

DYSON'S DELVE

Level 7 (for level 3 characters)

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.

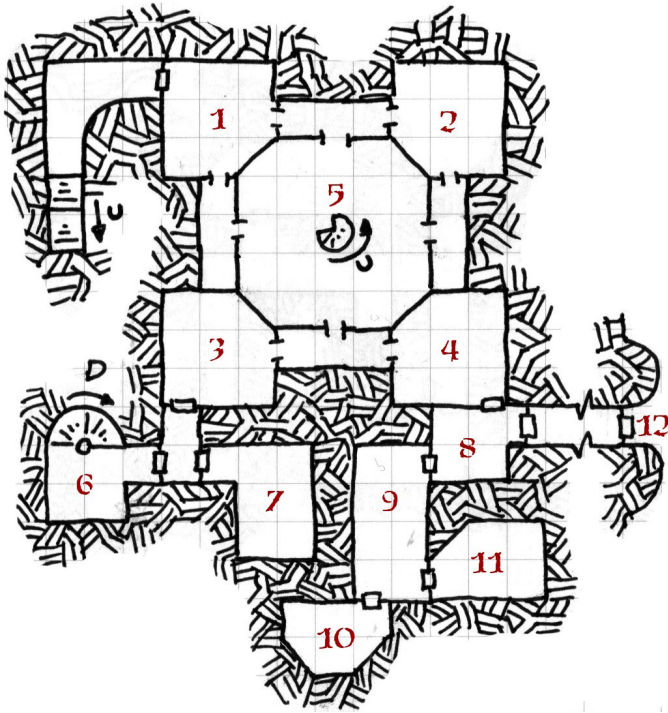
WANDERING MONSTERS

(1 in 6, check every 10 minutes)

- 1-2 – Acolytes (1d8, AC: 2, HD: 1, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) & Adept (1, AC: 2, HD: 2, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) with **cause fear** prepared.
- 3 – Veterans (2d4, AC: 2, HD: 1d3, ATT: 1d8, Mv: 60 (20), Sv: F1-3, M: 9)
- 4 – Mediums (1d4, AC: 9, HD: 1**, ATT: 1d4 or spell, Mv: 120 (40), Sv: M1, M: 7) (determine level 1 spell for each at random).

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 completely covered in candles, concealing the door under a layer of wax and candles. **8 Fire Beetles** are kept here (AC: 4, HD: 1+2, hp: 5, 5, 7, 5, 4, 9, 4, 9, ATT: 2d4, Mv: 120 (40), Sv: F1, M: 7).
- 2. Earth Chapel.** A Living Statue (Rock) (AC: 4, HD: 5**, hp: 20, ATT: 2d6/2d6, Mv: 60 (20), Sv: F5, M: 11) guards this chapel and the **10 100 gp gems** that 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** (AC: 7, HD: 3*, hp: 19, ATT: 1d4/1d4/1d6 + special, Mv: 60 (20), Fly: 150 (50), Sv: F3, M: 7) and her **3 Acolytes** (AC: 2, HD: 1, hp: 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) 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 during a ceremony. The stairs are guarded by **4 Acolytes** (AC: 2, HD: 1, hp: 2, 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) and the **Vicar** (AC: 2, HD: 4*, hp: 20, ATT: 1d6+2, Mv: 60 (20), Sv: C4, M: 8) 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** (AC: 2, HD: 2, ATT: 1d8, Mv: 60 (20), Sv: F2, M: 9). The top step is trapped with a blade that springs out of the stair to slash at the ankles of those stepping on it, dealing 1d8 damage.
- 7. Emissaries of the Black Dragon.** **4 Troglodytes** (AC: 5, HD: 2*, hp: 11, 10, 10, 5, ATT: 1d4(x3), Mv: 120 (40), Sv: F2, M: 9) are here visiting the temple. They are richly dressed and are wearing an assortment of jewelry (5 pieces of jewelry on each troglodyte, totaling 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 rung or they hear anything interesting.
- 9. Cloister.** **3 Acolytes** (AC: 2, HD: 1, hp: 2, 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7) and **3 Veterans** (AC: 2, HD: 2, ATT: 1d8, Mv: 60 (20), Sv: F2, M: 9) 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** (AC: 2, HD: 1, hp: 2, 6, 4, 5, ATT: 1d6, Mv: 60 (20), Sv: C1, M: 7). The entranceway is a carved fresco in the style of the four elements.