all

attack rolls, reduce movement rate by 30' to a minimum of 30') for 1d4 days or until they are subject to a cure disease spell.

- 53. Dark Ruins.** The centre of these secret chambers has been long ignored. Damaged furnishings of dark-stained stone litter the chamber and the door to area 54, also made of stone, swings loosely in its frame. The smell of putrefaction is cloying and nearly overwhelming here. Anyone lingering in this chamber or making noise will attract the attention of the creature in area 54.
- 54. Consumption Made Flesh.** This secret chamber is home to a mass of putrescent flesh that seems to be made of many human bodies all combined into a mass of eyes, mouths and pseudopods. The central mass is surrounded by massive tentacle-like extensions made of human arms and torsos that reach out to grab any living thing that wanders within reach. This undead beast (AC: 7, HD: 9+1, hp:48, Mv: 60 (20), Att: 8 tentacles, 1 bite, Dmg: 1d6 x 8 / 2d6, Sv: F5, M: 12) has animal intelligence and cunning, but little of that even. It lashes out with its tentacles to draw prey in to its many mouths to be consumed. Once a tentacle hits in combat, it will constrict and automatically do its damage each round until severed. The victim is at -1 on all attack rolls for every tentacle that is constricting him. Tentacles can be attacked with spells or edged weapons and will be severed once receiving 8 or more damage - although only half the damage done to the tentacle is actually dealt to the undead beast itself. The ruins around the undead beast contains several suits of destroyed armour, as well as a shield +2, a spear +1 that deals double damage to water elementals and their kin, and a ruined and pitted crown whose jewels can be salvaged for 500 gp.
- 55. Secret Entry.** The door between this room and area 56 is jammed tight by moisture and rot, although a hole has been chewed through part of it that will easily fit a halfling, or a human sized adventurer without armour. The undead beast in area 54 and the giant weasels from level 2 entered this area through said hole. The door was obviously once a secret door. The trigger to open it (a loose stone on the west wall) is still trapped with a poison needle, although it won't open the door anymore.
- 56. Sunken Entry.** Jammed into a small compartment in the west wall of this cave is an old rusted crowbar that was used to try to trigger the secret door once upon a time. Directly above the door, nearly 30 feet overhead, is a green slime (AC: n/a, HD: 2, hp: 10, Mv: 3 (1), Att: 1, Dmg: Special, Sv: F1, M: 12).
- 57. The Climb.** This natural cave has a 30' tall ceiling. Access to area 56 requires climbing 25 feet of vertical wall before accessing the natural stairs back down. Noting that there is an opening up at ceiling level requires careful attention and specifically looking up for it. Access to area 59 is either via the stairs in area 58, or a 15' dead drop.
- 58. Displaced Residents.** Four gnolls (AC: 5, HD: 2, hp: 6, 8, 9, 14, Mv: 90 (30), Att: 1, Dmg: 1d8+1, Sv: F2, M: 8) are guarding the stairs to area 59 - they have recently been displaced from their lair by a hungry cave bear.

59. **Spoils of War.** A massive scarred cave bear (AC: 5, HD: 7, hp: 41, Mv: 120 (40), Att: 3, Dmg: 1d8/1d8/2d6 + special, Sv: F3, M: 9) has just taken over this cave from the prior gnoll residents and is loudly tearing a gnoll apart as his well-deserved dinner. A natural cave to the northeast leads up to the surface nearly a half-mile from the manor itself.
60. **Dripping Lake.** This part of the underground lake is filled with water from a sub-surface spring as well as a constant dripping of water from above. The water here is crystal clear and slightly magical. Once per day a drink from this water heals one hit point. It probably also has long-term effects for those who spend too much time in contact with it, as shown by the mutations of the Erde clan living in areas 65 through 69. The waters flow through a flooded passage from here to area 61.
61. **The Beach.** This massive cave is eerily quiet and abandoned. A wooden bridge of fairly recent construction spans the river near a set of stairs leading further into the catacombs beneath these depths. The posts holding the bridge in place are of ancient stone and have obviously been here for ages.
62. **Guardians at the Stairs.** Four owl bear skeletons (AC: 7, HD: 5, hp: 20, 24, 25, 36, Mv: 120 (40), Att: 3, Dmg: 1d8/1d8/1d8, Sv: F3, M: 12) stand guard in this cave.
63. **Deep Lake.** This part of the lake goes down to a depth of 80 feet in the centre, and is quite dark. Anyone trying to look into the depths will see an illusion of a massive giant catfish swimming along the bottom and watching for intruders.
64. **Preacher's Ledge.** Fifteen feet above the lake, this small alcove was once a place for religious contemplation. Stony debris has been arranged for some amount of comfort sitting and watching over the lake. Among the stones is an ivory and silver scroll tube (worth 80 gp) containing a clerical scroll of commune.
65. **Welcoming Party.** This chamber is flooded with the murky waters of the lake to a depth of 2 feet. The flooding marks the dividing line between the portion of the Erde clan devoted to the god of war, and the remaining members of the clan who have hidden here and devolved into strange rubbery throghrins in the flooded lower areas. Three throghrin (AC:6, HD: 3**, hp: 13, 16, 16, Mv: 120 (40), Att: 2 or 1, Dmg: 1d3/1d3 + paralyze, or 1d10, Sv: F3, M: 10) defend this chamber and watch for encroaching members of the northern part of the clan. Two wield pole-arms, and the third attacks with his bare hands. They also watch for those who would sneak in through area 66. In dire emergencies, they will try to escape to area 68 and ring the gong.
66. **Breached Chamber.** Once a storage chamber, erosion from the lake breached into the depths of Erdea manor here. Beyond the breach in the wall, the water depth is some 8 feet initially and drops rapidly to the depths of the Deep Lake (area 63). Within the chamber the water is at a depth of 2 feet. The walls of this chamber are covered in shelves which are in turn enveloped in a particularly noxious slime mold. Anyone trying to scoop or dig through the mold must make a save versus poison (with a -3 penalty if doing so with their hands instead of tools) or

become violently ill and be unable to continue for 1d6 turns, as well as engaging in any combat during this time with a -2 penalty to attack rolls and saves. Within the slime mold is mostly rotten foodstuffs, but there is a small locked coffer containing 1,000 sp, as well as a small secret compartment in the wall behind the coffer that contains a pair of 500 gp rubies.

67. The Magister. This flooded side-room is the apartment of the magister, a rubbery old member of the Erde clan. He is currently out of his chamber, however, consulting with the leader of the clan in area 69. His apprentice, however, is here (AC:6, HD: 3**, hp: 16, Mv: 120 (40), Att: 1, Dmg: 1d3/1d3 + paralyze, Sv: F3, M: 10). He will try to get to area 68 to ring the gong if threatened or frightened.

68. Meeting Hall. This small chamber has ancient moldy tapestries decorating all four walls, and a 3-foot brass gong is suspended by chains from the ceiling in the southwest corner. The ringing of the gong can be heard clearly throughout this section, and can be heard faintly even at the deep lake. Ringing the gong has a 75% chance to result in a roll on the wandering monster table, as well as alerting the remaining throghrin in the area.

69. The Chapel. The old chapel of the Erde clan is now home to the leader of the throghrin portion of the clan, Gaurius Erde, who is wearing his clan chain hauberk +1 that grants the wearer +1 Charisma (AC: 4, HD: 4**, hp: 18, Mv: 120 (40), Att: 2, Dmg: 1d3/1d3 + paralyze, Sv: F4, M: 10). He is currently in discussion with the Magister of Erde (AC:6, HD: 3**, hp: 13, Mv: 120 (40), Att: 2, Dmg: 1d3/1d3 + paralyze, Sv: M3, M: 9, Special: Casts spells as a level 3 Magic-User, charm person, light, mirror image) about the present disposition of the minotaur faction of the clan (they believe there are more remaining members of the northern faction than there are now). Two bodyguards stand watch at the entrance to the chapel (AC:6, HD: 3**, hp: 17, 15, Mv: 120 (40), Att: 2 or 1, Dmg: 1d3/1d3 + paralyze, or 1d10, Sv: F3, M: 10) one is wielding a polearm and the other attacks barehanded. The magister has a wand of magic detection with 8 charges. Gaurius is bedecked in pitted and corroded jewelry, totalling at 3,000 gp value (mostly in gem value, as the metal is corroded and fragile).

(Note - there are no wandering monsters in areas 70 through 77)

70. Guardians of Erde. The stone door between this room and area 62 is locked, but can easily be opened from this side (there is no key). A pair of iron living statues (AC:2, HD:4, hp:16, 26, Mv:30 (10), Att: 2, Dmg:1d8/1d8, Sv:F4, M:11 - attackers with non-magical metal weapons must save vs spells or the weapon becomes stuck) stand eternal vigil at the doors, and the remains of a third stands where it was slain ages past.

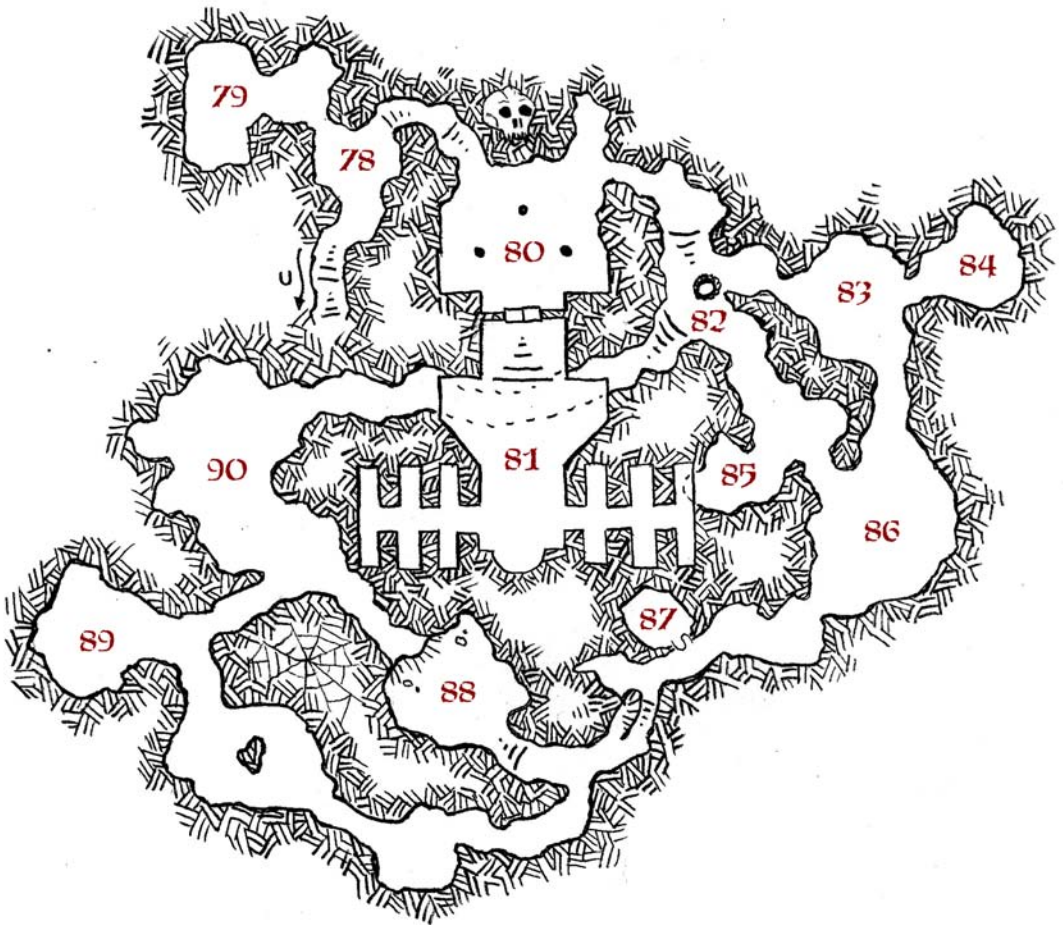
71. Preparatory Chamber. This chamber was for preparing the deceased for entombment. There are jars of ointments and strange embalming tools on the old tables and shelves.

72. Antechamber. This room was a place to put aside weapons and to cleanse oneself before visiting the tomb of the lost brothers. In the centre of the room is a

shallow depression magically filled with water. Anyone putting the water directly from the pool to a wound (or someone wounded who enters the water) suffers an additional 1d8 damage as the water erupts into flames around the wound. Carrying the water out of the pool prevents this effect.

73. **Tomb of the lost brothers.** The north, south and west walls of this chamber each have a stone sarcophagus built into them. Each sarcophagus is carved with the likeness of an adult human in plate mail bearing shields with the Erde family crest. The middle sarcophagus is cracked and shows signs that it has been opened at some point through the use of heavy tools. All three sarcophagi are empty, and anyone breaking into either of the two unopened ones must save vs spells or suffer a curse rolled on the following table (1d4) (each removable with the spell remove curse):
1. Re-roll character's prime requisite on 3d6
 2. Healing is only half as effective as normal (natural and magical)
 3. Lose spellcasting ability
 4. Polymorphed into a spider
74. **Gelatinous Cube.** This curved corridor and the two side corridors to the east and west are swept perfectly clean by a gelatinous cube (AC:8, HD:4*, hp:21, Mv:60 (20), Att:1, Dmg:2d4+paralysis, Sv:F2, M:12).
75. **Tomb of Helvos Erde III.** The iron door to this tomb is sealed with a level 8 Wizard Lock spell, and thus will most likely require the use of a knock spell to get past. Within is a small chamber lit by two continual light spells on iron globes suspended on chains from the ceiling. Between the globes is a stone plinth supporting a black iron casket with three steel locks. Once the first lock is picked, Helvos will make his appearance to prevent the desecration of his tomb - he is now a wraith (AC:3, HD:4*, hp: 27, Mv:120 (40), Fly:240 (80), Att:1, Dmg:1d6 + energy drain, Sv: F4, M:12) and rests within the stone plinth under his casket. Within the casket is the embalmed corpse of Helvos Erde III, along with his golden chain of office as a magister of the empire (1,400 gp value) and a silver dagger decorated with gems on the pommel (800 gp value). There is a locked coffer at the feet of the corpse, protected by a poison needle. Within the coffer are a Potion of Control Animal, a Potion of Levitation, a Scroll of Protection from Lycanthropes, and a Scroll of Fireball.
76. **"Trapped" Skeletons.** This chamber is separated from hallway 74 by a portcullis of heavy and pitted iron bars. Behind the bars are a the skeletons of what appear to be a dozen or more men at arms in the remnants of their armour and weapons. Two are still clutching at the bars as if they died trying to lift the portcullis to escape. In total there are 16 skeletons in this chamber which will only spring to animation if someone joins them in their prison (AC:7, HD:1, hp: 6, 7, 8, 4, 4, 3, 5, 5, 8, 1, 6, 4, 7, 4, 2, 2, Mv:60 (20), Att:1, Dmg:1d6, Sv:F1, M:12).
77. **Tomb of Huhren Erde the Wise.** This tomb has been plundered, the sarcophagus split assunder and bones scattered across the floor. Smashed urns are in the two back corners of the room.

LEVEL 4 - THE CATACOMBS



Deep under the caves of Erdea Manor lie the secret catacombs and deeper recesses of the clan's estates as well as the lair of the most powerful remaining elder of their line.

Wandering Monsters

(1 in 8, check each turn, roll 2d3 for type)

- 2 - 2d4 Ghouls
- 3 - 1d6 Wererats
- 4 - 1d6 Shadows
- 5 - 1 Ochre Jelly
- 6 - 1d2 Wraiths

78. The Mists. The bottom of the rough stairs leading down into this natural cave are hidden in the dark mists that fill the room and seep into areas 79 and 80. The mists are an unnatural black in colour and are magical in nature - even if dispersed by wind or magic they will return within a turn. Anyone entering the mists for the

first time that day must make a saving throw versus poison or death or suffer a -2 penalty on attacks, saving throws and damage rolls for the rest of the day. They will also have the feeling that proceeding beyond will make these penalties worse (although the penalties will actually remain the same). NPCs and monsters attempting to traverse the mists who fail their save must also make a Morale check or retreat from them.

79. Spiders in the Mist. The mists from area 78 creep along the floor of this room to a height of 2 feet. Hiding within the mists are 3 Mist Widows (a magical variant of the giant black widow spider) which appear to be undead skeletal spiders to first appearances (AC:6, HD:3*, hp:14, 11, 13, Mv:60 (20) / 120 (40) in web, Att:1, Dmg:2d6 + poison, Sv: F2, M:8). They have covered the floor of the main area of room 79 with their webs, and anyone entering that area without first probing ahead will be trapped within their webs (treat as the web spell for determining the difficulty of escaping).

80. Mausoleum Door. This chamber prevents entry into the secret crypts of the Erde clan. The dark mists of area 78 roll down the stairs to this area and covers the floor to a depth of roughly 18 inches (slightly deeper closer to the stairs, thinner by the egress to area 82). Unlike the rough natural caves around it, the south end of this chamber is finished in smooth high-quality masonry, as is the floor and ceiling. The doors to the crypt are massive stone doors, each 14 feet tall and 5 feet wide. Three pale white stone pillars stand out in stark contrast to their surroundings, reaching from floor to ceiling. The doors are secured by a Wizard Lock cast by a level 12 magic-user. Attempting to open the massive portals will create a loud magical din that attracts an automatic wandering monster roll.

81. Secret Crypts. The major room is the family tomb and mausoleum for the elders of the Erde clan, with two connected passages of crypts leading off to the east and west. A pair of rock living statues (AC:4, HD:5*, hp:28, 22, Mv:60 (20), Att:2, Dmg:2d6/2d6, Sv:F5, M:11) that look like representations of clan warriors guards the chamber against interlopers. There are a total of 12 crypts off the sides of this chamber which contain:

a. A plain wooden coffin containing the poorly preserved corpse of Hevroth Erde IV, strapped into his coffin by metal bands. He is a wight (AC:5, HD:3*, hp:12, Mv:0, Att:1, Dmg:Energy Drain, Sv:F3, M:12) but remains non-reactive until someone comes within easy reach.

b. A dark oak casket holding a pair of wooden logs.

c. A rusted and locked iron casket with a plaque dedicated to Gersidi Erde, Queen of the Rats. Within the casket are 40 skeletal rats. When attacking they are treated as four groups of ten rats each but each rat has only 1 hit point, making the rats hard to disrupt effectively. When there are only 30 rats left, break them into 3 groups, and into 2 groups for 20 rats, 1 group at 10 rats or less, and they are rendered ineffective in combat when reduced to fewer than 5 rats. (AC:7, hp:1, Mv:60 (20), Att: 1/group, Dmg:1d6 + disease, Sv:NM, M:12) The rats carry a wasting disease - those injured must save versus poison or become devastat-

ingly ill, losing 1d6 Strength and Constitution every day for 1d6 days. If either stat is reduced to zero or below, the victim dies and reanimates as a wight. At the bottom of the casket is the gnawed skeleton of Gersidi, wearing a magical steel medallion that protects the wearer from attacks by rats and giant rats (the rat must make a Morale check in order to attack, and suffers a -4 to hit if can attack at all).

d. Walnut casket containing a skeleton in rotten finery

e. A wooden coffin with peeling black paint, nailed shut. Within is a weathered corpse with a stake through the heart, it's head cut off and it's mouth stuffed with garlic.

f. This wooden coffin has nearly rotted away, and the damaged bones of the deceased within can be seen.

g. This fine casket with silver hinges and handles contains the skeleton of Hevroth Erde II (AC:7, HD:1, hp:8, Att:1, Dmg:1d8, Sv:F1, M:12) still dressed in his rotted noble finery, bearing his longsword, and wearing a massive silver necklace worth 1,300 gp.

h. This crypt is empty except for dust and rat droppings.

i. This massive casket contains two bodies, brother princes of Erde, still strangling each other even in death.

j. The casket doesn't contain a body, but instead a portrait of Revnan Erde the Mighty, complete with his signature black flaming battle axe.

k. This rotten wooden coffin contains the body of Hellenus Erde, completely covered in yellow mold (AC:n/a, HD:2, hp:10, Att:1, Dmg:Spores, Sv:F2). Under the mold she is still wearing her prized silver and opal necklace (1,100 gp).

