

DYSON'S DELVE

Level 5 (for level 3 characters)

ENTRANCES & EXITS

- Stairs up (to level 4, area 1) in area 1
- Stairs down (to level 6, area 7) in area 5

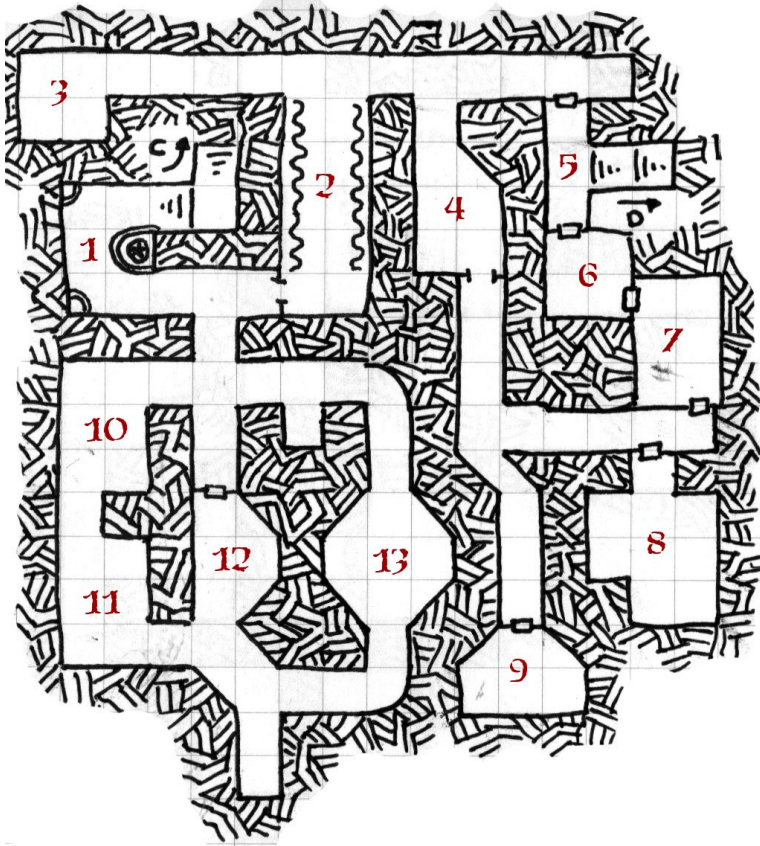
WANDERING MONSTERS

(1 in 12, 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)

CONTENTS & DESCRIPTION

With the strong wind blowing in from area 1, areas 1-4 and 10-13 always have a fairly strong breeze blowing through them and strange moaning noises are made by the wind through the various stonework on this level. The walls sport intricately carved gargoyle faces that the wind blows through like stone whistles that produce this noise.



- 1. Howling Room.** Quarter-circle wells in the western corners pipe a strong wind into the dungeon. A statue of a four-armed humanoid wearing a crown is on a small dais on the east wall. Torches in this room and in the adjoining hallways will be blown out by the wind, and even lanterns may be blown out (1 in 6, check when dramatically appropriate).
- 2. Tapestryed Hall.** The tapestries flap in the wind, and the moaning sound from the architecture is loud and plaintive.
- 3. The Consumed.** 2 Carrion Crawlers (AC: 7, HD: 3+1*, hp: 15, 11, ATT: paralysis x 8, Mv: 120 (40), Sv: F2, M: 9) are consuming the corpses of four humans. Amongst the carnage are backpacks and bags containing **6,000 sp**, **1,000 gp**, and **3 100 gp gems**. One of the warriors is still clenching his **shield +1**.
- 4. Adventurers.** 4 Veterans (AC: 2, HD: 3, 2, 2, 1, hp: 14, 15, 3, 6, ATT: 1d8, Mv: 60 (20), Sv: F3,2,1, M: 9) are exploring this level, with a backup team in area 5. Their combined treasure is **91 ep**, and **2 gems (100 gp and 500 gp)**
- 5. Stairs.** Stairs down to level 6 are guarded by a team of **6 Veterans** (AC:2, HD: 3, 3, 2, 2, 1, 1, hp: 20, 13, 9, 14, 3, 8, ATT: 1d8, Mv: 60 (20), Sv: F3,2,1, M: 9). The leader has **2 gems (500 gp each)**.
- 6. Traps.** Opening either door to this room engages a pendulum blade that swings through the doorway, dealing 1d12 damage unless a saving throw versus magic wands is passed.
- 7. Gargoyle Room.** The walls of this room are decorated with massive sculptures of leering gargoyles. **4 Thouls** (AC:6, HD: 3**, hp: 19, 14, 16, 8, ATT: 1d3 x 2 + paralysis, Mv: 120 (40), Sv: F3, M: 10) are hiding here. A secret compartment in the mouth of one of the gargoyles contains 3 pieces of jewelry (**1,300 gp**, **1,200 gp**, and **600 gp** value). The compartment is locked and trapped – anyone picking the lock or taking the jewelry from the compartment will be bitten by the mouth for 1d10 damage unless they make a save versus petrification.
- 8. Candle-lit Chamber.** This oddly-shaped room is illuminated by a dozen candles magically levitating between five and ten feet off the floor. As long as they remain lit, they will levitate wherever they are placed, although they cannot support more than a single coin of weight without falling. If extinguished they fall to the floor, but can be relit to levitate again. They do not seem to be consumed by burning.
- 9. Statuary Room.** 4 iron statues of warriors adorn the room, along with 2 **Living Statues (Iron)** (AC: 2, HD: 4, hp: 22, 20, ATT: 1d8 x 2, Mv: 30 (10), Sv: F4, M: 11)
- 10 – 11. Kobold Lair.** A clan of kobolds live in a suspended ceiling they build here to remain above the marauding scavengers of this level. There are **10 Kobolds** (AC: 7, HD: ½, hp: 1, 4, 2, 2, 1, 2, 4, 3, 2, 2, ATT: 1d4, Mv: 60 (20), Sv: NM, M: 6) in each room living in a suspended framework 15 feet off the floor. They attack with 5 flasks of flaming oil and then with slings.
- 12. Empty Chamber.** This chamber is not only empty, but lacks even the decorations that the rest of the level sports.
- 13. Mirrored Room.** The six walls of this room each support a massive silvered mirror. They have become dull with age, although they were obviously once quite expensive and ornately trimmed. In the centre of the room is a **Gelatinous Cube** (AC:8, HD: 4*, hp: 20, ATT: 2d4+paralysis, Mv: 60 (20), Sv: F2, M: 12) with an undigested **Staff of Healing** floating in it's midst.