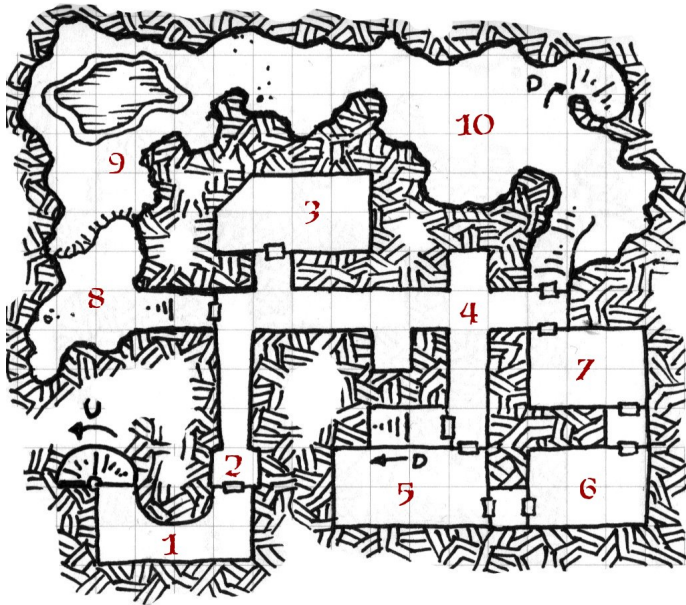


DYSON'S DELVE

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.

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 **Doppelgangers** (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 its 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.