

# 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.