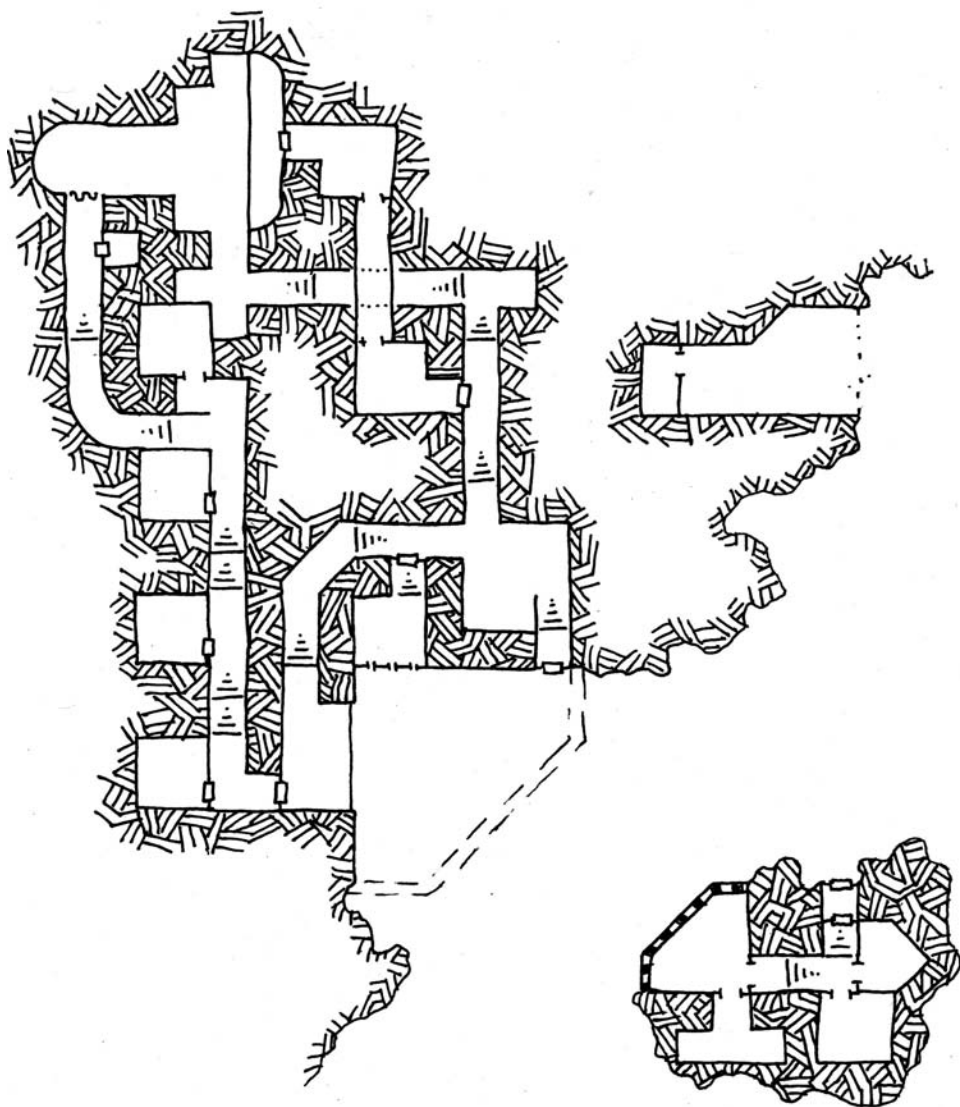
l. This rusted iron casket has a plaque dedicated to "the un-named brother". Although the casket seems empty, within is an invisible wight dressed in tattered remnants of Erde family clothes (AC:5, HD:3*, hp:12, Mv:90 (30), Att:1, Dmg: Energy Drain, Sv:F3, M:12). The invisibility is as per the spell and will dissipate when he attacks.

82. The Well. A strange darkness lives deep within the hole that was once a backup water supply. This dark water elemental (AC:2, HD:8, hp:46, Mv:60 (20), Att:1, Dmg:1d8, Sv:F8, M10) will only attack if disturbed. It deals +1d8 damage to anyone touching or in water, and anyone dealt damage by it must make a saving throw versus spells or be affected by a bane spell (the reverse of the clerical bless spell).

83. Steel Remains. Pinned to the west wall of this cavern by four iron spears is an odd skeleton. It appears almost typical of human remains, except that all the bones are made of steel.

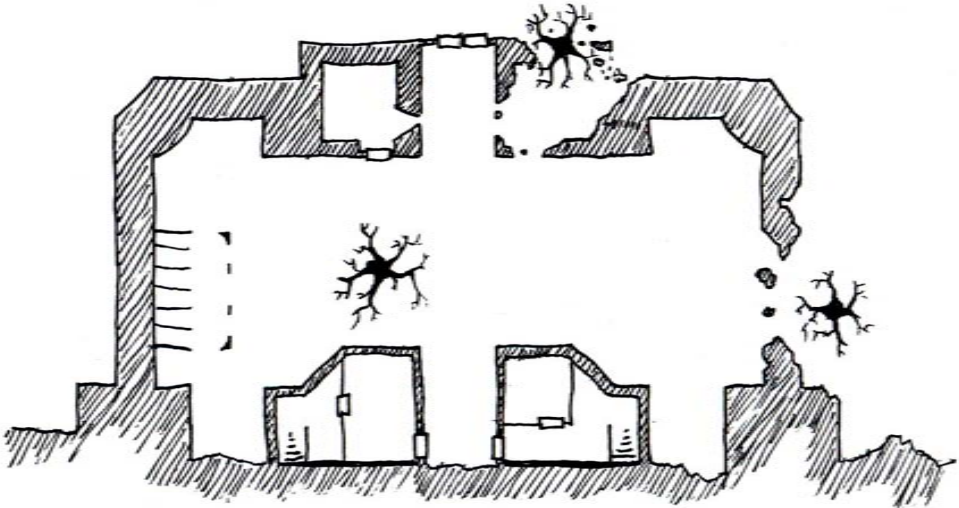
84. **Rocks Fall.** The entrance to this chamber off the side of the complex is weakened by age. Each person entering the chamber has a 1 in 6 chance of triggering the collapse of the entranceway and partial collapse of the chamber itself. All in the entranceway and the chamber must make saving throws versus petrification or suffer damage. Those in the room suffer 1d12, those in the entranceway suffer 3d12. The collapse will block passage from the chamber to the complex except to halfling-sized or smaller characters. Clearing the rubble will take 1d4 turns. And of course the collapse will call forth a wandering monster.
85. **Fungal Ruins.** This cave is thick with foul smelling fungus, including 5 shriekers (AC:7, HD:3, Mv:9 (3), Att:nil, Sv:F1, M:12).
86. **The Flayer.** The spectral remains of Hevroth Erde the First (AC:2, HD:6**, hp:36, Mv:150 (50), Fly:300 (100), Att:1, Dmg: 1d8 + 2 level drain, Sv:F6, M:11) haunt this cavern, although he occasionally tours much of this level. When slain, his black teeth scatter to the ground, a full dozen 250gp obsidian gems.
87. **Secret Chamber.** Within this secret chamber is the remaining treasures of the flayer. The secret door is raised four feet above floor level of the cave outside the room, and is triggered by a catch at the top of the door. Four massive urns are inside, each sealed with wax. The first contains wine, now long sour. The second contains 10,000sp. The third contains 3,000gp. The final urn contains the decomposed and broken body of the Flayer himself, Hevroth Erde the First, along with Hevroth's Ring, a silver ring that is perpetually tarnished black, set with a ruby. The wearer of the ring can cast Hold Monster 2/day and Charm Person 1/day.
88. **Darkest Hole.** Here the tortured souls of those flayed and slain by Hevroth Erde the First congregate in the deepest and darkest part of the catacombs. 11 shadows lurk in this cave, hiding in the darkness (AC:7, HD:2+2, hp:11, 9, 11, 15, 14, 11, 11, 13, 15, 13, 10, Mv:90 (30), Att:1, Dmg:1d4 + 1 Strength drain, Sv:F2, M:10)
89. **Mist Widows.** Three more mist widows have built a colony here (AC:6, HD:3*, hp:14, 10, 15, Mv:60 (20) / 120 (40) in web, Att:1, Dmg:2d6 + poison, Sv:F2, M:8). Within their webs at the back of the cave is the body of a dwarf still wearing his Chain Mail +1 and carrying a Battle Axe +1, +2 versus goblins. His pack contains adventuring gear and 72gp.
90. **Nobles of Ancient Erde.** This natural cavern is the lair of 5 powerful and ancient Erde ghouls (AC:5, HD:4*, hp:21, 17, 22, 23, Mv:90 (30), Att:3, Dmg:1d3 + Paralysis x 3, Sv:F4, M:8). They are antagonistic to the Flayer, but stay out of his way because they understand his great power. Each wears a piece of jewelry denoting their ancient noble lineage - a gold torc (1,200 gp), a silver medallion (400 gp), a jeweled ring (900 gp), a silver bracer inlaid with gold (1,200 gp) and a platinum diadem (600 gp), in addition to the diadem, the strongest of the ghouls is also carrying his ancient blade, a short sword +2, +4 versus humans that glows with the light of a torch when unsheathed. In the two alcoves on the west side of the cavern are the remains of their prior meals, including 3,000cp, and 2,000ep.

THE DESERT TEMPLE

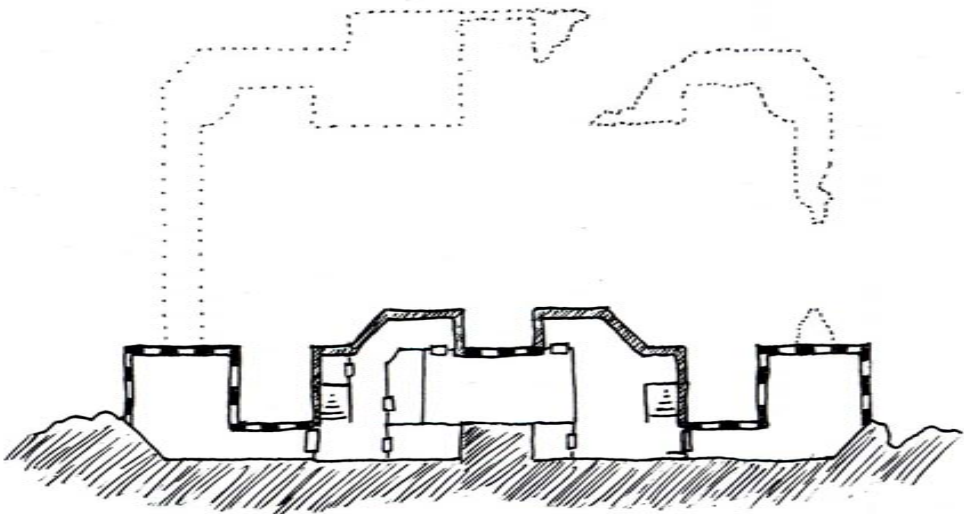


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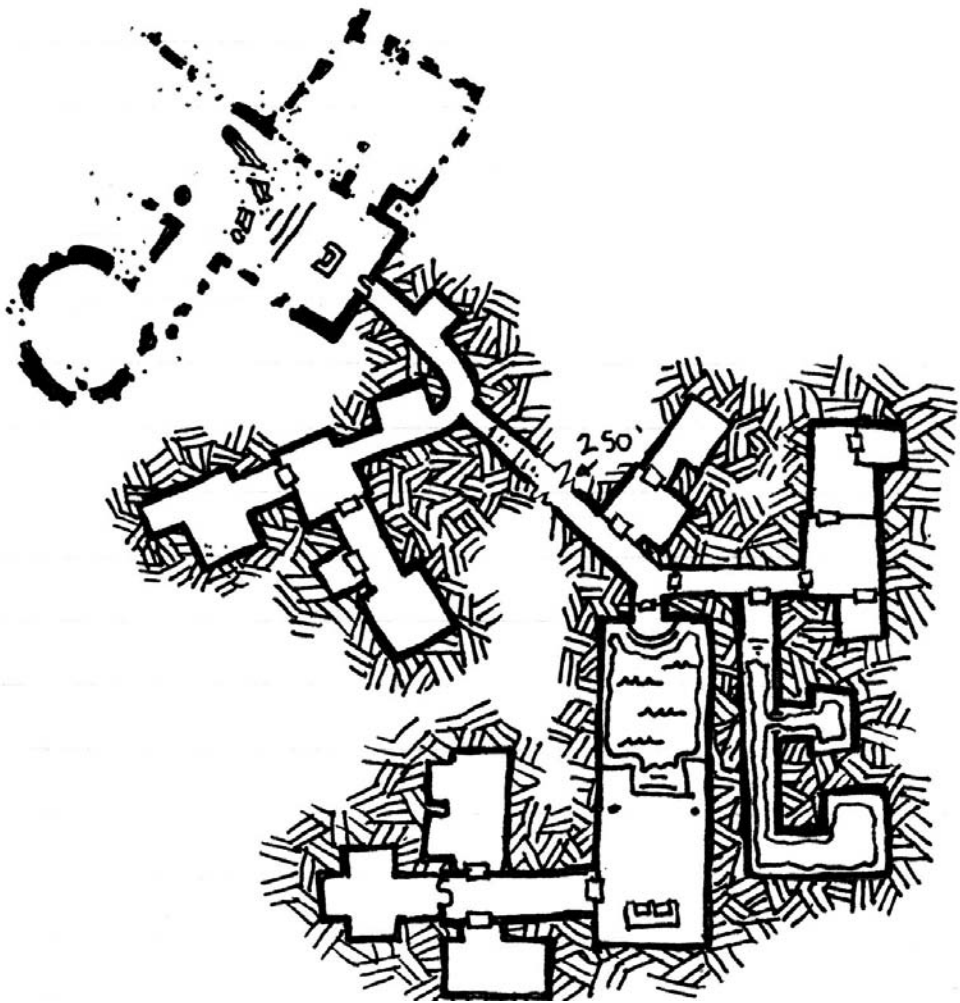
FORT TENRAS GROUND LEVEL



