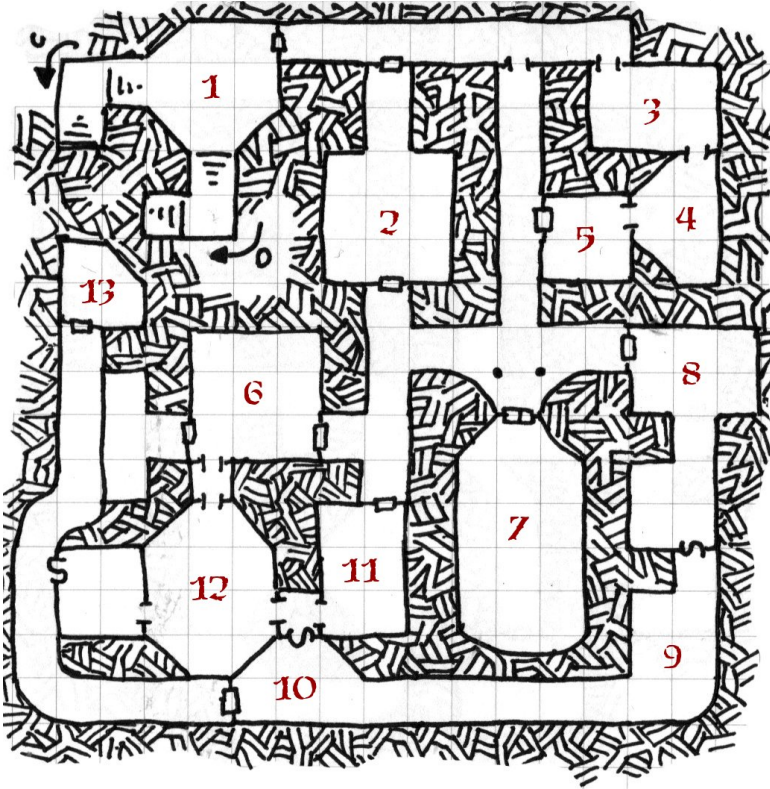


DYSON'S DELVE

Level 4 (for level 2 characters)



ENTRANCES & EXITS

- Stairs up (to level 3, area 7) in area 1.
- Stairs down (level level 5, area 1) in area 1.

WANDERING MONSTERS

(1 in 6, check every 10 minutes)

- 1 – Manticore (AC 4, HD: 6+1, hp: 21, ATT: 1d4/1d4/2d4 or spikes, Mv: 120/180 (40/60), Sv: F6, M: 9) (can only be encountered once)
- 2-4 – Goblins (2d4, AC: 6, HD: 1-1, ATT: 1d6, Mv: 60 (20), S: NM, M: 7)

CONTENTS & DESCRIPTION

A pair of manticores terrorize this level of the dungeon – a severe threat for most characters at this level. The goblins who live here scurry about and keep the doors closed as much as possible to limit the movement of the beasts. One will always be found in their lair (area 4), while the other will be met as a wandering monster.

Each manticore has 24 tail spikes that deal 1d6 damage each, 6 of which can be fired each round.

- 1. Vestibule.** The door in this room (and in all rooms but 10 and 13) shows damage from some massive beast.
- 2. Trapped Room.** The doors to this room are both locked. Unless spiked open, they will swing shut 4 rounds after opening, and will be locked again. The room will then fill with a sleep gas requiring a save versus poison each round after the second round.
- 3. Slaughterhouse.** Hanging from spikes on the walls are a number of goblins, a few missing limbs. The floor is covered in blood, viscera, and offal.
- 4. Manticore's Lair.** The manticores lair here and is currently home to **1 Manticore** (AC 4, HD: 6+1, hp: 38, ATT: 1d4/1d4/2d4 or spikes, Mv: 120/180 (40/60) Sv: F6, M: 9).
- 5. Manticores' Treasure.** Unless absolutely silent, any activity in this room will alert the Manticore in area 4 that his treasure is being ransacked. Loose on the floor are **11,000 sp**. In the middle of the pile of silver is a chest (unlocked) containing **4,000 gp**, a **sword +1, +3 vs spell users**, a **wand of paralyzation** (with 6 charges) and a **potion of invisibility**.
- 6-7-8. Goblin Warrens.** These three rooms are home to the goblin tribe that lives here, terrorized by the pair of manticores. Each room contains **4 Goblins** (AC: 6, HD: 1-1, hp: 5, 7, 6, 3, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) and each has **2d6 ep**.
- 9-10. Secret Chambers.** A group of lizard men live in these chambers, sneaking into the goblin warrens to steal food and treasure from them while remaining hidden from the manticores. There are **3 Lizard Men** (AC:5, HD: 2+1, hp: 11, 13, 6, ATT: 1d6+1, Mv: 60 (20), Sv: F2, M: 12) in each room.
- 11. Guard Room.** **4 Goblins** (AC: 6, HD: 1-1, hp: 5, 7, 6, 3, ATT: 1d6, Mv: 60 (20), S: NM, M: 7) armed with light crossbows and short swords guard this room, and will reinforce room 12 if a fight starts there.
- 12. Goblin King.** The **Goblin Leader** (AC:5, HD:3, hp: 15, ATT: 1d6+1, Mv: 60 (20), S: F3, M:9) and his 6 Goblin Bodyguards (AC: 6, HD: 2, hp: 8, 6, 4, 10, 2, 9, ATT: 1d6, Mv: 60 (20), S: F2, M:9) are here. Their treasure is normally kept in the room to the west and the room contains 3 chests, each trapped with a poison needle, but they are empty (looted by the lizard men).
- 13. Lizard Lair.** **3 Lizard Men** (AC:5, HD: 2+1, hp: 6, 12, 11, ATT: 1d6+1, Mv: 60 (20), Sv: F2, M: 12) guard their loot (**4,000 cp** and **6,000 gp**) here. The biggest lizard man is wearing a gold necklace with rubies worth **1,500 gp**.