DYSON' S DELVE

LEVELS 7 THROUGH 9

RSR

Wandering Monsters

(1 in 6, check every 20 minutes)

1: Cockatrice (1d2) **2-4**: Giant Scorpions (1d6) **5-6**: Wererats (1d8)

Contents & Description

1. Statuary Chamber. This two-leveled chamber contains several strange statues of giant scorpions, humans and troglodytes (the victims of the cockatrices that roam this area).

2. Secret Chamber. This chamber is used by the troglodytes from level 11 when venturing into the upper levels. It contains beds, chairs and elegant tapestries. A locked and trapped (poison needle) coffer contains their **5,000 sp**, **1,000 gp**, and **4 100 gp gems**.

3. Ambushed. The statues of four elves are here, in combat poses. They were ambushed by the cockatrices. One was in the process of picking the lock to area 4, and is now blocking the lock with his stone hands and his stone lockpicks are jamming the mechanism.

4. Abandoned Room. The door to this room is locked. This was home to the cursed medusa on level 6. The room contains several more statues of her victims, as well as a **Living Statue (Rock)**that was her guard and butler. A small box made of ornately carved stone under her bed is trapped with gorgon breath (save versus petrification) but contains her secret stock of **2 oils of stone to flesh** and **10 arrows +1**. Her prized longbow is on the wall.

5. Open Room. The door is open and it is currently home to **4 Giant Scorpions**.

6. Owlbear! The back corner of this room has a statue of a truly immense owlbear backed into the corner. It is completely concealing the small door behind it to area 7.

7. Lost Nest. This room contains a nest with two long-dead cockatrices.. In the next are three stone cockatrice eggs that will hatch if kept somewhere warm. Also buried in the nest under the bodies are **5,000 sp** and **4 500 gp gems**.

8. Cockatrice Den. This feather and dung-covered room is home to 2 Cockatrices **3,000 gp** are in the nest, and mixed in with stone egg shells are **8 50 gp gems**.

9. Bony Guard. The wererats in areas 11-14 have a massive **Bone Golem** wielding 3 swords and a **sword +2**. The golem will only attack if attacked, and continues to attack as long as the enemy stays in area 9, 10, or the hallway between areas 9 and 6.

10. Boneyard. The wererats store food and bones of past victims here. The door is locked.

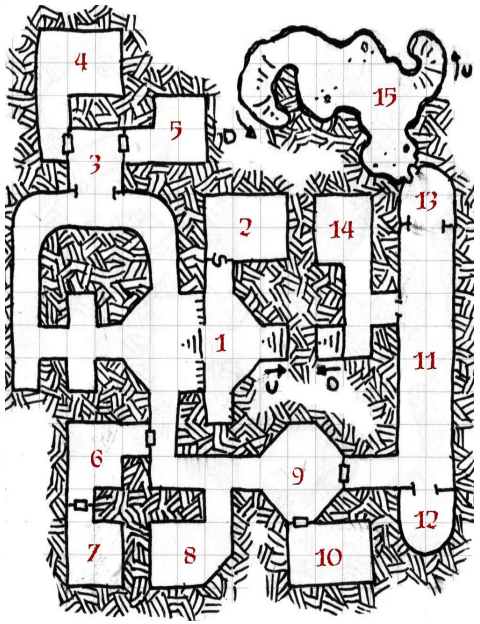
11. Hall of the Court of Rats. This hall is the central warren of the wererat court in the dungeon. There will be **3 Wererats** here at any time, well dressed and armed with swords. Each wererat has a bag with **700 ep**.

12. Warren. This room is curtained off from area 11 and is home to the noble Durin family of **2 Wererats** containing **10,000 cp**.

13. Warren. This room is curtained off from area 11 and is home to the disgraced Poeress family of **3 Wererats** They know about the secret door, and afraid of the worm beyond it.

14. Guard Room. This room is guarded by 2 uniformed **wererat guards** armed with polearms watch for intruders heading to level 10.

15. Wormsign! This natural cave is home to a massive 30 foot white worm, a Caecilia



DYSON'S DELVE LEVEL 9

Entrances & Exits

● Natural stairs up (to level 8, area 10) in area 15.● Natural stairs down (to level 10, area X) in area 15.● Stairs up (to level 8, area 4) in area 1● Stairs down (to level 10, area X) south of area 14.

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)

1-3: Giant Albino Weasels (1d4) **4**: Wights (1d6) **5**: Ochre Jelly (1) **6:** Ogres (1d6)

Contents & Description

1. Entry. 2 Ogres 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** keep their pet **Hellhound** on a short chain 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 Dopplegangers** 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** have grown here and the room is avoided by the residents of the level because of the fungal overgrowth.