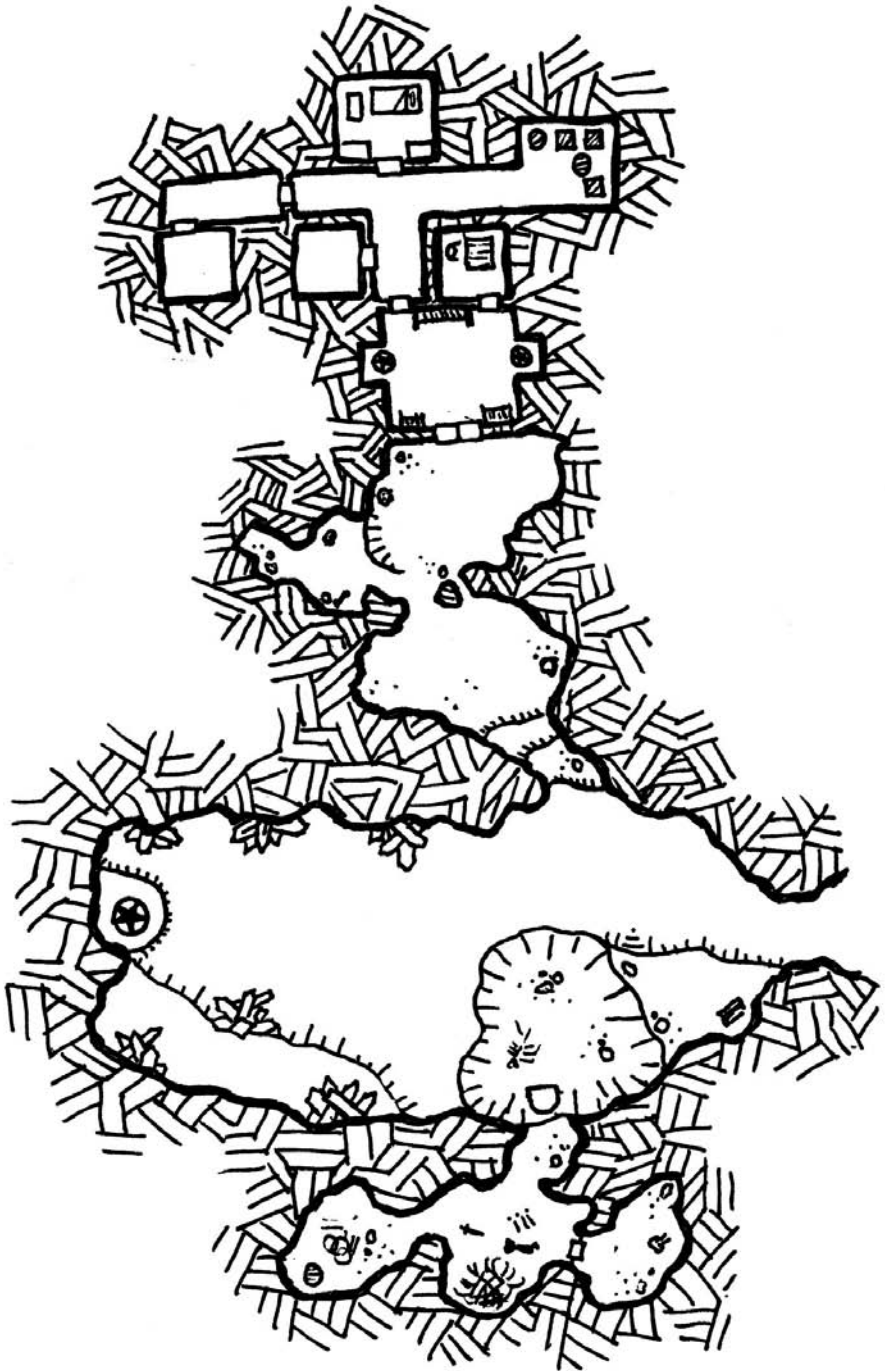
FORT TENRAS UPPER LEVEL



RUINS OF THE THRONE ROOM

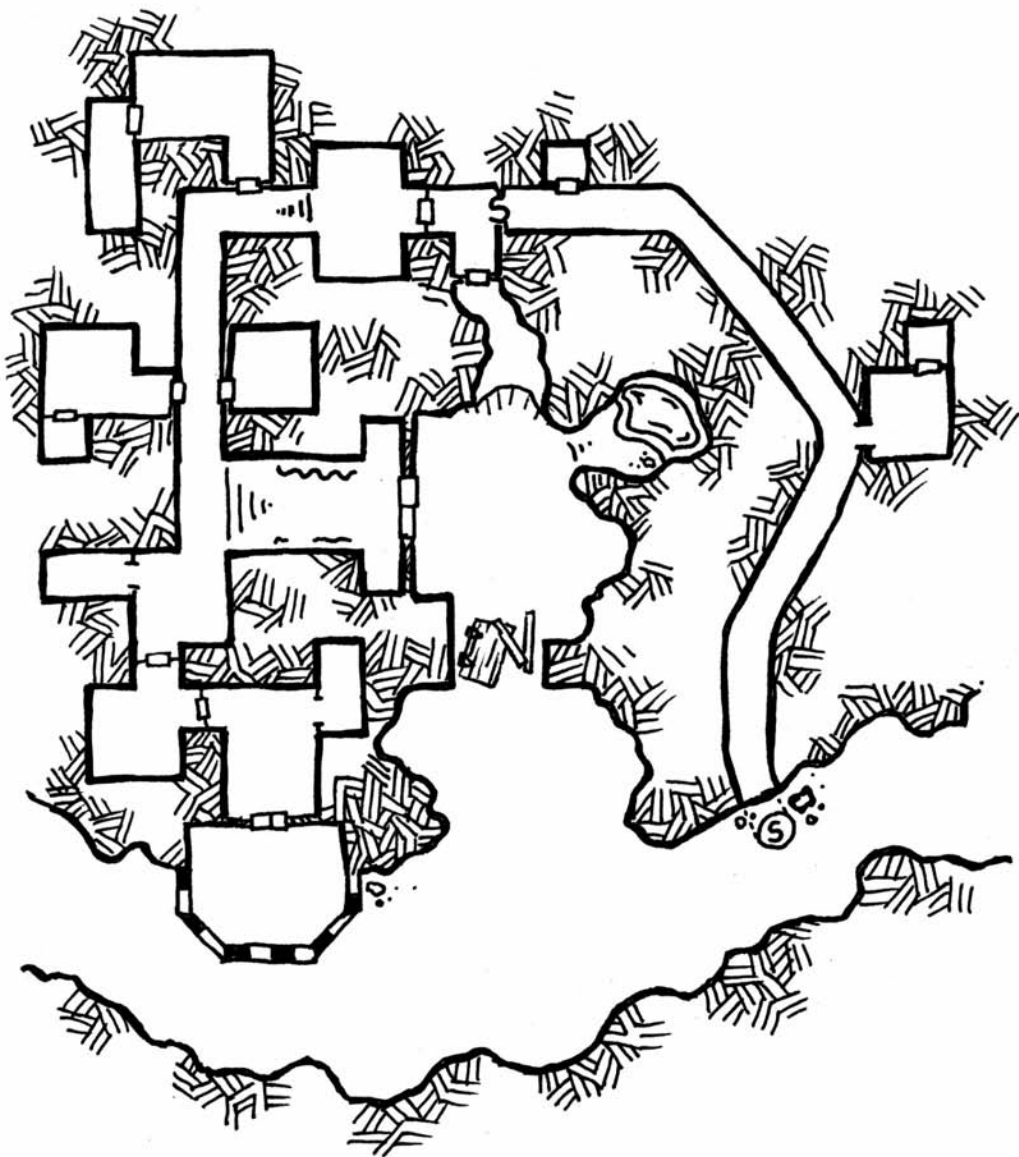


THE VAULT OF STARS

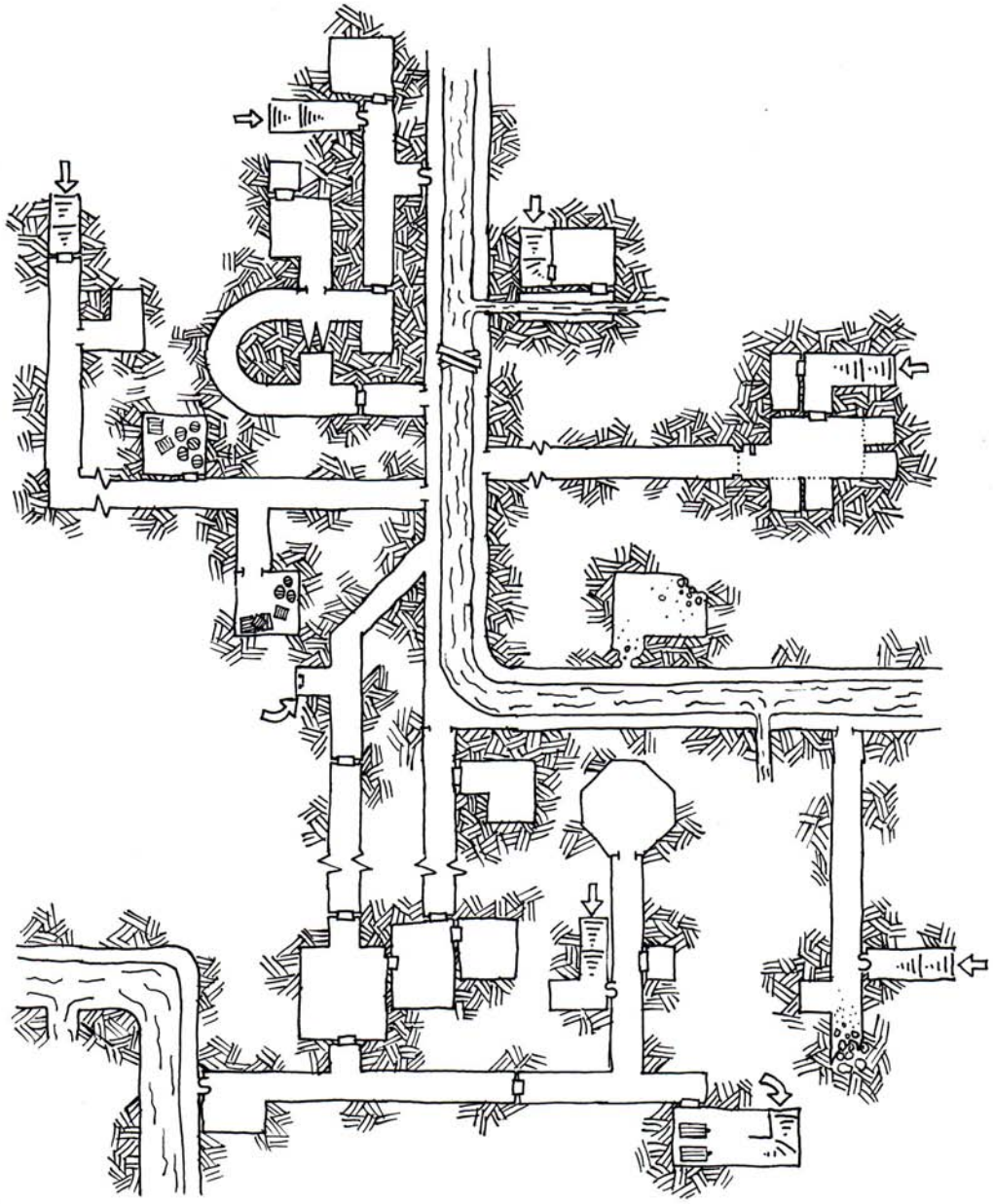


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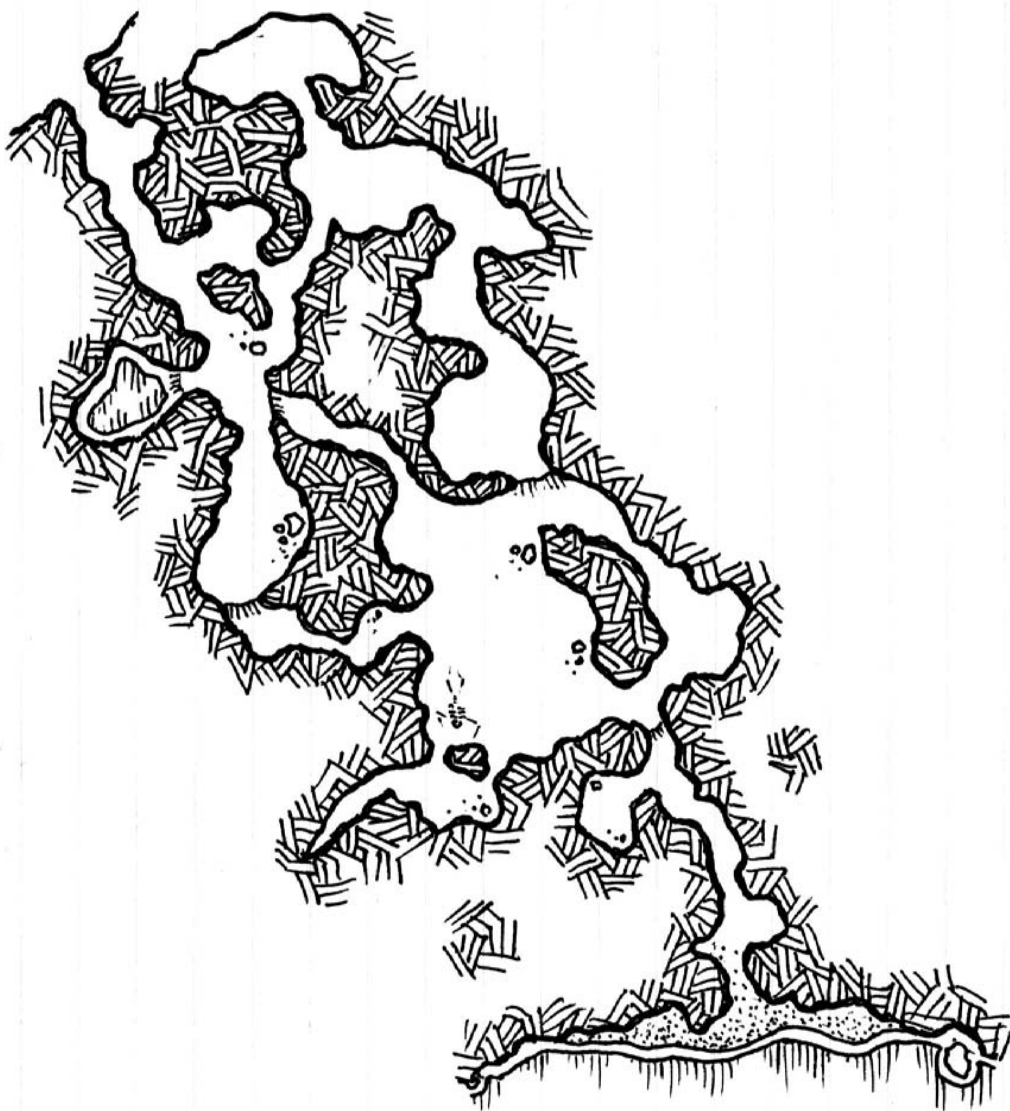
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SEWERS OF TRAVON

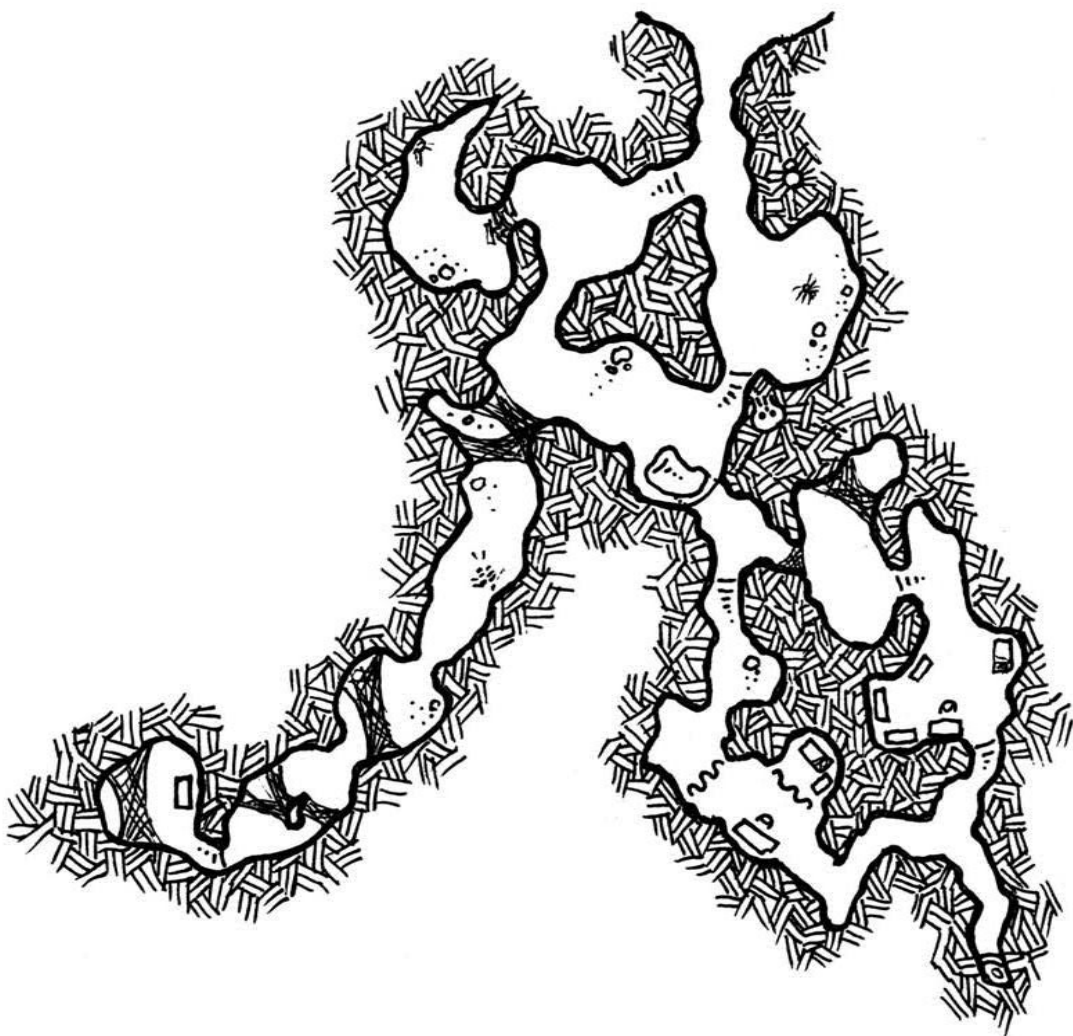


SEASIDE CAVES



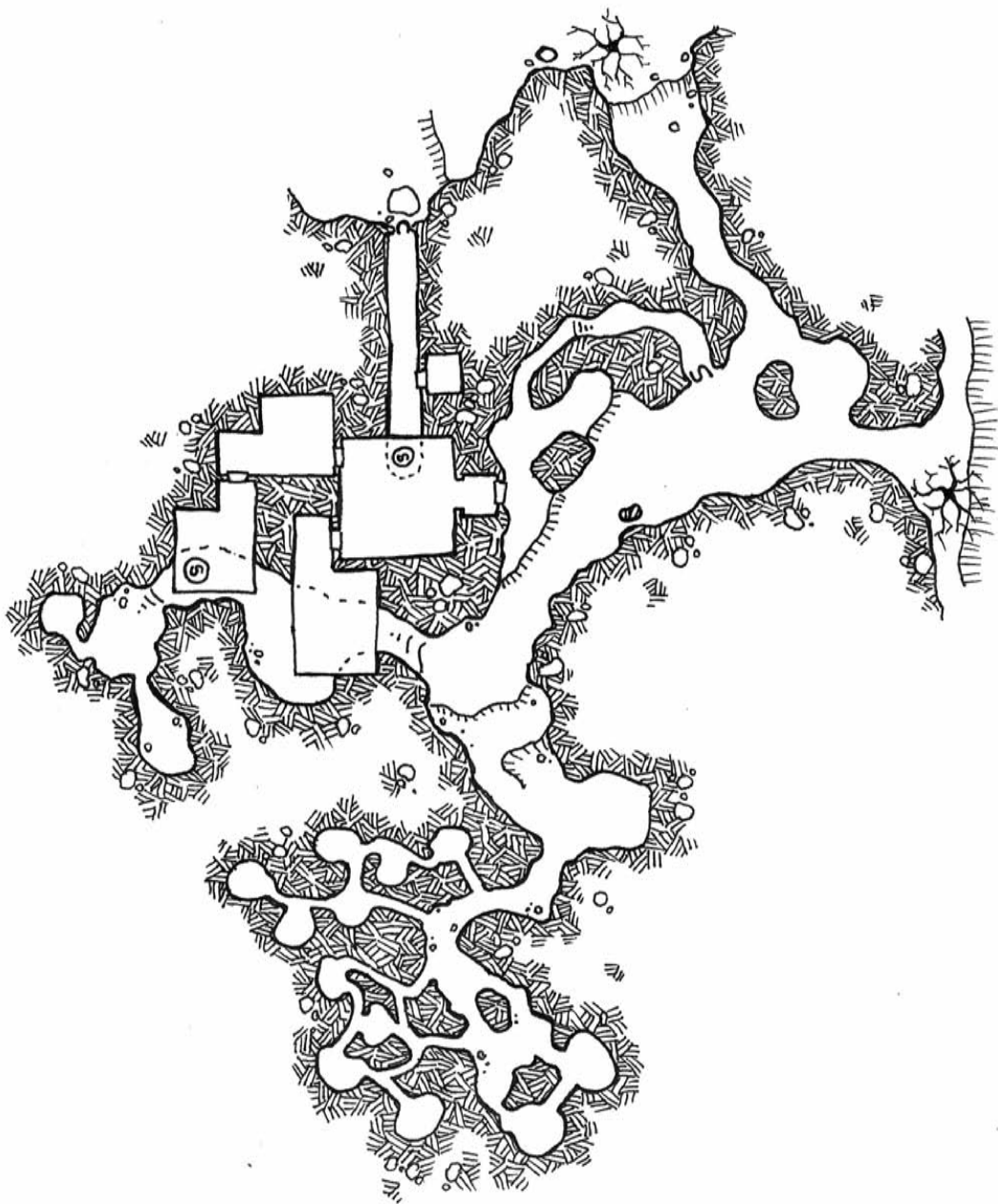
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CAVE OF THE SPIDER FLAYERS



