

DYSON'S DELVE

Level 9 (for level 4 characters)

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.

WANDERING MONSTERS

(1 in 6, check every 20 minutes)

- 1 – Cockatrice (1d2, AC: 6, HD: 5**, ATT: 1d6 + petrification, Mv: 90 (30), Sv: F5, M: 7)
- 2-4 – Giant Scorpions (1d6, AC: 2, HD: 4*, ATT: 1d10/1d10/1d4+poison, Mv: 150 (50), Sv: F2, M: 11)
- 5-6 – Wererats (1d8, AC: 7, HD: 3*, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8)

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 of the delve. It contains sleeping materials and comfortable beds, chairs and elegant tapestries. A locked and trapped (poison needle) coffer contains their "emergency travel supplies" of **5,000 sp**, **1,000 gp**, and **4 100 gp gems**.

- 3. Ambushed.** The statues of four elves are here, in various combat poses. They are adventurers ambushed by the cockatrices while in the middle of fighting giant scorpions. 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 (and jammed, see area 3 above). This was once the home to the cursed medusa imprisoned on level 6. The door is made of stone. The room contains several more statues of her victims, as well as a **Living Statue (Rock)** (AC: 4, HD: 5**, hp: 26, ATT: 2d6(x2), Mv: 60 (20), Sv: F5, M: 11) 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 or be turned to stone) 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 to this room is open and it is currently home to **4 Giant Scorpions** (AC: 2, HD: 4*, hp: 20, 18, 20, 19, ATT: 1d10/1d10/1d4+poison, Mv: 150 (50), Sv: F2, M: 11) who have learned to not antagonize the cockatrices.
- 6. Owlbear!** The back corner of this room has the statue of a truly immense owlbear backed into the corner, obviously trying to back away from it's assailant. 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 who starved here after the owlbear jammed the door shut. In the next are three stone cockatrice eggs that will hatch if kept somewhere warm (including in a backpack that is being carried by an adventurer). 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 (AC: 6, HD: 5**, hp: 19, 22, ATT: 1d6 + petrification, Mv: 90 (30), Sv: F5, M: 7). **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 guard that keeps the cockatrices at bay – a massive **Bone Golem** (AC: 2, HD: 8, ATT: 1d8(x3)/1d8+2, Mv: 120 (40), Sv: F4, M: 12) wielding 3 swords and a **sword +2**. The golem will only attack if attacked, but will then continue 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 here, as well as bones of past victims (that they use to repair the bone golem, or if necessary to build a new one). 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** (AC: 7, HD: 3*, hp: 10, 11, 16, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8) 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** (AC: 7, HD: 3*, hp: 12, 12, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8) and a small locked coffer (one of the rats has the key) 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** (AC: 7, HD: 3*, hp: 14, 13, 20, ATT: 1d8, Mv: 120 (40), Sv: F3, M: 8). They know about the secret door, and afraid of the giant worm beyond it.
- 14. Guard Room.** This room is guarded by 2 uniformed **wererat guards** (AC: 7, HD: 3*, hp: 16, 20, 16, ATT: 1d10 Mv: 120 (40), Sv: F3, M: 8) armed with polearms who watch for unauthorized persons heading down to level 10.
- 15. Wormsign!** This natural cave is home to a massive 30 foot white worm, a Caecilia (AC:6, HD: 6*, hp: 30, ATT: 1d8 + swallow, Mv: 60 (20), Sv: F3, M: 9) who will attack any intruder.