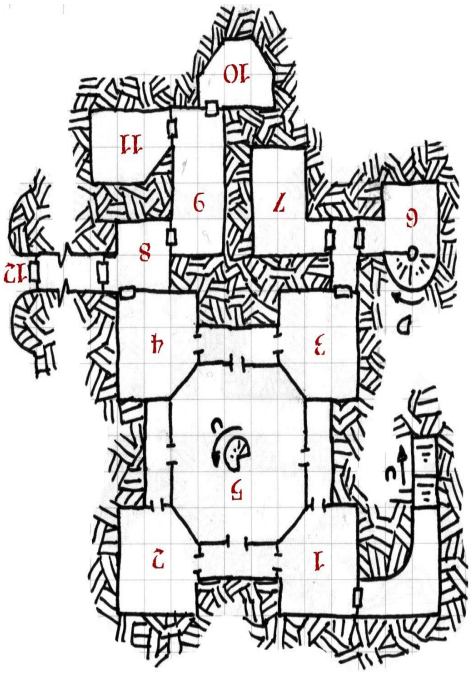
6. Trogs. **7 Troglodytes** live in this room,guarded by the yellow mold to the west and the shriekers to the north. In a locked chest they have **6,000 sp**. A wooden box holding up their table contains **24 500 gp gems**, covered in Yellow Mold

7. Badger, Badger, Badger, Badger. This room is nearly stuffed full of massive mushrooms cultivated by the troglodytes in area 6Included in the mix are **6 Shriekers** 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** lives on this ledge. It moves slowly due to massive arthritis, and can no longer climb down the 10 feet to area 9 below.

9. Dead Pool. Ages ago, troglodytes were ritually drowned in this dark and stagnant pool. Now it is home to 9 Troglodyte Zombies 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 who guard their treasure of **4,000 sp**, still in the backpack on the back of a fallen and well-picked over elf.



DYSONS DELVE LEVEL 7

Entrances & Exits

● Stairs up (to level 6, area 1) near area 1.● Spiral stairs up (to level 6, area 12) in area 5.

● Circular stairs down (to level 8, area 1) in area 6.● Exit (to outdoors) in area 12.

Wandering Monsters

(1 in 6, check every 10 minutes)**1-2:** (1d6) Acolytes with **cause fear** prepared

3-4: (1d6) Veterans **5-6:** (1d6)Mediums (PICK LV 1 spell for each randomly).

Contents & Description

This level is a temple complex with access to the surface at area 12. It is operated by the groups found exploring the higher levels.

1. Fire Chapel. The walls are covered in candles, concealing the door under a layer of wax and candles. **8 Fire Beetles** are kept here

2. Earth Chapel. A Living Statue (Rock) guards this chapel, **10 100 gp gems** decorate the various religious inscriptions on the walls.

3. Water Chapel. The door at the back of the water chapel is decorated to look like a crashing wave.

4. Air Chapel. The priestess of the air chapel is present with her acolytes, lighting incense. This **Harpy** and her **3 Acolytes** will investigate any commotion in area 5, the harpy taking advantage of the high ceiling there to fly.

5. Grand Temple. The spiral staircase in this 40' tall room has recently been rebuilt to gain access to the upper levels after a gray ooze fell through the opening into the temple dunng a ceremony. The stairs are guarded by **4 Acolytes** and the **Vicar** who wields a **warhammer +2**, and wears **boots of levitation**. He has prepared **Cure Light Wounds**, **Light**, and **Hold Person**.

6. Descent. The circular staircase down to level 8 is guarded by 4 church mercenary **Veterans** The top step is trapped with a blade that springs out of the stair to slash at the ankles of those slepping on it, dealing 1d6 damage.

7. Emissaries of the Black Dragon. **4 Troglodytes** are here visiting the temple. They are richly dressed and are wearing an assortment of jewelry (5 pieces of jewelry on each troglodyte, totalling at **4,000 gp** of jewelry each). On a desk in the room are a set of 3 gold and silver scroll tubes (worth 500 gp each). The first contains a scroll of **Bless**; the second a scroll of **Charm Person**, **Detect Magic**, and **Mirror Image**; and the last a scroll of **Remove Fear** and **Silence 15' Radius**.

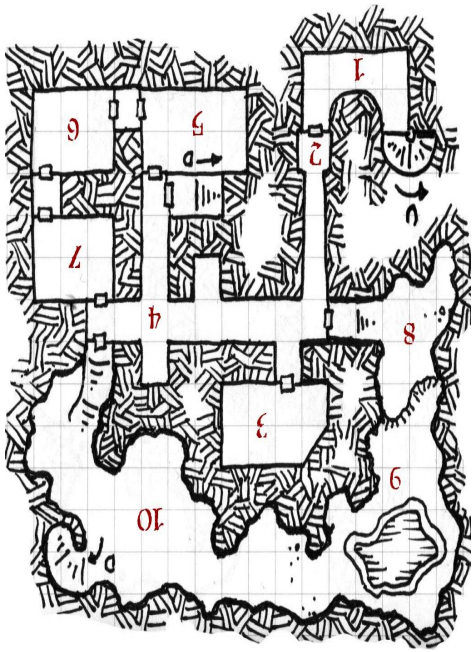
8. Antechamber. This room is nicely carpeted and has two sitting chairs in it. The door to area 12 has a bell on it, and the door to area 9 is open and the guards there will come out to see who has entered if the bell is wrung or they hear anything interesting.

9. Cloister. **3 Acolytes** are here, and there are bunks for many more.

10. Supply Room. This room contains barrels and boxes of food, wine and incense. A small crate in the back, hidden by the larger containers, contains **1,000 sp**, **500 gp**, and a **potion of gaseous form**.

11. Clerical Chambers. This is the home of the Harpy and Vicar. It is nicely appointed although definitely the home of followers of an evil church. Two golden skull-embossed candlesticks on the reading desk are worth **900 gp** each. The harpy's ceremonial **spear +1** is also here, in a glass-covered case.

12. Entrance. The hallway between areas 8 and 12 is 350 feet long and decorated with a variety of tapestries, lit by torches. This is the entrance to the temple and is guarded by **2 Acolytes** The entranceway is a carved fresco in the style of the four elements.



DYSONS DELVE LEVEL 8