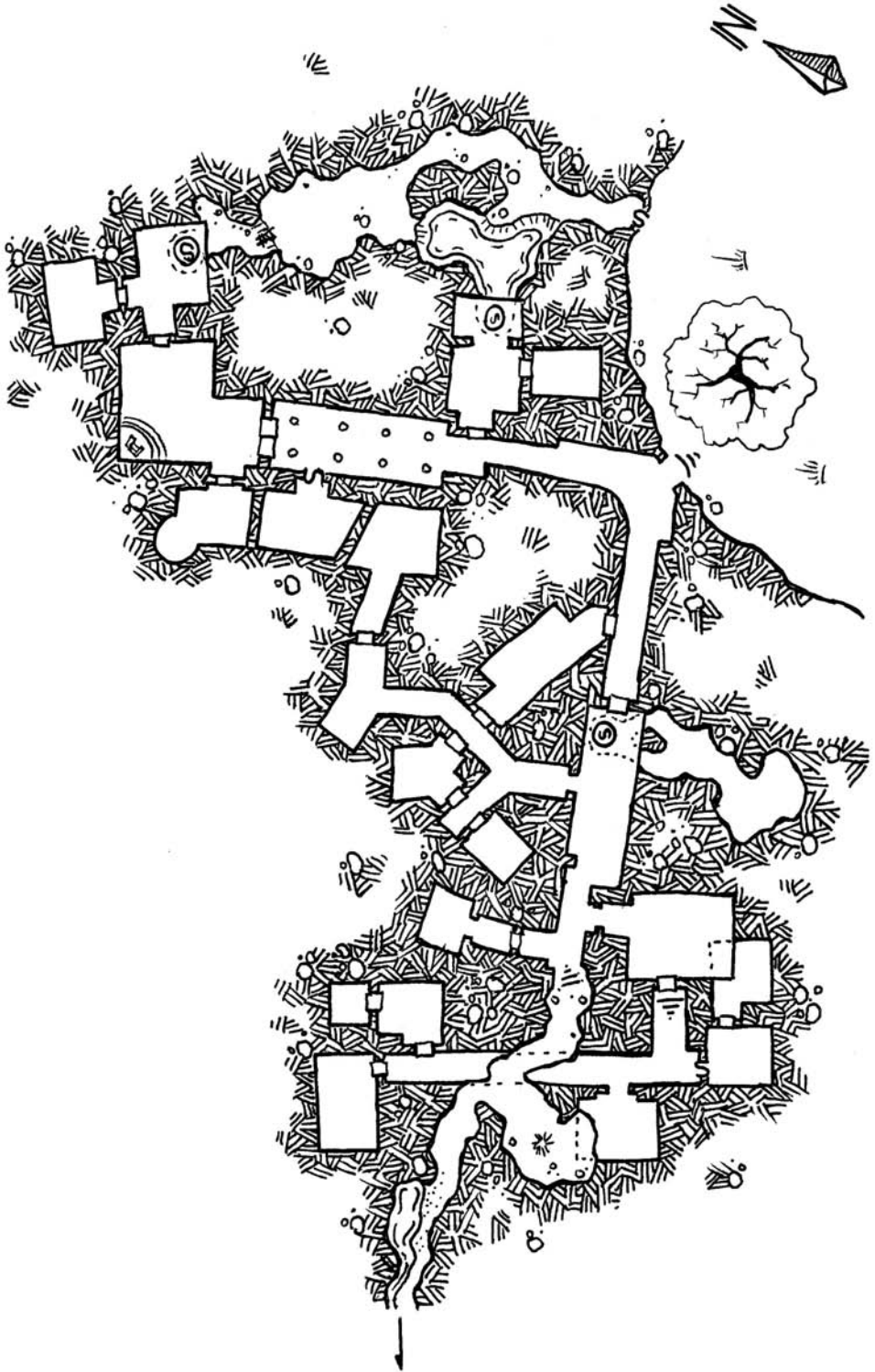
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CAVERN OF THE HIVE



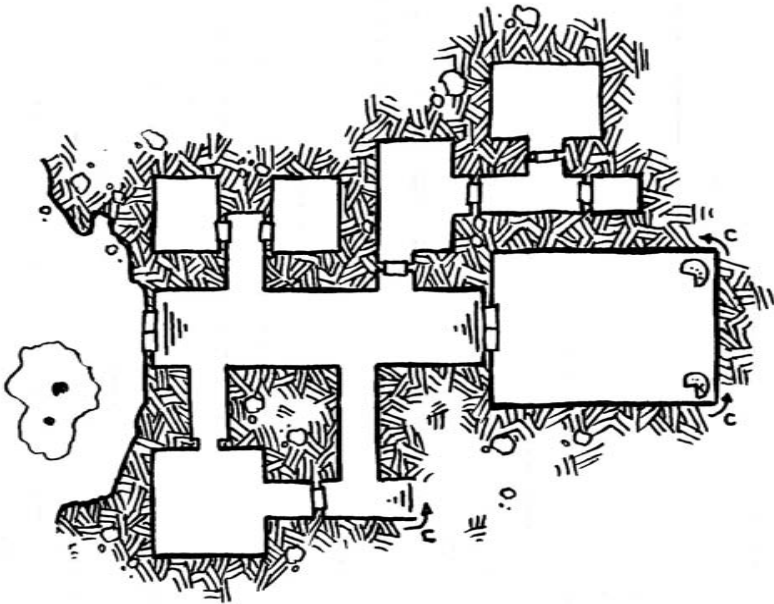
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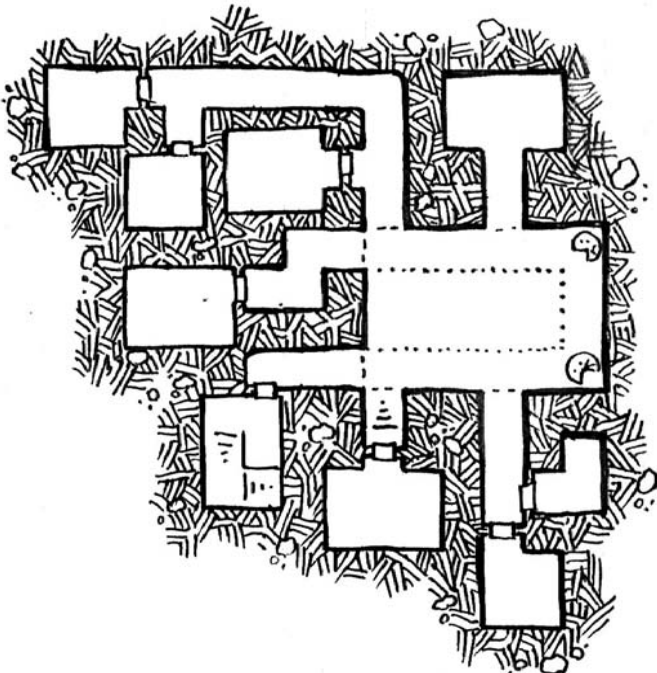


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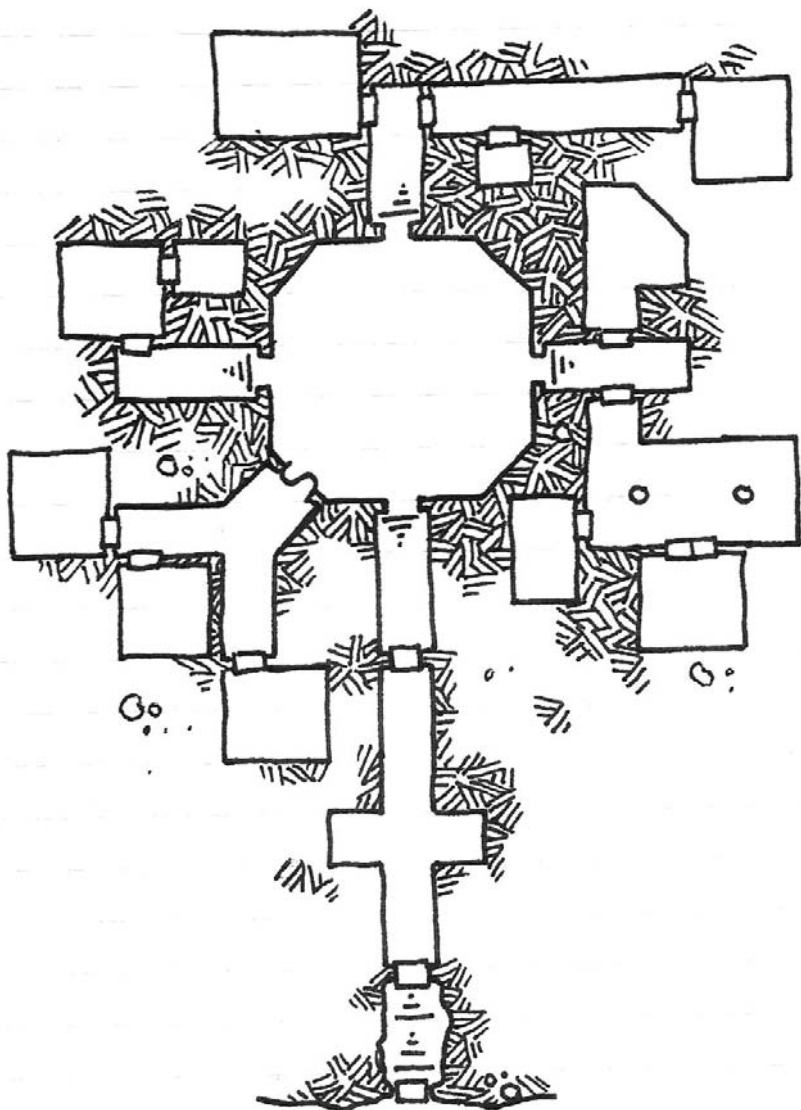
CLAN HEZRAN HALL MAIN



