

The Warrens of Woe: A Sample Dungeon for *DELVE* (DL 50)

Game-Changer: (The Game-Changer can be triggered once the total of points in the Adventure Pool and Hazard Pool together is at least this number.) It is revealed to the party that the Goblin Sultan's chief bodyguard, Agluk, is in fact an adventurer transformed into a hobgoblin and cursed to serve. The Sultan wields an enchanted talwar which curses anyone struck by it thrice to undergo this same transformation, and furthermore to be magically bound to obey the Sultan's commands. Killing the Sultan will release Agluk, and a great many of the other hobgoblins, from thralldom.

The Warrens of Woe: Master Table

	1	2	3	4	5	6
1	Slope Up/Down	Pit	Intersection	Cul-de-sac	Intersection	Hall
2	Small Cavern (4x4)	Hall	Ramiform Cave (5x5)	Hazard	Hall	Intersection
3	Intersection	Anastomatic Cave (5x5)	Intersection	Anastomatic Cave (6x6)	Hazard	Hall
4	Cul-de-sac	Treasure	Ramiform Cave (6x9)	Hall	Large Cavern (7x7)	Intersection
5	Intersection	Hall	Treasure	Large Cavern (7x7)	Intersection	The Sultan's Grotto (8x8)
9	Hall	Intersection	Hall	Intersection	Natural Lake (8x8)	Exit/Slope Down

Hazards: The Warrens of Woe

	1	2	3	4	5	6
1	Trollish Sentry	Goblin Scout	Big Cat	Goblin Skirmishers	Hobgoblin Elite	Trollish Sentry
2	Goblin Scout	Trollish Sentry	Goblin Scout	Big Cat	Trollish Sentry	Hobgoblin Elite
3	False Chest	Trap Door	Deadfall	Goblin Skirmishers	Oubliette	Warrior Shrine
4	Dungeon Flora	Flooding	Goblin Skirmishers	Lights Out	Goblin Scout	Goblin Skirmishers
5	Foul Fountain	Toxic Gas	Scavengers	Goblin Scout	Lights Out	Foul Fountain
6	Vermiin	Scavengers	Giant Vermiin	Goblin Scout	Flooding	Hobgoblin Elite

The Warrens of Woe: Notes

Here is the statistics block for a Big Cat; the blocks for goblins, hobgoblins and trolls may be found in the *DELVE Gamemaster's Guide*.

Big Cat [4 AP]					
					
6	0	7	3	9	0

Treasures: There are no special treasures in this dungeon; use A Trove of Treasures from the *DELVE Gamemaster's Guide*.

Hazards: The number in brackets represents the hazard's base value in Adventure Points. If more than one number is provided, separated by a slash, the second number indicates the possibility of encountering another hazard, such as a lurking monster, while dealing with the initial hazard.

Big Cat: [4] *Enterprising goblins have herded some of the mountain lions in the area into portions of the caverns, trapping them there to serve as guardian beasts. The cats have grown ravenously hungry in their captivity and so will attack without provocation.*

Combustible: [0/1] *The goblins have stockpiled filthy oily rags and garments in the area on purpose to create a potential flame pit. Test Magic (E) to identify and avoid such caches. If the material combusts, -1 to tests in this area due to smoke and heat.*

Deadfall: [2] *The goblins have arranged debris to collapse upon unwary adventurers. Test Move (E) to make it through without damage. The area becomes impassable.*

Dungeon Flora: [1] *The goblins farm a pungent, sporiferous mushroom as one of their staples, and the party has just encountered one of the cultivation grottoes. Test Health (B) or suffer -1 to tests until the next time the adventurers break camp.*

False Chest: [2] *At the Sultan's command, some of the storage containers taken in raids have been converted into booby traps that fling shrapnel. The attack has Burst. Test Defense (B) to avoid damage.*

Flooding: [1/2] *Some part of the warrens has taken on water. Test Move (M) to cross. Something may lurk unseen beneath the water; roll again, and encounter a monster if the black die is higher.*

Foul Fountain: [1] *A contaminated water source. The fever it induces*

lasts for 1-3 days, causing -1 to all tests. Test Health (E) to identify.

Giant Vermin: [2] *Monstrous versions of unintelligent dungeon fauna infest the area; they possess nothing of value, but are worth 2 AP to defeat.*

Goblin Scout: [1] *Lone goblins patrol the caverns; the risk is not encountering one, but allowing it to warn its companions of the party.*

Goblin Skirmishers: [4] *A band of goblins either headed out on a raid (high black die) or returning from one (high white die) - in either case, they are armed and vigilant. Returning goblins likely carry treasure, but departing goblins will only yield AP.*

Hobgoblin Elite: [3] *One of the Goblin Sultan's personal guard, bigger and meaner than ordinary goblins. They are not permitted to carry any personal treasure (the Sultan takes all their spoils for himself).*

Oubliette: [1] *This seems at first to be a small cul-de-sac, but a crude grate slams shut when the first adventurer moves inside, trapping them in the alcove. Test Strike (E) to open.*

Scavengers: [1] *Similar to Giant Vermin, but these creatures have collected odds and ends from around the dungeon, including a treasure.*

Toxic Gas: [1] *Noxious fumes fill the area, either trapped here by natural occurrence or deliberately caused by the goblins. Adventurers suffer 1 Health damage per turn while in the area.*

Trap Door: [1] *An adventurer steps on a covered hole in the cavern floor which opens on the dungeon level beneath; test Move (E) to prevent falling through. 1 Health damage from falling, but the chute can be used to descend as if they were stairs (although not to return).*

Trollish Sentry: [1/3] *A captive troll has been stationed in an area to alert nearby goblins of intruders. The troll is confined, so it must only be fought if it is freed (in which case it is a 3 AP hazard), but if it is able to unleash a bellow of warning, the next time a hazard is possible, the gamemaster rolls twice and chooses.*

Vermin: [1] *A swarm of tiny pests, such as centipedes or leeches, deals 1 Health per turn while in the area. Test Strike (E) to disperse the swarm.*

Warrior Shrine: [2] *The goblins revere the spirits of ancestors fallen in combat, storing their remains in secluded alcoves. Tucked among the tombs of those warriors, the avaricious goblins may have neglected a hidden treasure belonging to one of the dead.*

You'll need the *DELVE Gamemaster's Guide* to use this sheet as intended.

Buy it at parenthesispress.com, and download the *DELVE Adventurer's Guide* for free while you're at it!