

## Guidelines

Play through Dyson's Delve using the Overpowered rules during the month of December 2023. [Dyson's Delve is freely available here.](#) Submit your high score for the chance to win fabulous prizes!

**Goal:** Begin in Room 1 on Level 1. Complete the adventure by overcoming the Goblin King in Room 12 on Level 4.

**Upgrade:** New d4s always roll "4", but can be re-rolled.

**Glitch:** New d12s always roll "1", but can be re-rolled.

**Prizes:** Whoever accomplishes the Goal with the highest final score will receive:

**1st Prize:** Hardcover copy of Bones Deep. (shipping included)

**2nd Prize:** Softcover copy of Clink. (shipping included)

**3rd Prize:** PDF of any Technical Grimoire game.

**Guidelines:** Players have from the beginning of December 2023 until the beginning of January 2024 to participate. Scores must be submitted with a complete adventure log, detailed writeup, or a video recording.

**Bot Name:** Your bot may be named anything starting with "DEC2023".  
E.g. "DEC2023.Delver" is a valid bot name for this Monthly Challenge. Bots with the same name get the same rolls. Re-use someone's bot name to compete directly with them, or create a new name and hope for better rolls.

## Adventure Key

In case of any confusion about interpreting room contents, here is the official 2023 adventure key for Dyson's Delve. Ignore Wandering Monsters.

### Level 1

#### 1. Cave Entrance

Valuables x1 (silver pieces)

#### 2. Rats Nest

Obstacles x12 (Giant Rats, 3 damage)  
Valuables x1 (copper pieces)

#### 3. Invaded Nest

Obstacles x3 (Giant Ferrets, AC 5)

#### 4. Main Entrance

Obstacles x2 (Goblins, AC 6)  
Valuables x1 (electrum pieces)

#### 5. Guard Room

Obstacles x4 (Goblins, AC 6)  
Obstacle x1 (Hobgoblin, AC 6)  
Valuables x1 (electrum pieces)

#### 6. Boss' Room

Obstacle x1 (Hobgoblin, AC 6)  
Valuables x1 (silver pieces)

#### 7. Descent

Obstacles x2 (Goblins, ATT 6)  
Obstacles x1 (Giant Ferret, AC 5)

#### 8. Crypt of Saint Ulther

Unique Features x2 (mosaic, sarcophagus)

#### 9. Devotional

Empty Room

#### 10. Tomb

Obstacle x1 (Zombie, AC 5)  
Unique Features x1 (sarcophagus)  
Valuables x1 (dagger)

#### 11. Crypts

Obstacles x9 (Skeletons, ATT 6)

## Level 2

### 1. Goblin Den

Obstacles x6 (Goblins, AC 6)  
Valuables x1 (electrum pieces)

### 2. Fire Beetle Pen

Obstacles x7 (Fire Beetles, AC 4)  
Valuables x1 (gold pieces)

### 3. Guard Alcove

Obstacles x4 (Goblins, AC 6)  
Valuables x1 (electrum pieces)

### 4. Antechamber

Empty Room

### 5. Goblin Outcast

Obstacle x1 (Old Goblin, AC5)  
Valuables x2 (armor, gold pieces)

### 6. Goblin Living Chamber

Obstacles x4 (Goblins, AC 6)  
Obstacles x2 (Hobgoblins, AC 6)  
Valuables x2 (battleaxe, gold pieces)  
Powerful Objects x1 (potion)

### 7. Rat Catchers

Obstacles x2 (Goblins, AC 6)  
Obstacles x1 (Giant Ferret, AC 5)

### 8. Tha Boss

Obstacles x1 (Guard, HP 5)  
Obstacles x1 (Leader, AC 6)  
Obstacles x2 (Advisors, AC 6)  
Valuables x3 (gems, bracers, torc)  
Named Creature x1 (Tha Boss)

### 9. Rat Nest

Empty Room

### 10. Rat Nest

Obstacles x9 (Giant Rats, ATT 3)

### 11. Natural Alcove

Obstacle x1 (Ghoul, AC 6)  
Valuables x4 (silver pieces, ring, key, bracelets)

### 12. Ancient Nook

Empty Room

## Level 3

### 1. Alcoves

Valuables x7 (Alcove contents)  
Each Alcove contains treasure, no need to actually roll for contents

### 2. Ghoulish Finds

Obstacles x3 (Ghouls, AC 6)  
Obstacles x1 (Dart Trap, DC 10)  
Valuables x4 (copper pieces, silver pieces, electrum pieces, gems)  
Valuables x6 (Alcove contents)  
Each Alcove contains treasure, no need to actually roll for contents

### 3. Secret Crypt

Obstacle x1 (Flash Trap, DC10)  
Valuables x1 (silver pieces)  
Powerful Objects x2 (scrolls)

### 4. Robber's Den

Obstacles x4 (Robber Flies, AC 6)  
Unique Feature x1 (Breezeway)  
Valuables x6 (Alcove contents)  
Each Alcove contains treasure, no need to actually roll for contents

### 5. Windy Alcoves

Valuables x4 (Alcove contents)  
Each Alcove contains treasure, no need to actually roll for contents

### 6. Fight Scene

Valuables x8 (Alcove contents)  
Each Alcove contains treasure, no need to actually roll for contents

### 7. The Risen

Obstacles x5 (Zombies, AC 8)

### 8. Rocks Fall

Obstacles x2 (Rock Falls, DAMAGE 10)

## Level 4

### 1. Vestibule

Empty Room

### 2. Trapped Room

Obstacle x1 (Gas Trap, DC 10)

### 3. Slaughterhouse

Empty Room

### 4. Manticore's Lair

Obstacle x1 (Manticore, AC 4)

### 5. Manticores' Treasure

Valuables x3 (silver pieces, gold pieces, sword)  
Powerful Objects x2 (wand, potion)

### 6. Goblin Warrens

Obstacles x4 (Goblins, AC 6)  
Valuables x1 (electrum pieces)

### 7. Goblin Warrens

Obstacles x4 (Goblins, AC 6)  
Valuables x1 (electrum pieces)

### 8. Goblin Warrens

Obstacles x4 (Goblins, AC 6)  
Valuables x1 (electrum pieces)

### 9. Secret Chambers

Obstacles x3 (Lizard Men, HD 3)

### 10. Secret Chambers

Obstacles x3 (Lizard Men, HD 3)

### 11. Guard Room

Obstacles x4 (Goblins, AC 6)

### 12. Goblin King

Obstacles x1 (Leader, AC 5)  
Obstacles x6 (Bodyguards, AC 6)  
Obstacles x3 (Chest Traps, DC 10)

### 13. Lizard Lair

Obstacles x3 (Lizard Men, HD 3)  
Valuables x3 (copper pieces, gold pieces, necklace)