CLAN HEZRAN HALL UPPER



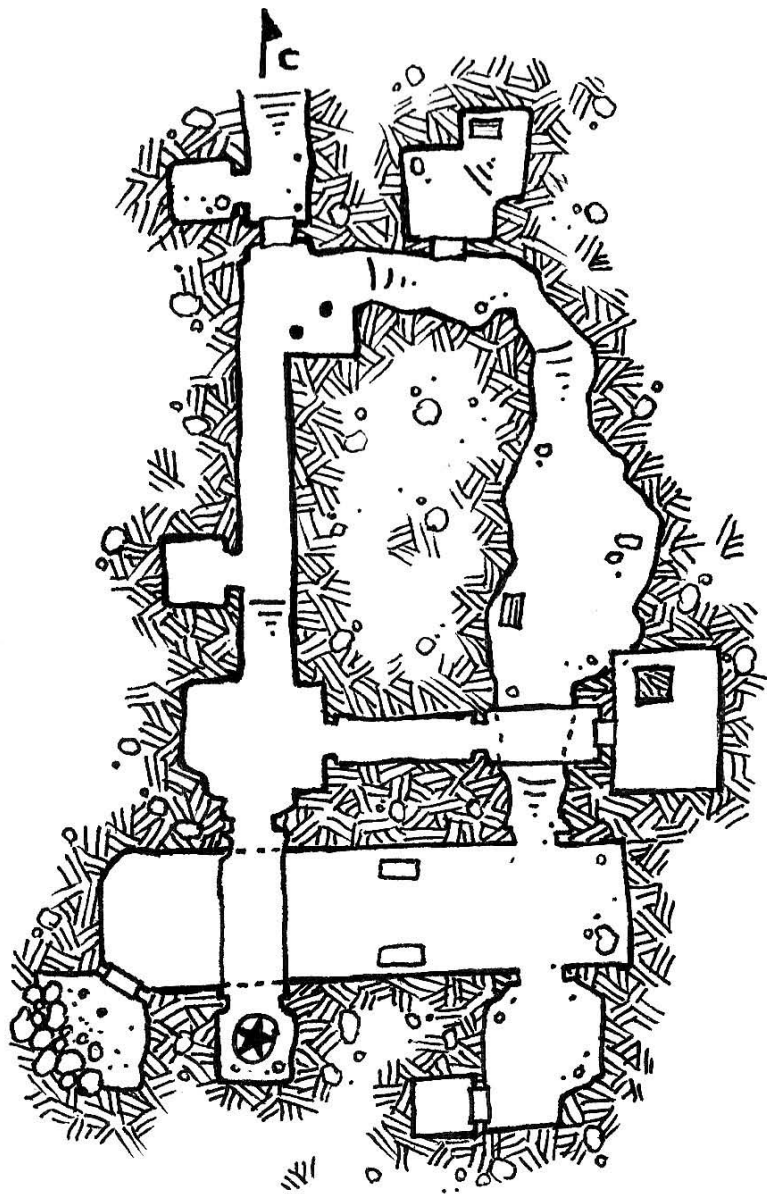
OATHBREAKER HALL



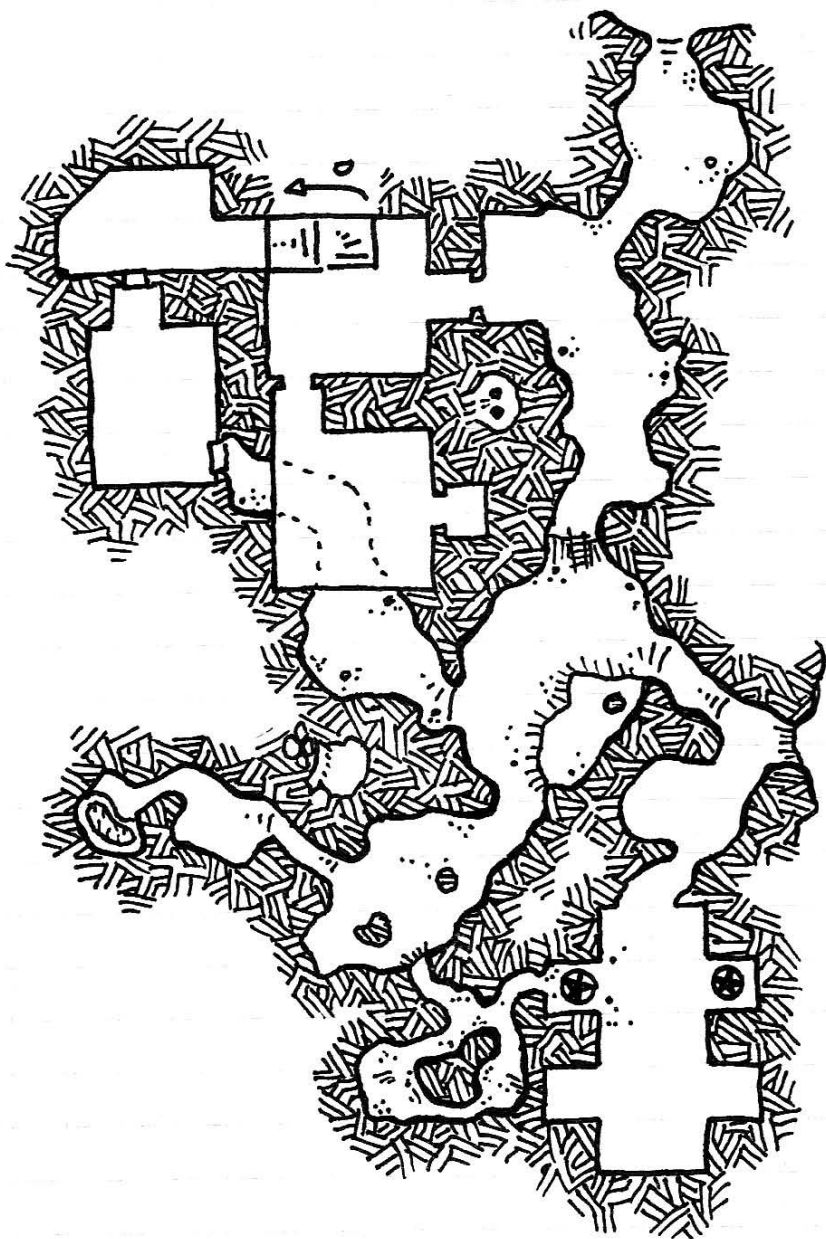
DREWER'S CAVE



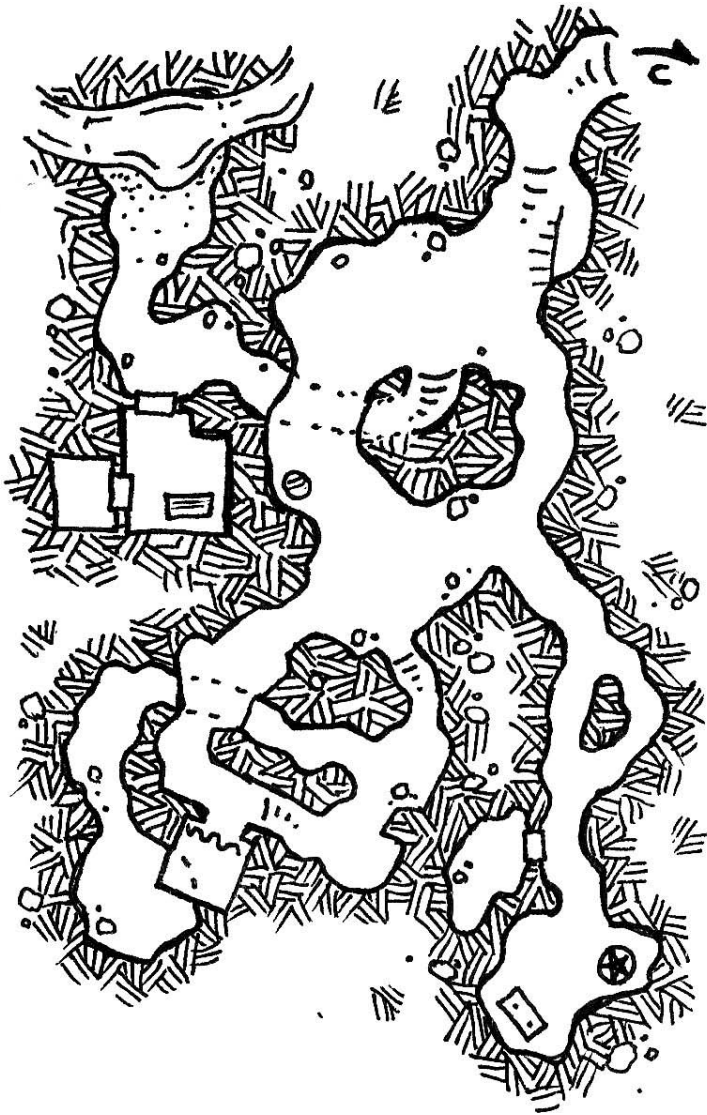
TOMB OF THE GHOUL PRINCE



HASIBUR'S TOMB



DEEP RIVER CAVE

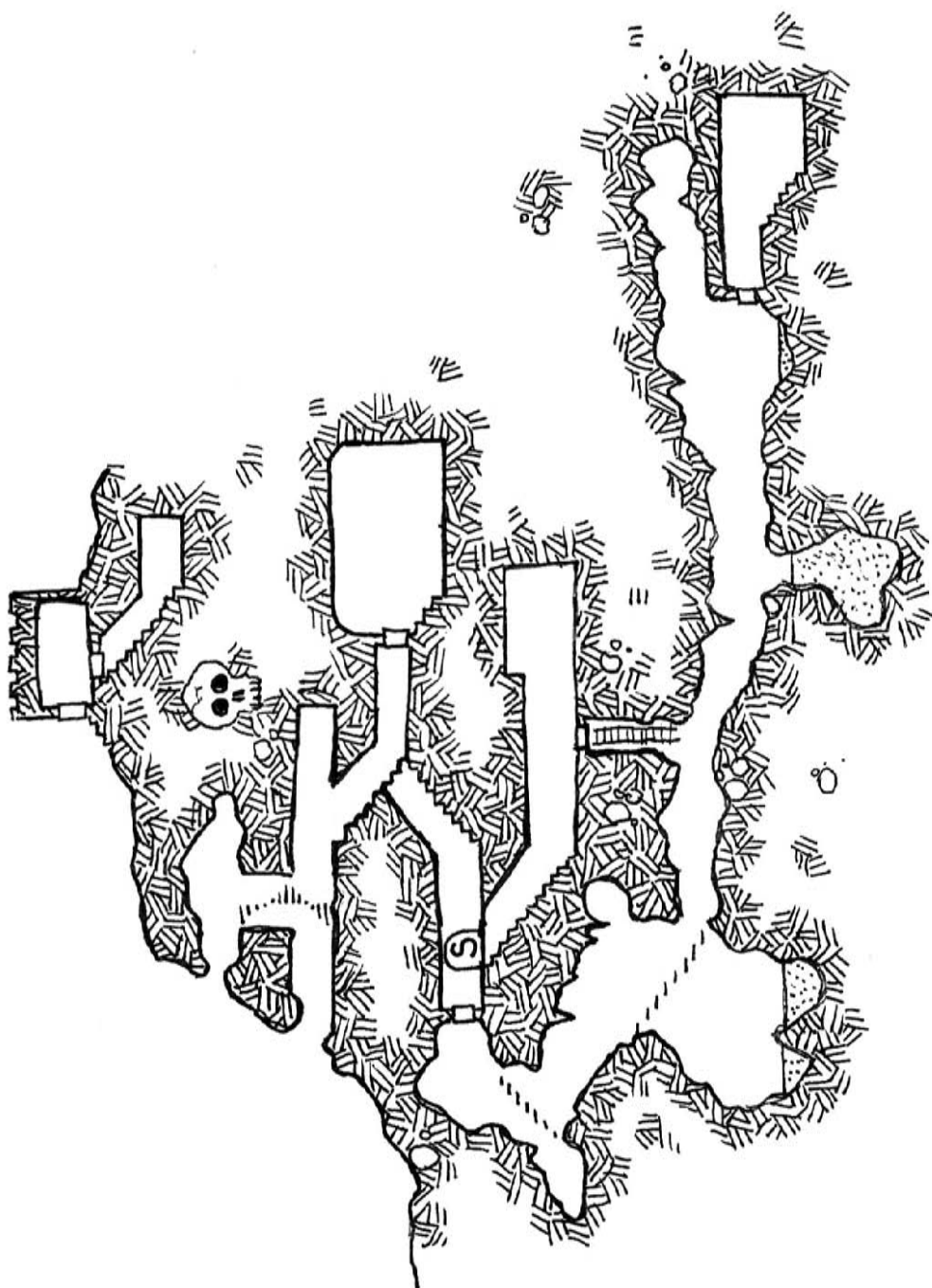


THE REEKING HOLE



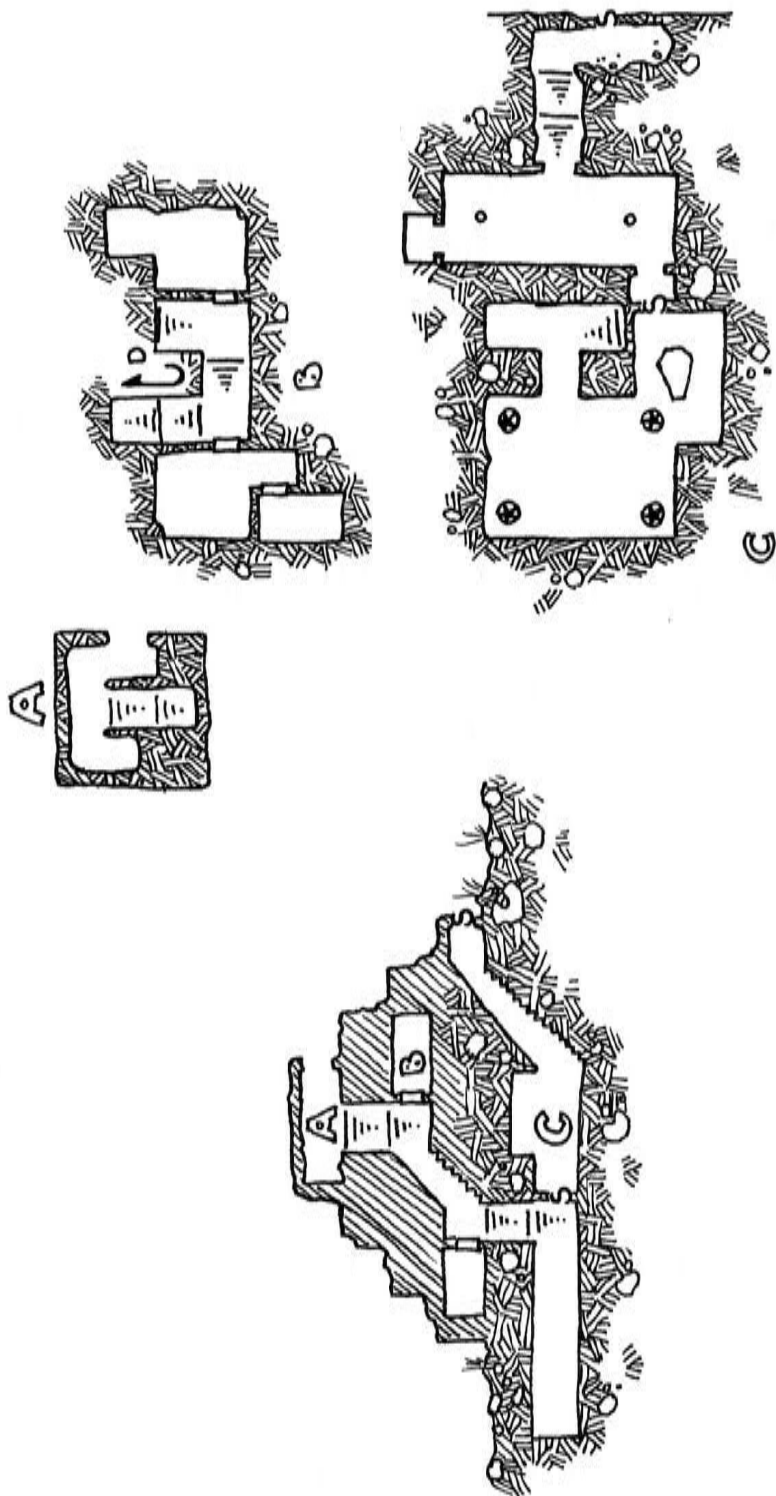
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THE WRETCHED CATACOMBS



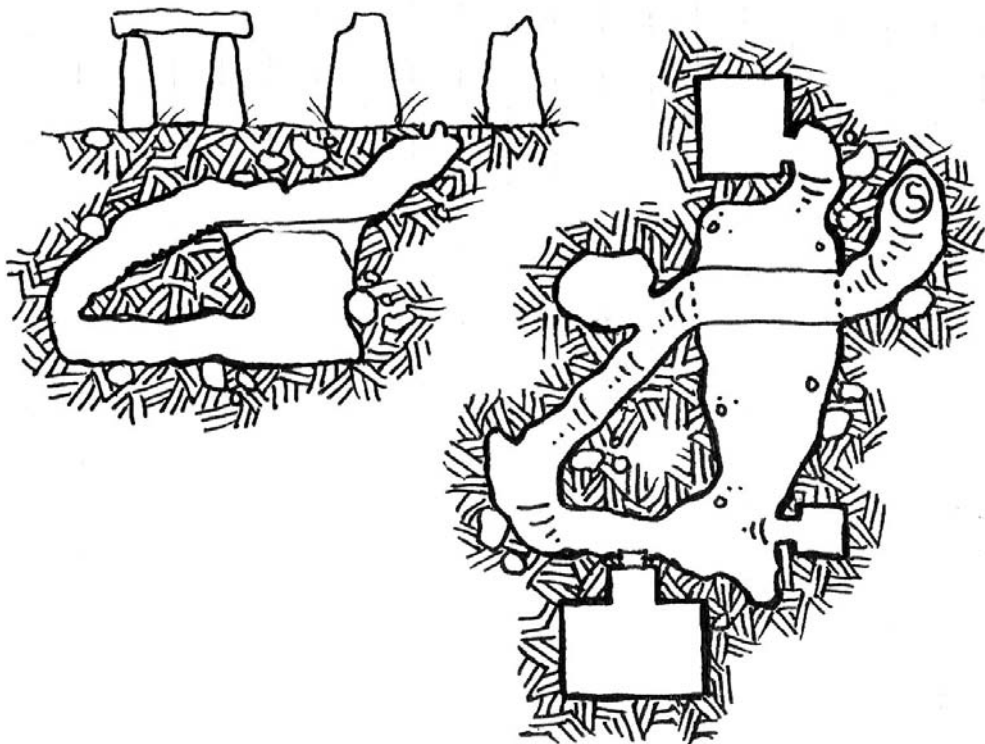
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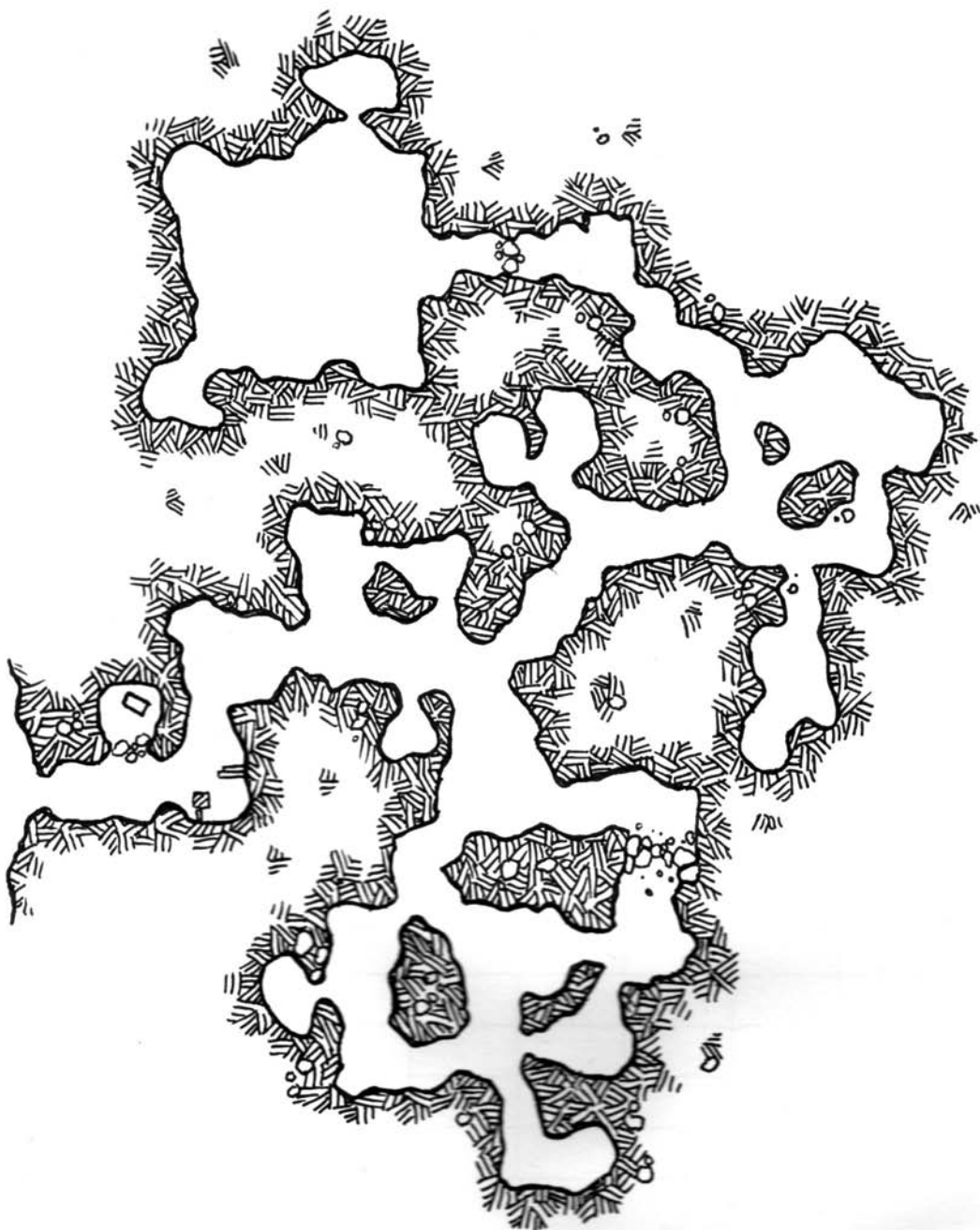


