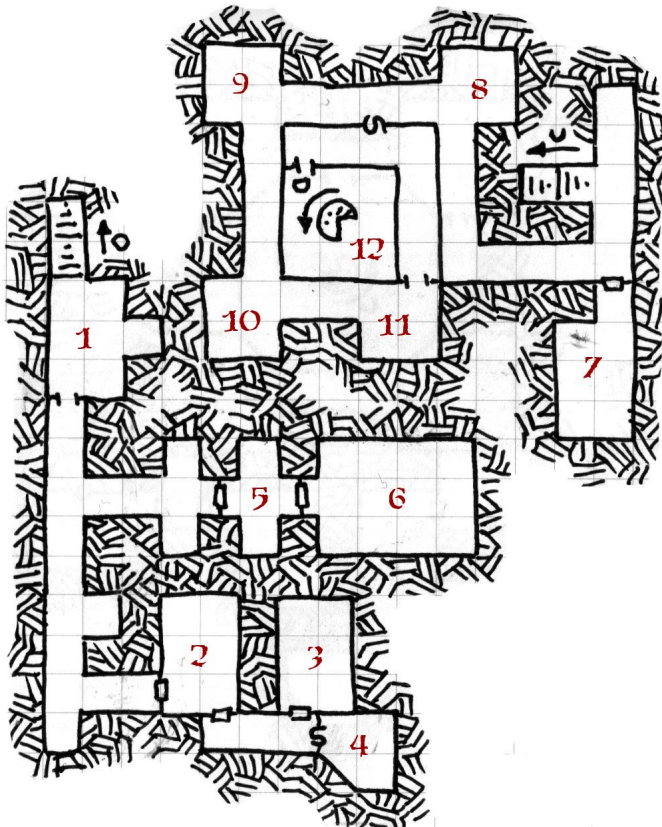


DYSON'S DELVE

Level 6 (for level 3 characters)

ENTRANCES & EXITS



- Stairs up (to level 5, area 5) north of area 7.
- Spiral stairs down (to level 7, area 5) in room 12.
- Stairs down (to level 7, area 1) in room 1.

WANDERING MONSTERS - AREAS 1-6

(1 in 8, check every 10 minutes)

- 1 – Gelatinous Cube (1, AC:8, HD: 4*, ATT: 2d4+paralysis, Mv 60 (20), Sv: F2, M: 12)
- 2 – Thouls (1d6, AC: 6, HD: 3**, ATT: 1d3x2+paralysis, Mv 120 (40), Sv: F3, M: 10)
- 3 – Ochre Jelly (1, AC: 8, HD: 5*, ATT: 2d6, Mv 30 (10), Sv: F3, M: 12)
- 4 – Carrion Crawlers (1d3, AC: 7, HD: 3+1*, ATT: paralysis x 8, Mv: 120 (40), Sv: F2, M: 9)

WANDERING MONSTERS - AREAS 7-12

(1 in 6, check every 10 minutes)

- 1-2 – Gargoyles (1d6, AC: 5, HD: 4, ATT: 1d3/1d3/1d6/1d4, Mv: 90 (30), Sv: F8, M: 11)
- 3 – Veterans (2d4, AC:2, HD:1-3, ATT: 1d8, Mv: 60 (20), Sv: F(1-3), M: 9)
- 4 – Wererats (1d8, AC: 7, HD: 3*, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8)

CONTENTS & DESCRIPTION

- 1. Guard Post.** The guards are long gone, but the empty weapon racks tell the tale of this room.
- 2. Guard Room.** Cleared of all furniture and inhabitants by the creatures of the area. The south door bears an old non-magical sigil.
- 3. Mage's Room.** The door to this room is locked and marked with a meaningless but strange sigil. Within is a bunk room with two beds, two desks with chairs, and a wardrobe containing old robes. In each of the four corners of the room is a **Living Statue (Crystal)** (AC: 4, HD: 3, hp: 14, 10, 5, 21, ATT: 1d6/1d6, Mv: 90 (30), Sv: F3, M: 11) who once served as servants and man-at-arms but who now attack intruders into the room. There is a false floor in the wardrobe which is trapped with an exploding blast (2d6 damage to everyone in the room, save versus dragon breath negates) that used to hold spellbooks but which is now empty.
- 4. Secret Room.** This locked secret room contains two locked coffers. The first contains **800 sp**, **500 gp** and a **100 gp gem**. The second contains a **scroll of Continual Light, Knock and Fireball** held in a jeweled scroll tube worth **1,200 gp**.
- 5. Secure Post.** Both stone doors into this room are locked. In the room are a pair of **Living Statues (Iron)** (AC: 2, HD: 4, hp: 18, 19, ATT: 1d8/1d8, Mv: 30 (10), Sv: F4, M: 11) who will attack to prevent anyone from opening the second door but will not pursue.
- 6. Prison.** Living in this room is a cursed **Medusa** (AC: 8, HD: 4**, hp: 25, ATT: 1d6+poison, Mv: 90 (30), Sv: F4, M: 8) who is cursed to live forever until slain by violence or magic. She is quite hungry and insane and will attack but also try to escape, leaving behind her forgotten treasure of jewelry (10 pieces of **jewelry** worth **400, 600, 700, 800, 1,000, 1,100, 1,200, 1,300, 1,500, and 1,600 gp**, respectively).
- 7. Gargoyle Landing.** The hall outside this room is decorated like the halls of the floor above – with relief carvings of gargoyles. However, many of these have been chipped or damaged by weapon blows. The door to this room is held closed by a heavy chain and padlock. Within the room are **4 Gargoyles** (AC: 5, HD: 4, hp: 14, 23, 17, 16, ATT: 1d3/1d3/1d6/1d4, Mv: 90 (30), Sv: F8, M: 11) and **x** coffers. The first contains **9,000 cp**, the second a pair of matched crowns worth **1,500 gp** each.
- 8. Ruined Statuary.** The remains of several gargoyles litter the floor.
- 9. Treasure Hunters.** The arcane branch of the invading temple forces is searching for treasure in this room. They are **3 Mediums** (AC: 9, HD:1**, hp: 4, 2, 3, ATT: 1d4 or spell, Mv: 120 (40), Sv: M1, M: 7) who have the following spells prepared: **Charm Person, Light, and Magic Missile**, respectively, and a level 3 **Magic User** (AC: 9, HD: 3d4, hp: 10, ATT: 1d4 or spell, MV: 120 (40), Sv: M3, M:7) who has **Hold Portal, Sleep and Web**. In his bag he has a treasure map to Area 4 on this level, as well as a **Helm of Alignment Change**.
- 10. Green Gargoyle Face.** On the west wall of this room, one of the gargoyle sculptures stands out from the rest, carved of greenish stone and set with even brighter green eyes. Anyone poking around the sculpture will trigger the trap, releasing a spray of poisonous mist from the mouth. Anyone within the room when this is triggered must make a save versus poison or have their Strength reduced by half for 24 hours.
- 11. Rats in the Walls.** A small group of wererats has snuck past the guards and is trying to sneak up on the treasure hunters in area 9. There are **4 Wererats** (AC: 7, HD: 3*, hp: 11, 15, 13, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8)
- 12. Stairwell.** This room contains a large circular stairwell leading down to level 7. It is guarded by **4 Veterans** (AC:2, HD: 3, 3, 1, 1, hp: 14, 10, 7, 5 ATT: 1d8, Mv: 60 (20), Sv: F(1-3), M: 9).