

DYSON'S DELVE LEVEL 1

**Dyson's Delve Level 1: Entrances**

- 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**

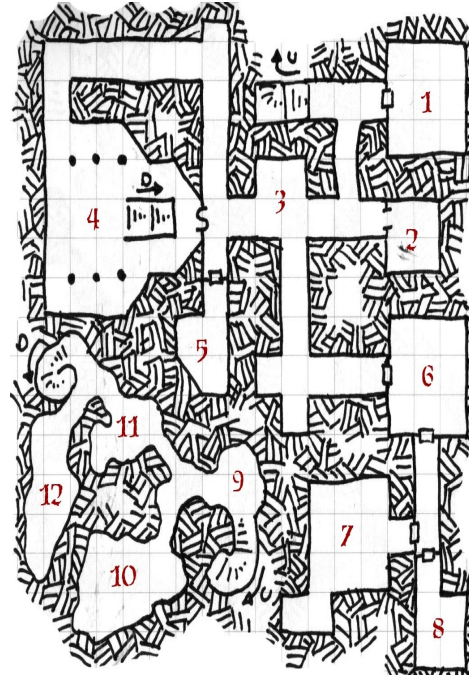
(1 in 6, check every 10 minutes)

- 1.-2 – Giant Rats (2d6), 3-4 – Goblins (2d4) 5 – Hobgoblins (1d3) 6 – Fire Beetles (1d8)

**Wandering Monsters in areas 8-11 will always be 1d6 skeletons**

**Contents & Description**

- Cave Entrance.** This entrance is concealed on the hillside by thick foliage, although 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 a goblin skull converted into a mouse nest containing 1d6 sp.
- Rats Nest.** 12 Giant Rats they are hiding from the giant ferrets. 2d6 sp mixed in with the various nesting materials on the floor.
- Invaded Nest.** 3 Giant Ferrets and the corpses of the five giant rats they have just killed.
- Main Entrance.** 2 Goblins watch the stairs. One will run for area 5 when attacked. Each has 2d6 ep.
- Guard Room.** 4 Goblins and a runty hobgoblin that nobody likes live and 'guard' here. Each has 2d6 ep.
- Boss' Room.** Fighting in area 5 will alert the hobgoblin who lives in this room to trouble. He has 5,000 gp in a locked box under his table. The key is nailed to the underside of the table.
- Descent.** 2 goblin rat-catchers and their pet giant ferret 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.
- 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.
- Devotional.** A dried font for holy water and several candle-niches in the walls indicate the old purpose of this room.
- Tomb.** A sarcophagus is in the center of the room. If opened, a chain mail clad zombie 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.
- Crypts.** These crypts contain piles of skeletal remains and 9 skeletons



DYSON'S DELVE LEVEL 2

**Dyson's Delve Level 2: 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**

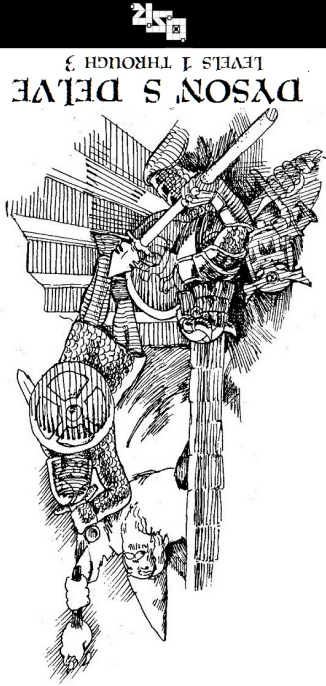
(1 in 6, check every 10 minutes)

- 1-3 – Goblins (2d4), 4-5 – Hobgoblins (1d3) 6 – Fire Beetles (1d4)

**Wandering Monsters for Areas 9-12 will be either 1 ghoul or 2d6 giant rats**

**Contents & Description**

- Goblin Den.** 6 Goblins 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. 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. Each has a pair of javelins and 2d6 ep.
- Antechamber.** The columns in this room have a body of long-dead goblins impaled on them by 8 inch long bone-like spikes.
- Goblin Outcast.** A grizzled old Goblin 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 and 2 Hobgoblins 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 keep their Giant Ferret penned in the southwestern alcove.
- The Boss.** A Hobgoblin guard stands just inside the door while the Hobgoblin Leader and 2 Goblin advisors 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.
- Rat Nest.** This cave was home to a bunch of giant rats, now just mangled corpses remain.
- Rat Nest.** 9 Giant Rats
- Natural Alcove.** A single ghoul is lurking here, waiting to surprise passing rats or goblins. He is dressed in ancient rotted finery and carries 4,000 gp, 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.