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STONES OF HABREK'S HILL

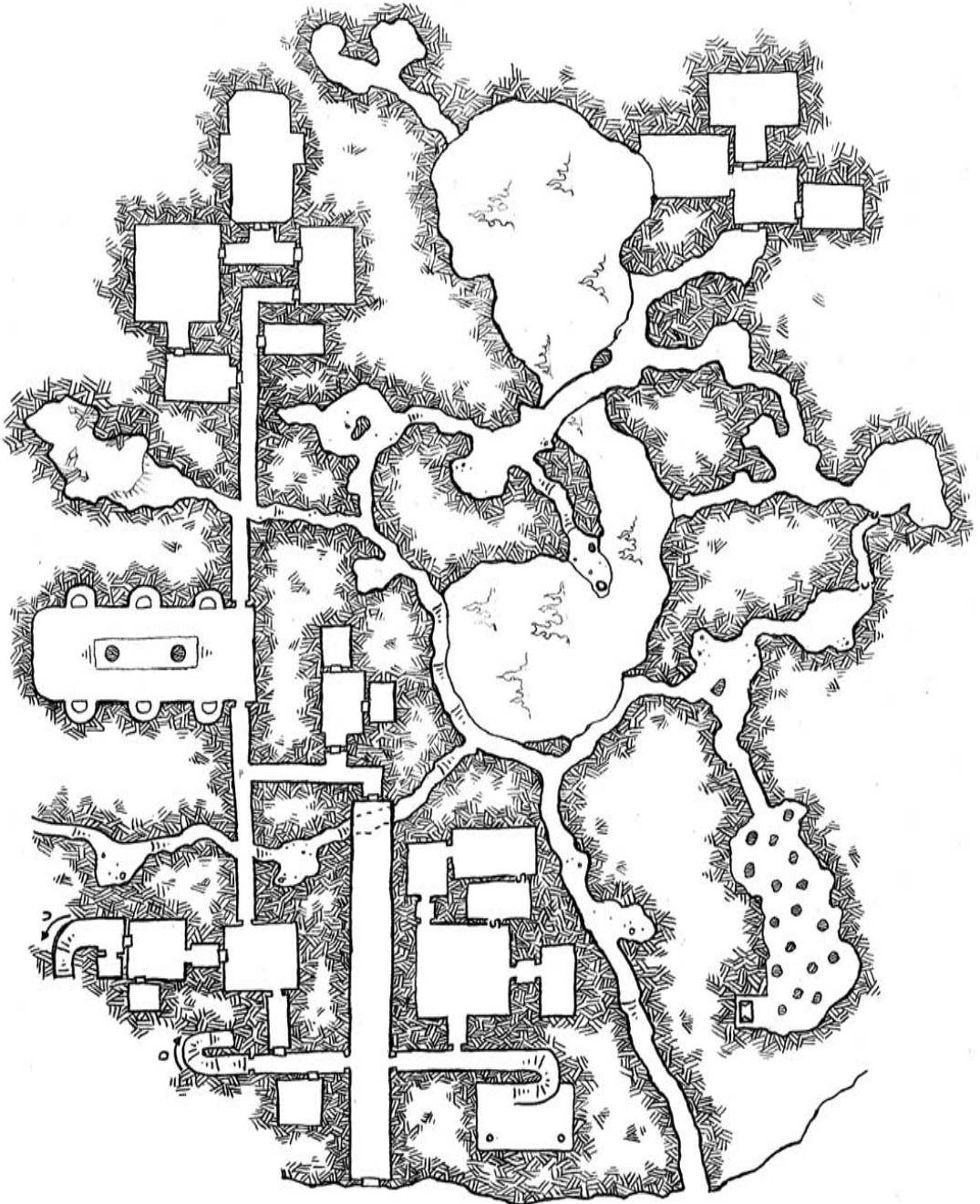


KHALFIR'S DESCENT



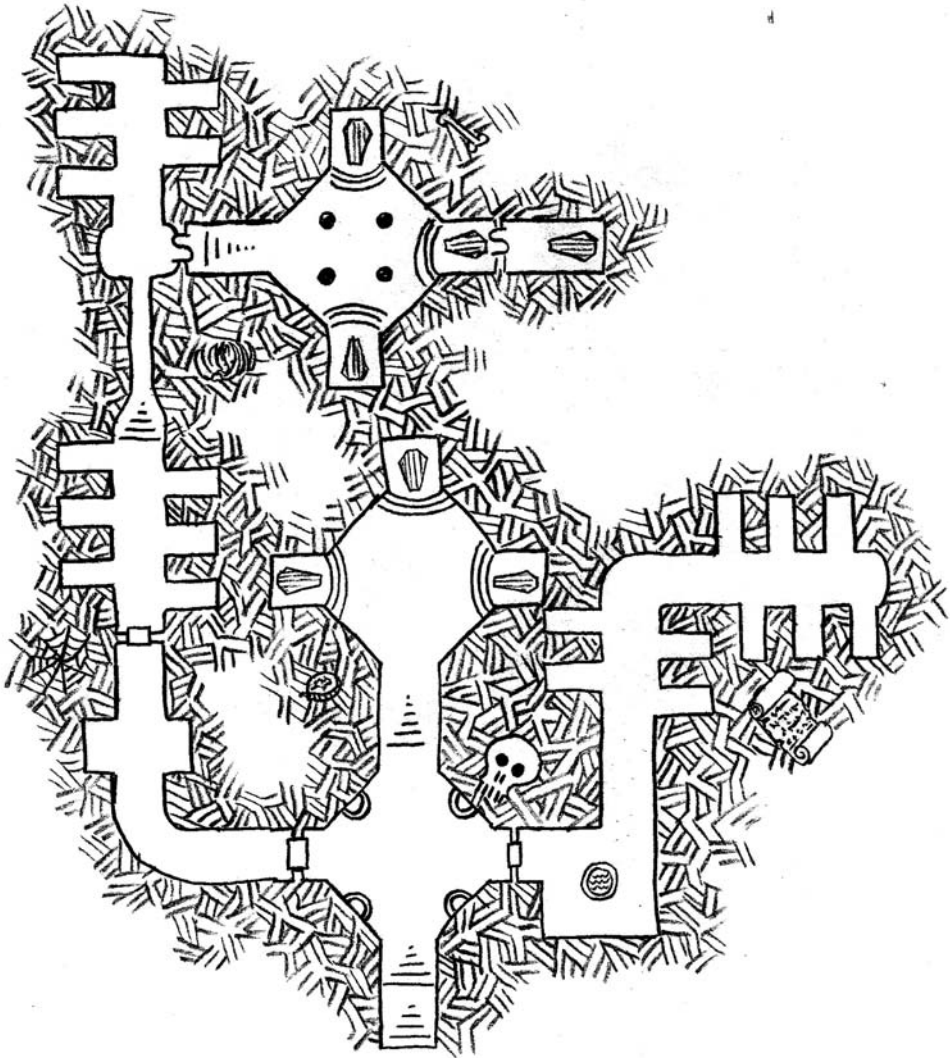
DYSON'S DELVES

CINDER CRAG



DYSON'S DELVES

CRYPTS OF LORD CREEN



DYSON'S DELVES

DEEP DWARVEN OUTPOST



DYSON'S DELVES

Location: _____

Also Known As: _____

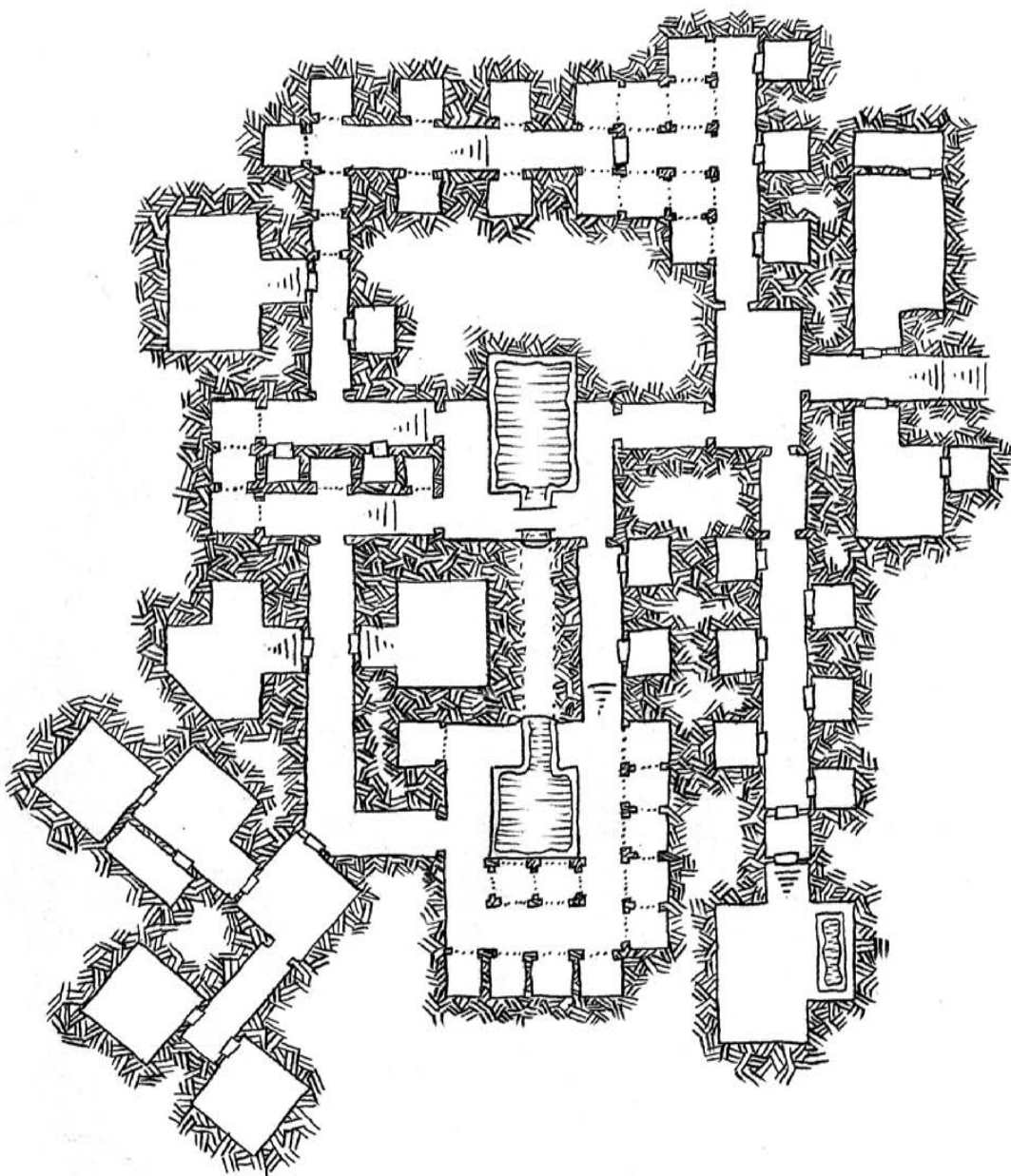
Contents & Description: _____

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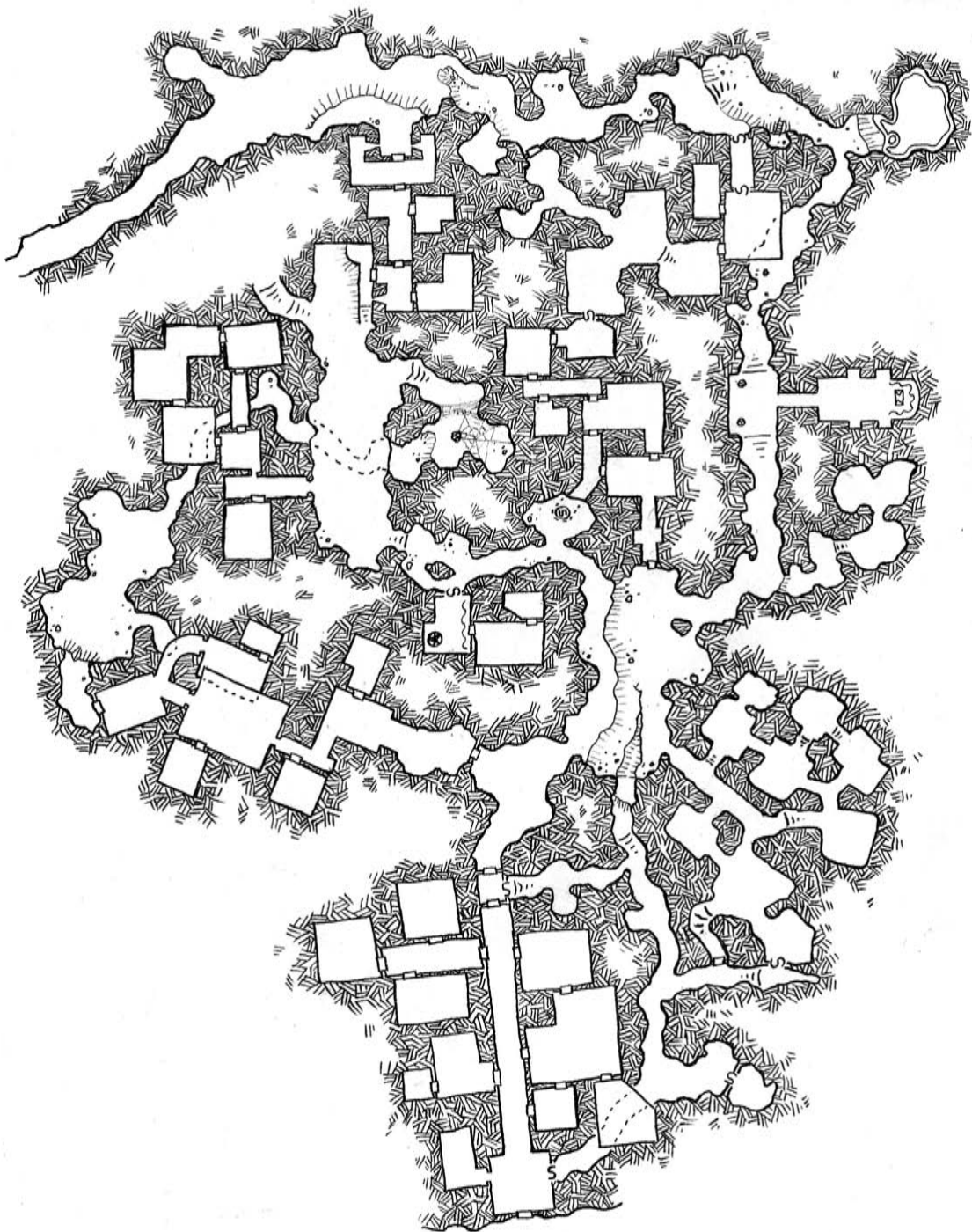


