

DYSON'S DELVE

Level 10 (for level 5-6 characters)

ENTRANCES & EXITS

- Natural stairs up (to level 9, area 15) in area 5.
- Natural stairs down (to level 11, area 8) west of area 7.
- Stairs up (to level 9, area 14) in area 1.
- Natural stairs down (to level 11, area 2) east of area 8.

WANDERING MONSTERS

(none on this level)

CONTENTS & DESCRIPTION

1. Noble Court. This old mausoleum has been converted into the court of the wererats. The king holds court in this chamber when required. At any time there will be **3 Wererats** (AC: 7, HD: 3*, hp: 19, 7, 16, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8) in this room. Fighting will attract the attention of the inhabitants of rooms 2-4.

2. Clerical Chamber. This room houses the **Wererat High Priest** (AC: 7, HD: 4**, hp: 22, ATT: 1d6+2, Mv: 120 (40), Sv: C4, M: 9) and his acolyte (a **Wererat**) (AC: 7, HD: 3*, hp: 14, ATT: 1d8, Mv: 120 (40),

Sv: F3, M: 8). The high priest has **Hold Person**, **Cause Fear** and **Protection from Good** prepared. He carries a **mace +2**, and wears a jeweled holy symbol worth **1,500 gp**. The vizier and high priest dislike one another and will not come to the other's aid.

3. Royal Chamber. This room is home to the King of the Wererats (AC: 5, HD: 5*, hp: 27, ATT: 1d10+1, Mv: 120 (40), Sv: F5, M: 9), a grizzled and mighty rat who wields a **two handed sword +1**, **+2 against lycanthropes** and wears a **ring of protection +1** (already included in his AC). He is accompanied by his wife and the prince (**2 Wererats**) (AC: 7, HD: 3*, hp: 16, 16, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8). They each wear a crown worth **1,800 gp**, **1,400 gp** and **1,000 gp** respectively, and the king wears a jeweled amulet worth **1,500 gp**.

4. The Royal Vizier. The king is advised in all matters by his trusted vizier, not a wererat, but a very clever **Doppelganger** (AC: 3, HD: 4*, ATT: 1d12, Mv: 90 (30), Sv: F10, M: 10), who enters battle as a wererat would (as a bipedal giant rat) with his **shield +1**. In the vizier's chamber is a scroll rack full of scrolls on arcane subjects, but also including a clerical scroll of **Detect Evil**, a magic user scroll of **Continual Light**, **Hold Person** and **Confusion** and a treasure map to a location of the DM's choice containing another stash of scrolls (including 3 scrolls of spells).

5. Trap. The southern exit / entrance to this room is trapped, forcing those who know about it to travel through the minotaur's lair in area 6. The narrow passageway is partially filled with rubble and more rubble is above. Under the rubble is a pressure plate that removes the support of the rubble above. Each person passing through here has a 2 in 6 chance of triggering the trap, filling the passage with rocks and dealing 3d10 damage to anyone in the passage.

6. Minotaur. This cave is home to a powerful **Minotaur** (AC: 6, HD: 6, hp: 28, ATT: 1d6(x2) or 1d10+2, Mv: 120 (40), Sv: F6, M: 12) who wields a massive two handed sword. His horns are decorated with a pair of rubies worth **1,000 gp** each.

7. Lurking Cavern. **2 Tuatera Lizards** (AC: 4, HD: 6, hp: 39, 31, ATT: 1d4/1d4/2d6, Mv: 90 (30), Sv: F4, M: 6) lurk in this cave.

8. Cave of Treasures. This cave contains the majority of Dulwin the Wyrms treasure. A massive silvery pile of **95,000 sp** and **20,000 ep** is heaped in the room, holding up a pair of coffers. The coffers are both locked (Dulwin wears the keys) and trapped with poison needles around the lock and a poison dart trap for when the coffer is opened. The coffers each contain 10 pieces of fine jewelry worth roughly **1,000 gp** each (some are worth more, others less, but the total is 10,000 gp of jewelry in each coffer). Climbing the pile of coins will make enough noise to alert Dulwin in area 9 unless very specific precautions are taken (such as a silence spell). Every turn spent in this room there is a 1 in 6 chance that Dulwin will come in to check on his treasure.

9. The Wyrms Lair. This cavern is home to Dulwin, a **Black Dragon** (AC: 2, HD: 7**, hp: 34, ATT: 1d4+1/1d4+1/2d10, Mv: 90 (30), Sv: F7, M: 8) who talks and commands the obedience of the local troglodytes. He has the spells **Charm Person**, **Magic Missile**, **Sleep** and **Read Languages** prepared.