Pocket Full of Peril

For about a year, on and off, I have created small 3x5 card adventures which I call **Pocket Full of Peril**. Using the geomorphs posted by people on the web (like those by Dyson Long) I cobble together small adventures which are great for one night adventure or to fill in some hex in your sandbox campaign. The adventures do not start out creators for any particular system leaving YOU free to make it work with your own favorite game.

About a year ago Dyson published a series of adventures creating a mini-mega-dungeon crawl of 11 levels entitled, appropriately enough, **Dyson's Delve**. Here is Dyson's work presented in a pocket mod format. The Delve will comprise a module series and as formatted presents the ultimate **Pocket Full of Peril**.

--Cr. Brandon October, 2011 <http://swordsandshieldsp.blogspot.com/>  
<http://ipgcharacters.wordpress.com/>  
**Checkout Dyson's site for more maps and gaming greatness:**

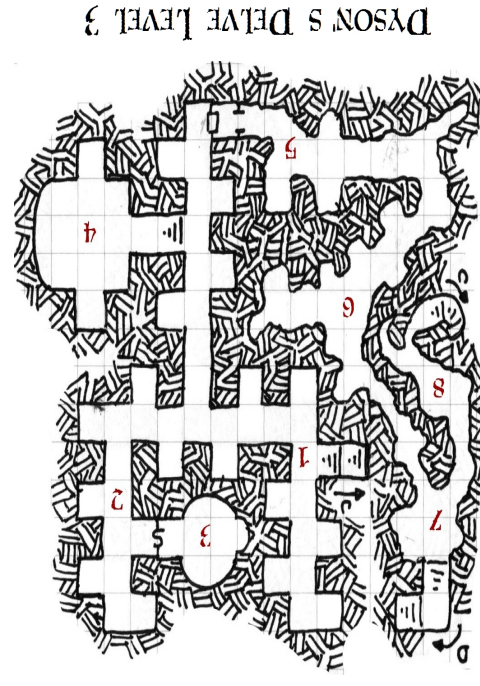
**DYSONS DELVE: LEVEL 1**  
 The first level of Dyson's Delve is meant for level 1 characters. It is a small dungeon complex and crypt area under an old ruin, with a set of caverns linked to it through some giant rat tunnels.

**DYSONS DELVE: LEVEL 2**  
 Level 2 of Dyson's Delve is divided into two distinct sections that both link to the level above and the level below. The main section is the lair of the goblins who were also found on level 1, while the limestone caves to the southwest are home to a feral ghoul. However, this level also introduces the first hints of the nasty creatures living on level 4. The level 4 creatures are distinctly more powerful than a level 2 party will be able to confront directly, which is why they see a lot of foreshadowing earlier in the dungeon.

**DYSONS DELVE: LEVEL 3**  
 Level 3 of Dyson's Delve reintegrates the two sections into a single level again, and combines natural-seeming caves with standard dungeon construction.

The entirety of level 3 is dedicated to crypts. This was once the bottom-most level of the Delve when it was first built. These crypts are now the home to a collection of ghouls and other undead and a bunch of flies who search for dead bodies to lay their eggs in.

<http://strangemagic.robertsongames.com/>  
**TIP of the cap to Stuart Robertson for the mini-module level! Check out Stuart's CITADEL OF EVIL mini module and other gaming greatness on his blog:**



DYSON'S DELVE LEVEL 3

**DYSON'S DELVE LEVEL 3: Entrances & Exits**

- Stairs up (to level 2, area 4) in area 1
- Natural stairs up (to level 2, area 1) 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), 2 – Fire Beetles (1d8), 3 – Ghouls (1d6), 4-5 – Zombies (2d4), 6 – Robber Flies (1d6)

**Contents & Description**

- 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 can be made.
- Ghoulish Finds.** Each of the three alcoves along the east wall is home to a single ghoul. A coffer with a poison dart trap in the northwest alcove contains 5,000 cp, 5,000 sp and 1,000 gp. The ghoul with the most hit points has a small pouch containing 4 500 gp gems.
- 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 1,000 ep.
- 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 on a 1-4.
- Mindy 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.
- Fight Scene.** This cavern has been a battleground recently. The corpses of three humans are strewn on the floor (they were once ghouls lying here) and the bones of three humans alcoves are spread around the room and many are crushed as if by a great weight.
- 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 **Zombies**.
- 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.

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