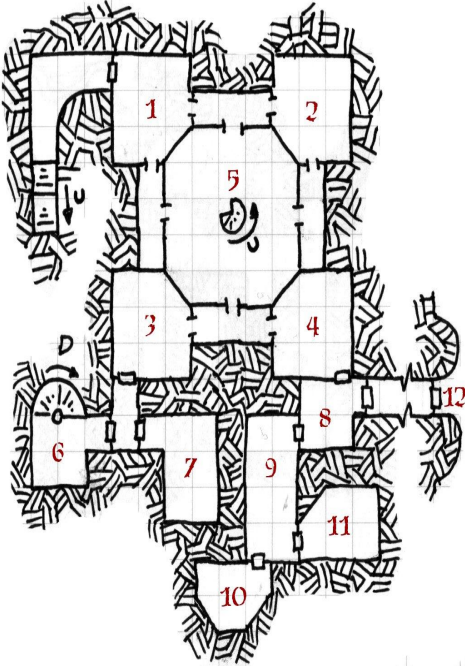




DYSON'S DELVE

LABELS 7 THROUGH 9



DYSON'S DELVE LEVEL 7

**Wandering Monsters**  
(1) In 6, check every 20 minutes) 1-2: Cockatrice (1d2) 2-4: Giant Scorpions (1d5) 5-6: Wererats (1d3)

**Contents & Description**  
1. **Statuary Chamber.** This two-level 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 muddled) coffer contains their 5,000 sp, 1,000 gp, and 4 100 gp gems.

3. **Amphitheater.** 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 stone 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 gogon breath (save versus petrification) but contains her secret stock of 2 ozs 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. **Overbear!** The back corner of this room has a statue of a truly immense overbear backed to 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 area are the nest, and mixed in with stone egg shells are 8 50 gp gems.

8. **Cockatrice Den.** This feather and dung-covered room is home to 2 Cockatrices 3,000 gp under the bodies are 5,000 sp and 4 500 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 family of Wererats. They move about the secret door, and attend of the worm beyond it.

12. **Warren.** This room is contained off from area 11 and is home to the noble Dunn family of troglodytes, not like undead.

13. **Warren.** This room is contained off from area 11 and is home to the disgraced Fowser family of Wererats. This room is guarded by uniformed wererat guards armed with

14. **Guard Room.** This room is guarded by uniformed wererat guards armed with

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

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**Entrances & Exits**  
● Clerical stairs up (to level 7, area 6) in area 1 ● Stairs down (to level 9, area 15) in area 10.  
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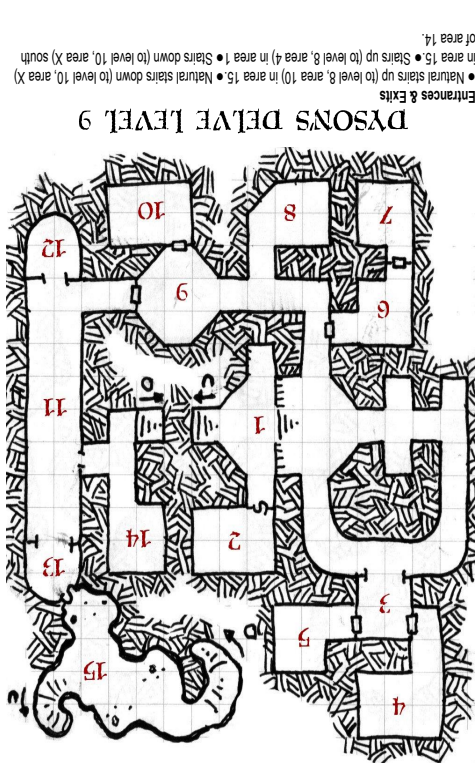
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DYSON'S DELVE LEVEL 9

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● 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.

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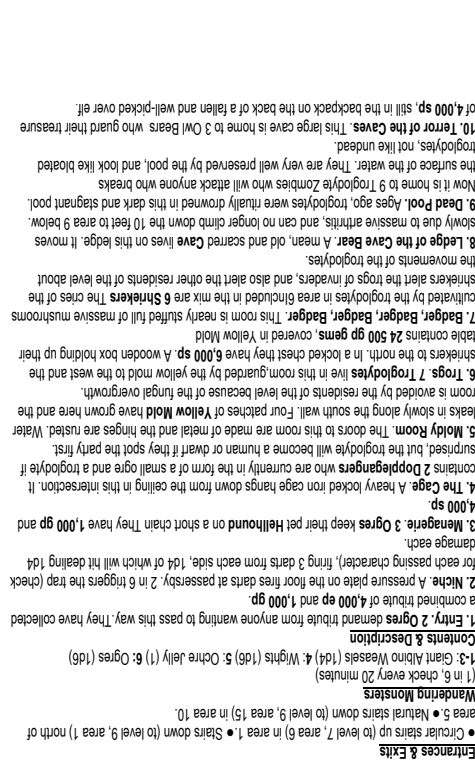
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DYSON'S DELVE LEVEL 8



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.