DYSON'S DELVES

GARGOYLE'S KEEP

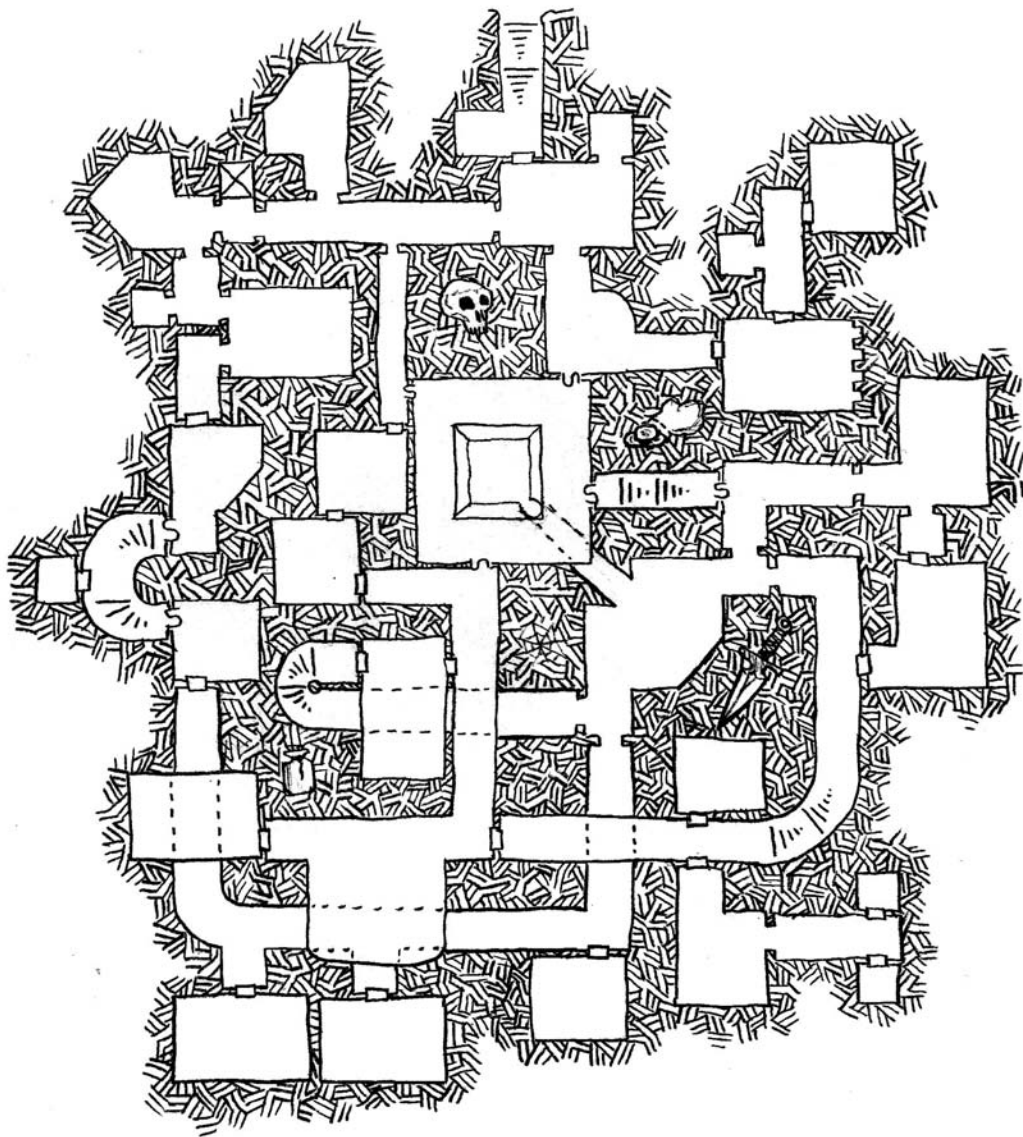


HALLS OF SURRETH



DYSON'S DELVES

LEVEL EIGHT

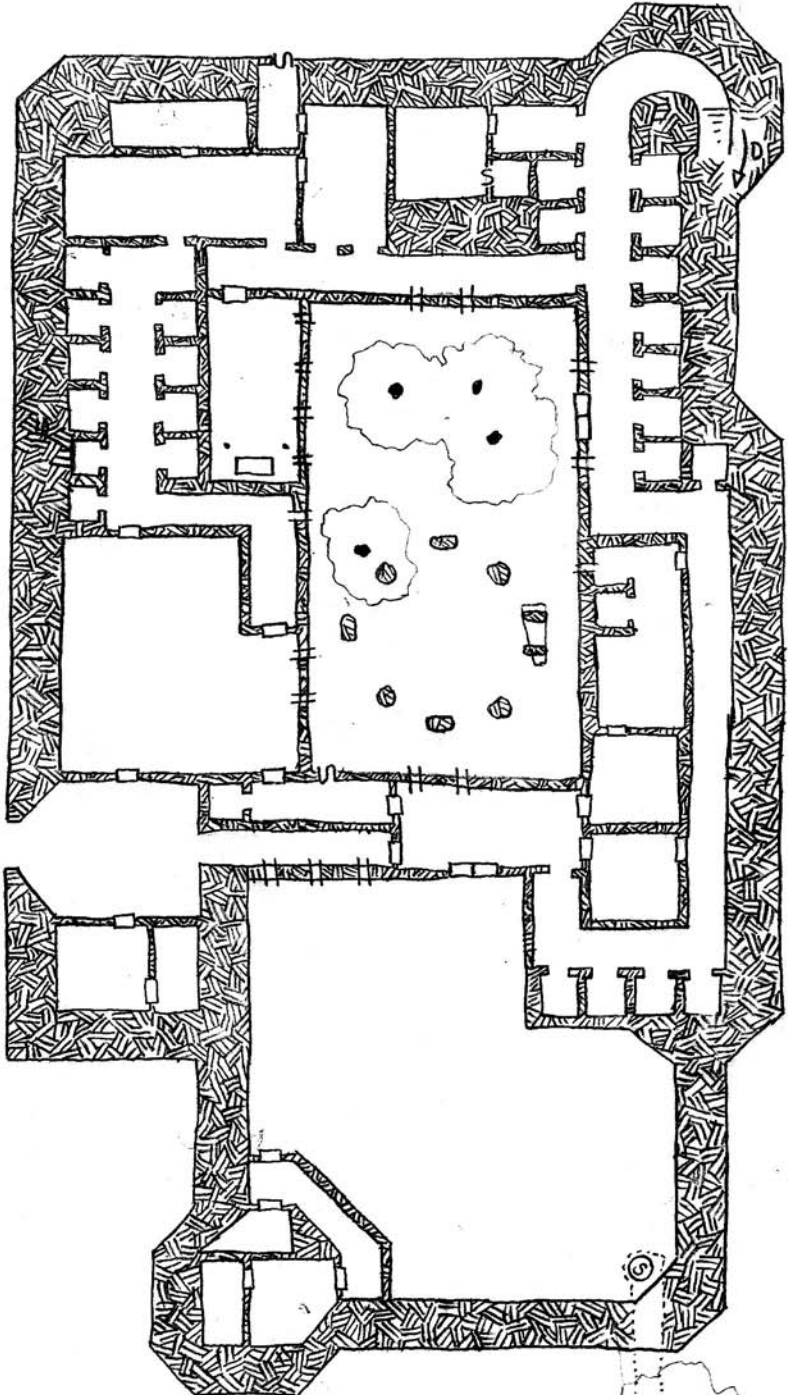


Location: _____

Also Known As: _____

Contents & Description: _____

MONASTERY OF 100 FLOWERS

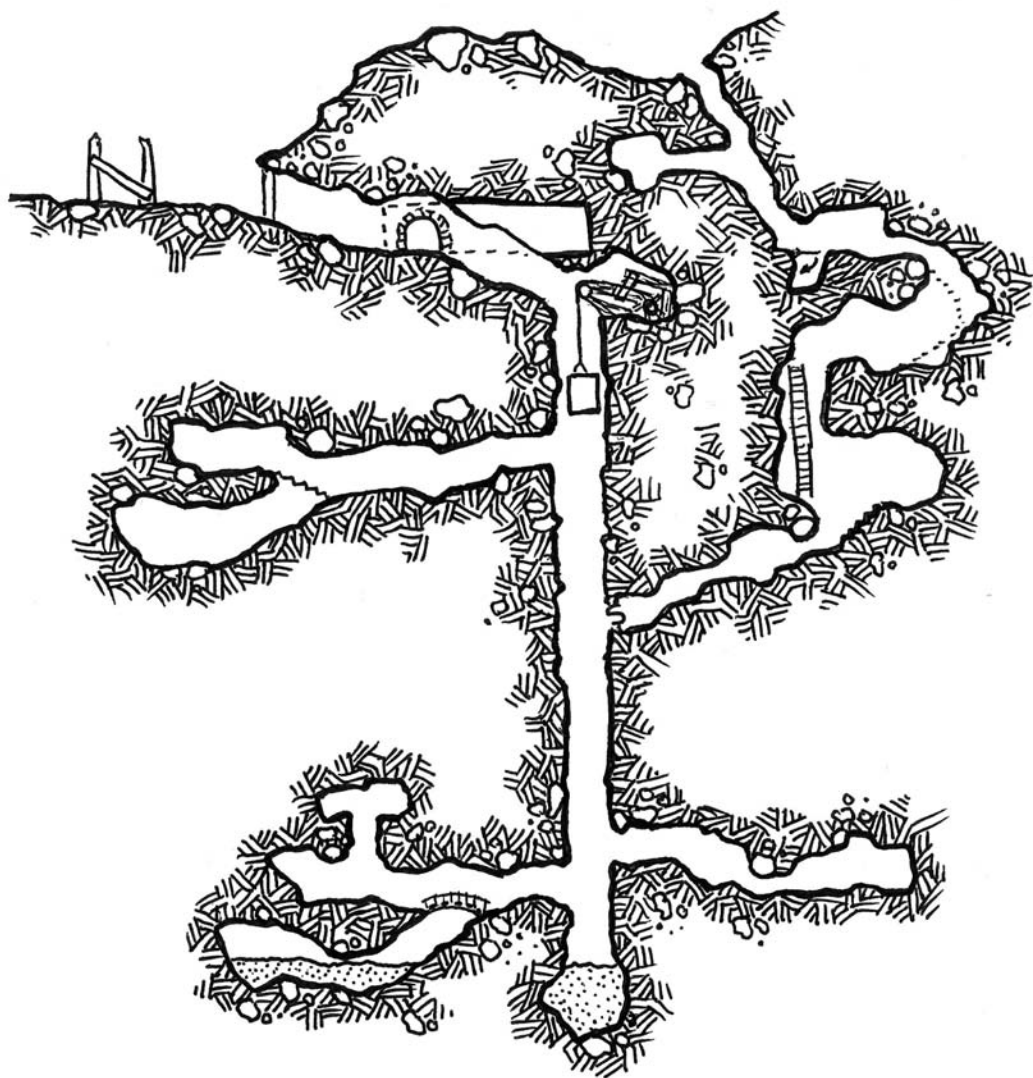


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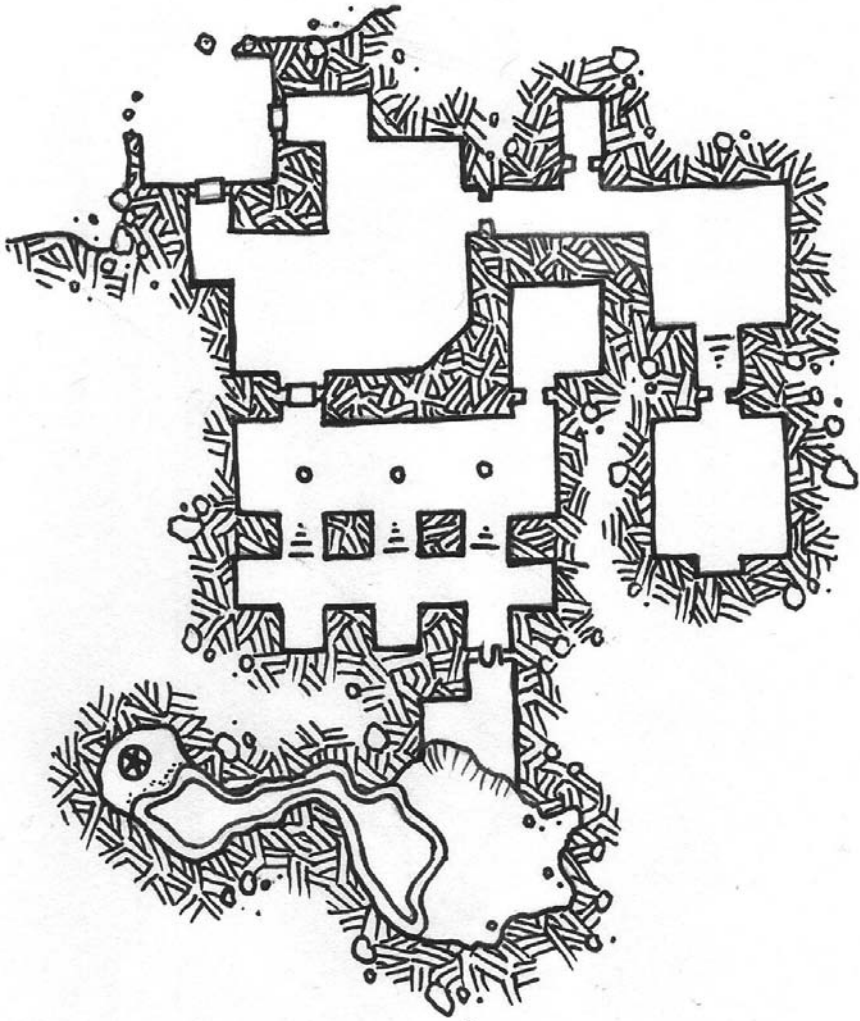
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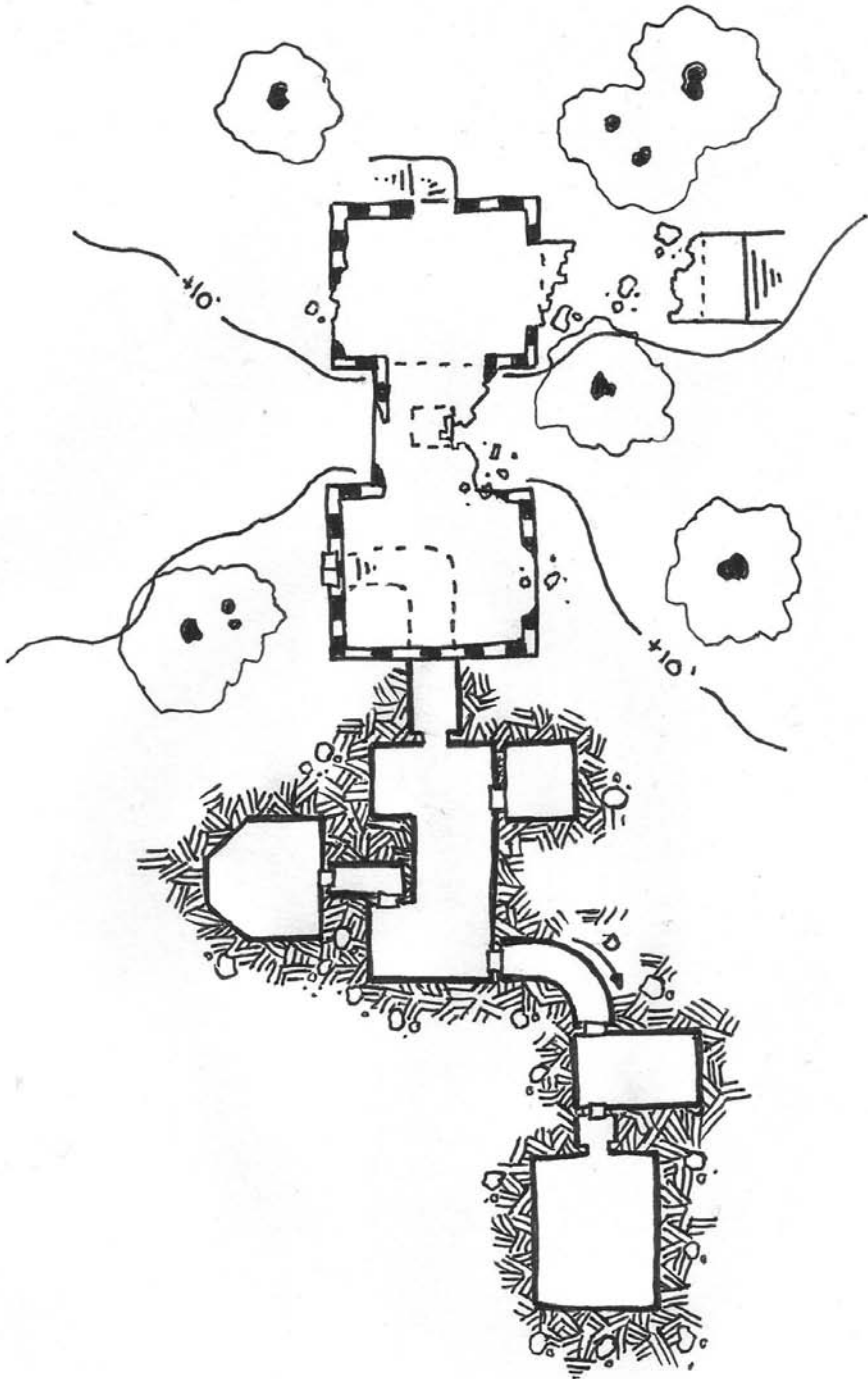
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CORVEL ON THE MOUNT

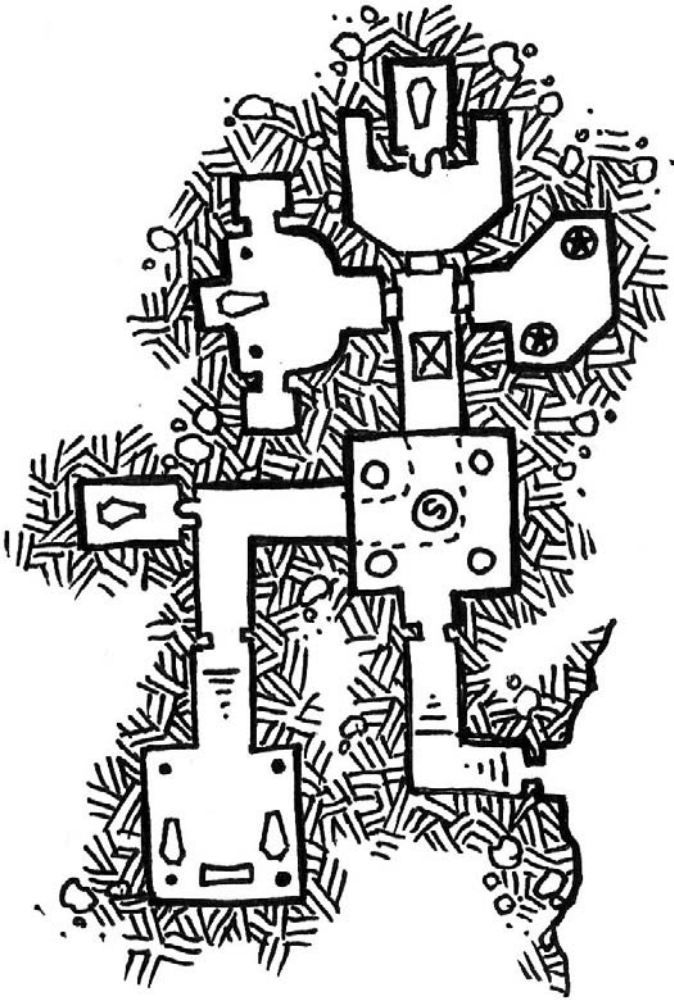


RUINS OF DREVEN HILL



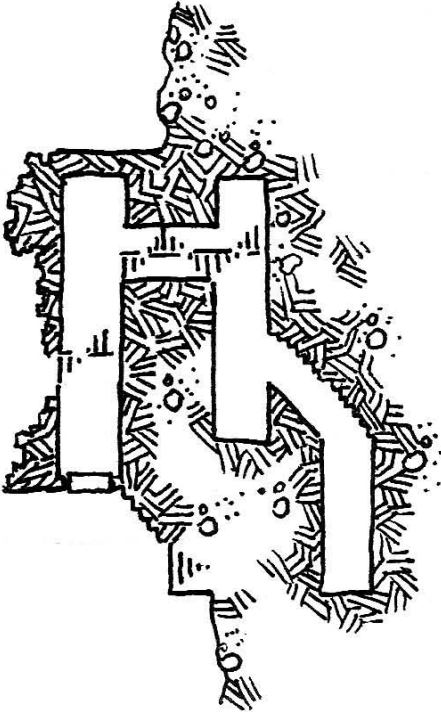
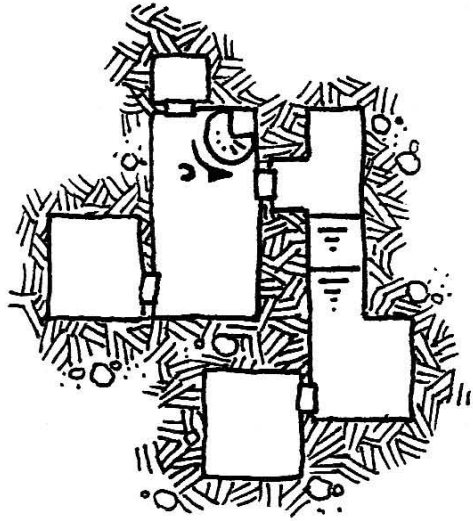
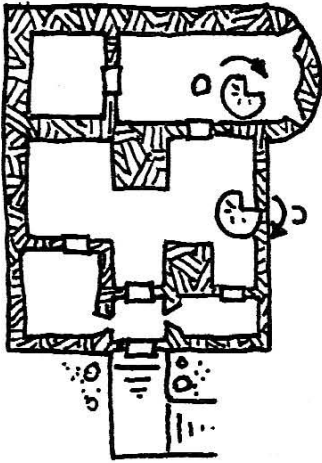
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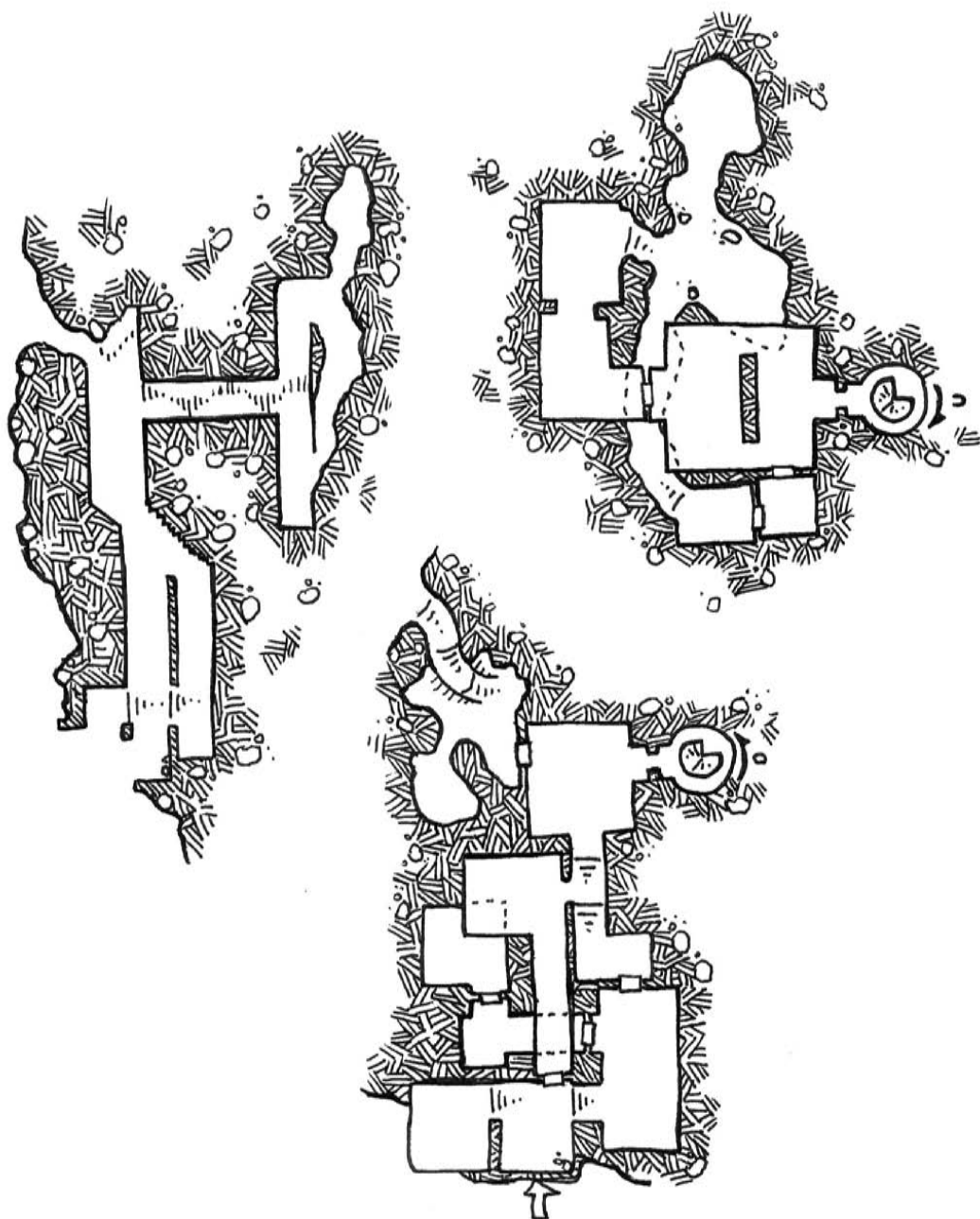


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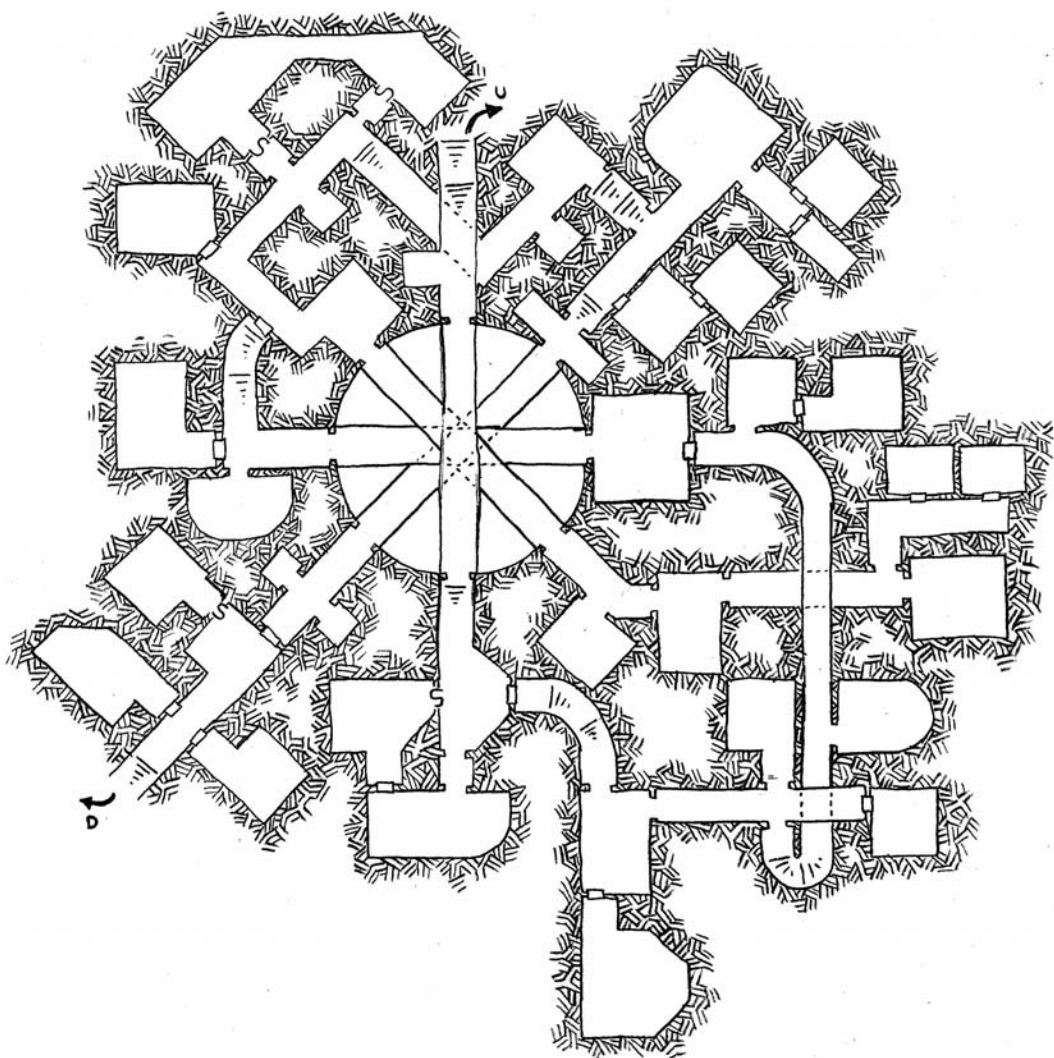
SIR ALEISTER'S WATCHTOWER



