

DYSON'S DELVE

Level 2 (for level 1 characters)

ENTRANCES & EXITS

- Stairs up (to level 1, area 7) west of area 1
- Natural stairs up (to level 1, area 1) in area 9
- Stairs down (to level 3, area 1) in area 4
- Natural stairs down (to level 3, area 8) north of area 12

WANDERING MONSTERS

(1 in 6, check every 10 minutes)

- 1-3 – Goblins (2d4, AC: 6, HD: 1-1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7)
- 4-5 – Hobgoblins (1d3, AC: 6, HD: 1+1, ATT: 1d8, Mv: 90 (30), S: F1, M: 8)
- 6 – Fire Beetles (1d4, AC: 4, HD: 1+2, ATT: 2d4, Mv: 120 (40), S: F1, M: 7)

CONTENTS & DESCRIPTION

- 1. Goblin Den.** **6 Goblins** (AC: 6, HD: 1-1, hp: 2, 1, 6, 1, 2, 1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) live in this room. The door is left open a little so they can guard the stairs, but there is only a 1 in 6 chance that a goblin is actually doing that. Each goblin has **2d6 ep**.

2. Fire Beetle Pen. The goblins allow the fire beetles to roam the catacombs, and keep as many as they can in this room, with the archway barricaded by an old divan. There are **7 Fire Beetles** here. (AC: 4, HD: 1+2, hp: 8, 4, 3, 9, 9, 9, 10, ATT: 2d4, Mv: 120 (40), S: F1, M: 7). Hidden amongst the old furniture wreckage in the room is a small locked coffer containing **2,000 gp**.

3. Guard Alcove. The passage to the west is partially blocked with old furniture and barrels. The area is guarded by **4 Goblins** (AC: 6, HD: 1-1, hp: 6, 7, 7, 6, ATT: 1d6, Mv: 60 (20), S: NM, M: 7). Each has a pair of javelins and **2d6 ep**.

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

5. Goblin Outcast. A grizzled old **Goblin** (AC: 5, HD: 1-1, hp: 6, ATT: 1d6, Mv: 60 (20), S: NM, M: 9) lives here alone. He wears **leather armor +1** and opens combat by throwing flasks of flaming oil. He has a necklace worth **800 gp**.

6. Goblin Living Chamber. **4 Goblins** (AC: 6, HD: 1-1, hp: 3, 4, 2, 5, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) and **2 Hobgoblins** (AC: 6, HD: 1+1, hp: 9, 7, ATT: 1d8, Mv: 90 (30), S: F1, M: 8) live here. The hobgoblins each have **500 gp**. One wields a **battleaxe +1**, and the other has **two potions of healing**.

7. Rat Catchers. **2 Goblins** (AC: 6, HD: 1-1, hp: 3, 1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) keep their **Giant Ferret** (AC: 5, HD: 1+1, hp: 8, ATT: 1d8, Mv: 150 (50), S: F1, M: 8) penned in the southwestern alcove.

8. Tha Boss. A **Hobgoblin** guard stands just inside the door (AC: 6, HD: 1+1, hp: 5, ATT: 1d8, Mv: 90 (30), S: F1, M: 8) while the **Hobgoblin Leader** (AC: 6, HD: 1+1, hp: 8, ATT: 1d8, Mv: 90 (30), S: F1, M: 8) and **2 Goblin** advisors (AC: 6, HD: 1-1, hp: 4, 3, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) are in the room. The hobgoblin has a pouch of **6 100 gp gems** and the goblins are wearing a set of silver bracers worth **800 gp** and a jeweled golden torc worth **1500 gp**.

Wandering Monsters for Areas 9-12 will be either 1 ghoul (as in area 11) or 2d6 giant rats (as in area 10)

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

10. Rat Nest. **9 Giant Rats** (AC: 7, HD: ½, hp: 2, 3, 4, 4, 2, 4, 1, 3, 4, ATT: 1d3+disease, Mv: 120 (40), S: F1, M: 8)

11. Natural Alcove. A single **ghoul** (AC: 6, HD: 2*, hp: 6, ATT: 1d3x3 + paralysis, Mv: 90 (30), S: F2, M: 9) is lurking here, waiting to surprise passing rats or goblins. He is dressed in ancient rotted finery and carries **4,000 sp**, a gold signet ring worth **800 gp**, a massive decorative key on a heavy gold chain worth **1,200 gp**, and a pair of jeweled silver bracelets worth **700 gp** each.

12. Ancient Nook. The bones of the ghouls previous meals are scattered throughout this low-ceilinged cave.