SOREN'S DIG

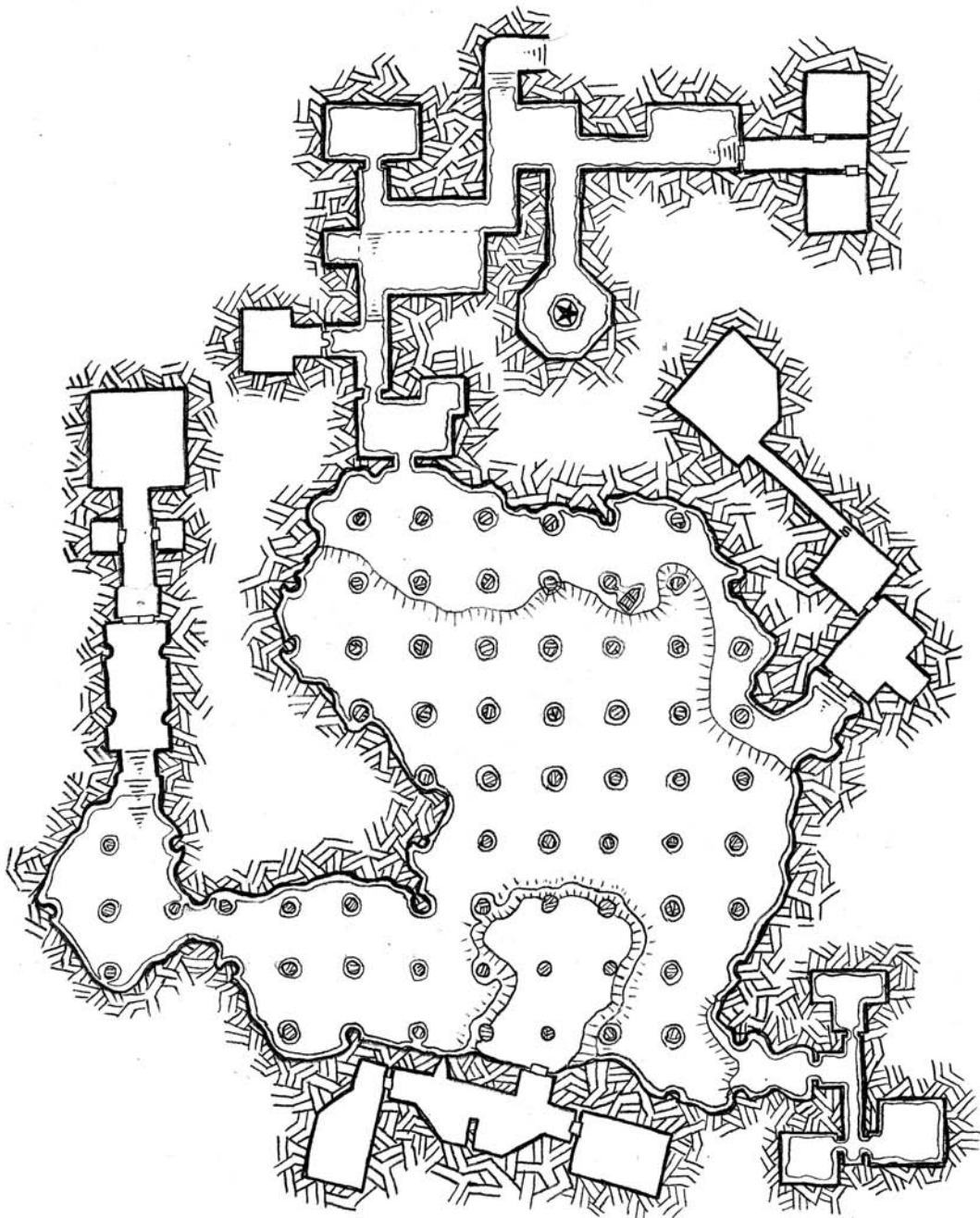


THE CIRCLE OF DOOM



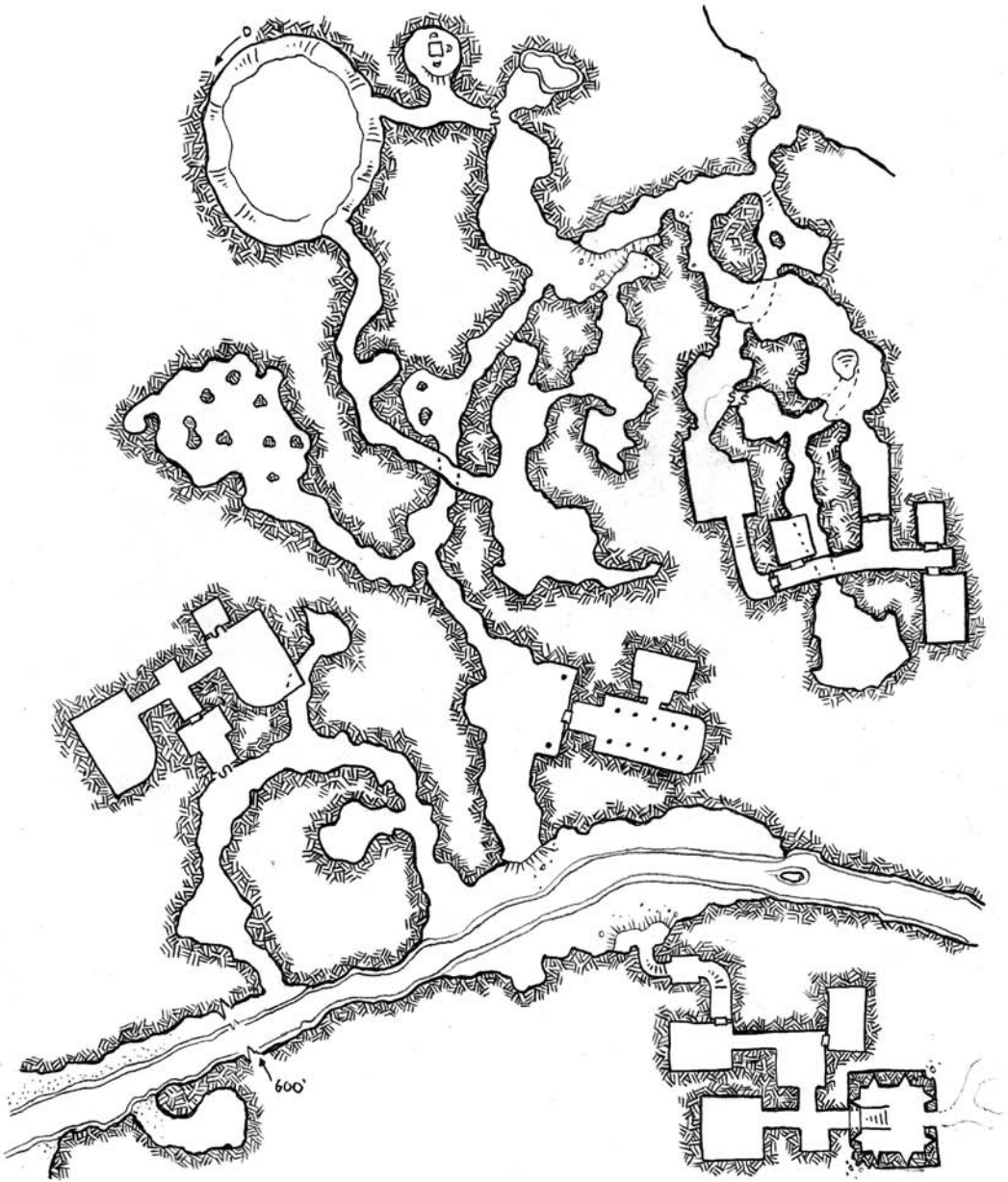
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ROOTS OF THE WORLD

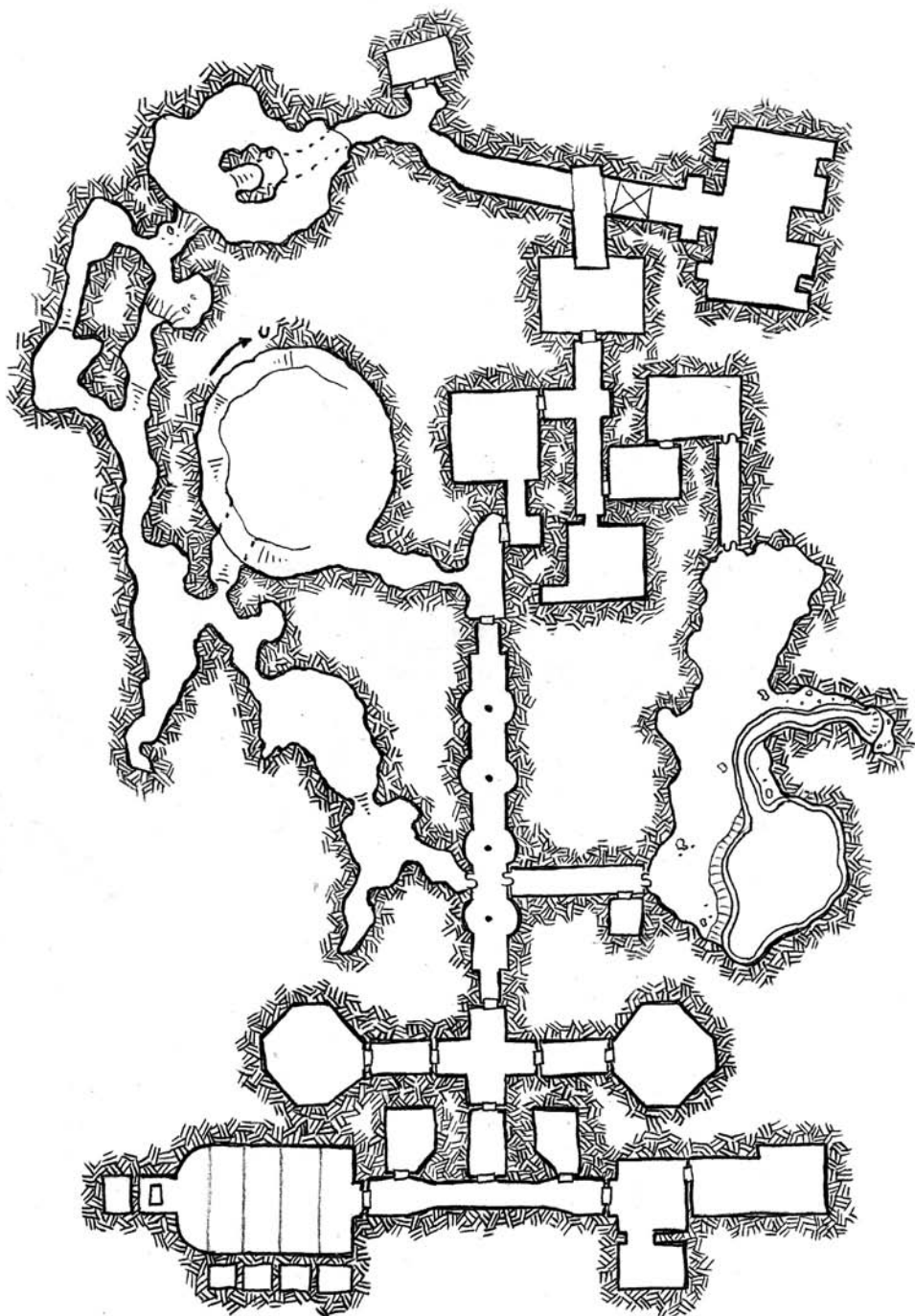


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THE STONY RECESSES LEVEL 1

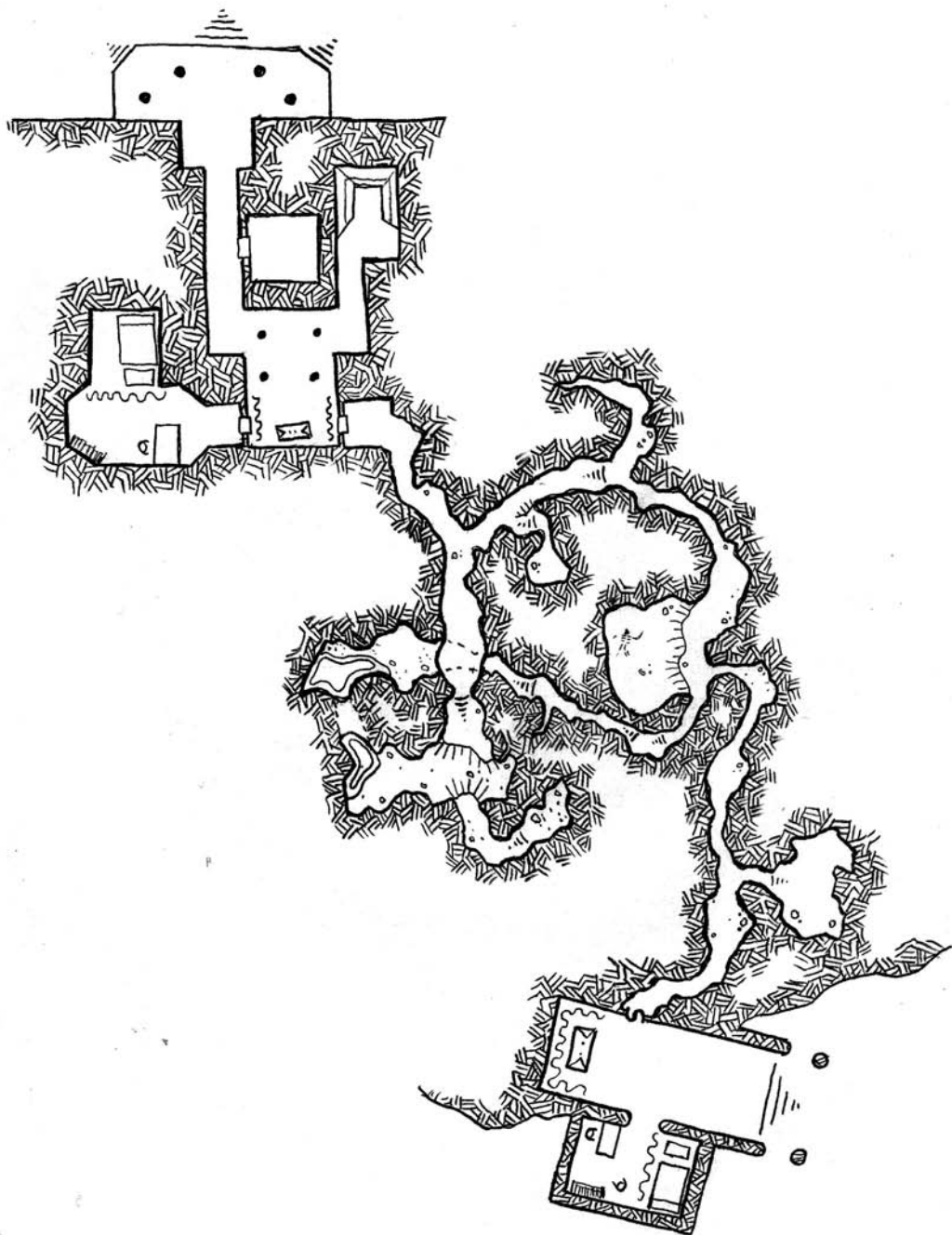


THE STONY RECESSES LEVEL 2



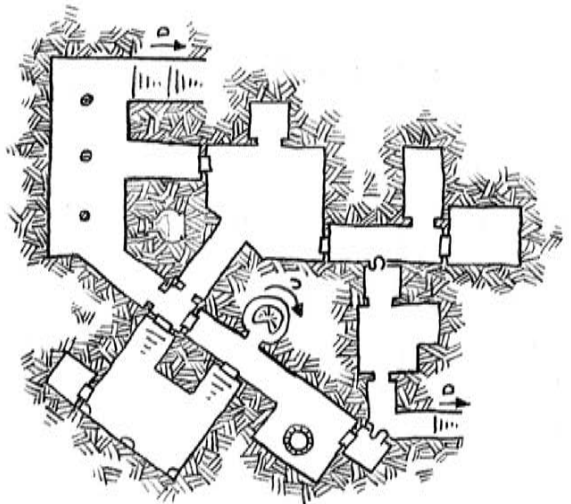
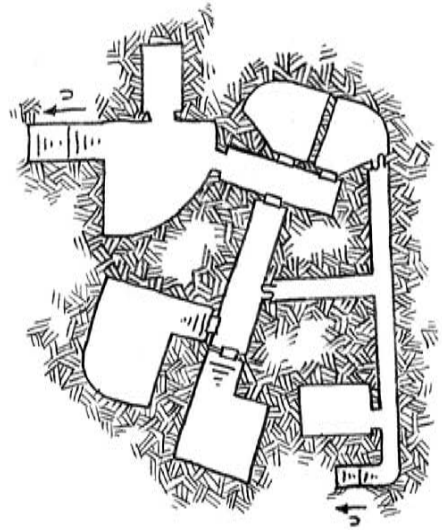
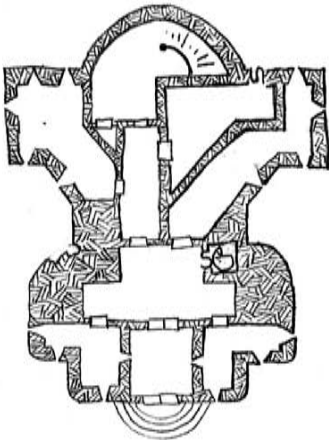
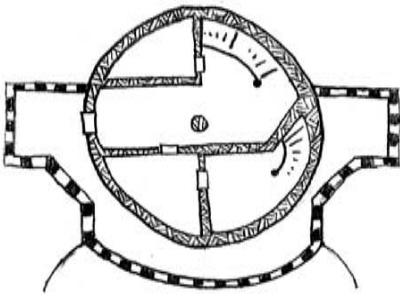
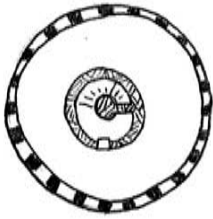
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TEMPLE & ORACLE OF FAER



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TOWER OF JEN "THE ROSE"



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First Edition



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