

## DYSON'S DELVE LEVEL 4

### Entrances & Exits

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

### Wandering Monsters

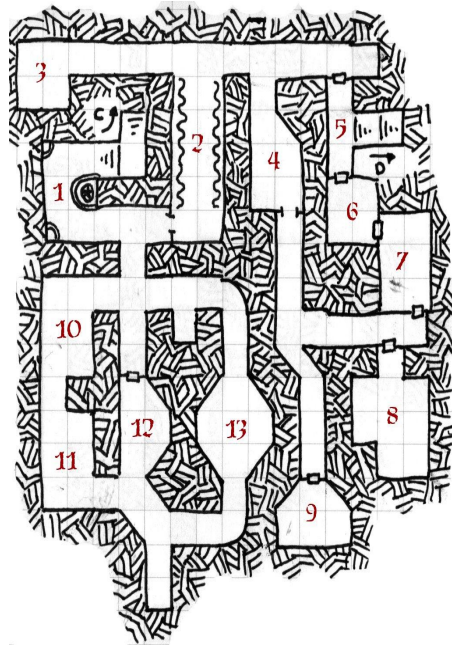
(1 in 6, check every 10 minutes)

- 1 – Manticore (can only be encountered once) 2-6 – Goblins (2d4)

### 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 tall 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 manticore's lair here and is currently home to 1 Manticore
- 5. Manticore's 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 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 in each room.
- 11. Guard Room.** 4 Goblins 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 and his 6 Goblin Bodyguards 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 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.



## DYSON'S DELVE LEVEL 5

### 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 2 – Thools (1d6) 3 – Ochre Jelly 4 – Carrion Crawlers (1d3)

### Contents & Description

Areas 1-4 and 10-13 always have a breeze blowing and strange moaning noises are made through the 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. Tapestry Hall.** The tapestries flap in the wind, and the moaning sound from the architecture is loud and plaintive.
- 3. The Consumed.** 2 Carrion Crawlers 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 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. 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 are decorated with sculptures of leering gargoyles. 4 Thools hide 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)
- 10 – 11. Kobold Lair.** A clan of kobolds live in a suspended ceiling to remain above the marauding scavengers of this level. There are 10 Kobolds in each room living in a



## DYSON'S DELVE

LEVELS 4 THROUGH 6



## Pocket Full of Peril





releasing a spray of poisonous mist from the mouth. All save versus poison or have their strength reduced by half for 24 hours.

**11. Rats in the Walls.** A small group of wererats has snuck past the guards and is trying to sneak up on the treasure hunters in area 9. There are 4 Wererats

**12. Starwell.** This room contains a large circular stairwell leading down to level 7. It is guarded by 4 Veterans

### Entrances & Exits

- Stairs up (to level 5, area 5) north of area 7.
- Stairs up (to level 7, area 5) in room 12.
- Spiral stairs down (to level 7, area 5) in room 12.

### Wandering Monsters – Areas 1-6

- Stairs down (to level 7, area 1) in room 1.

(1 in 8, check every 10 minutes)

**Wandering Monsters – Areas 7-12**

1 – Gelatinous Cube 2 – Thools (1d6) 3 – Ochre Jelly (1) 4 – Carrion Crawlers (1d3)

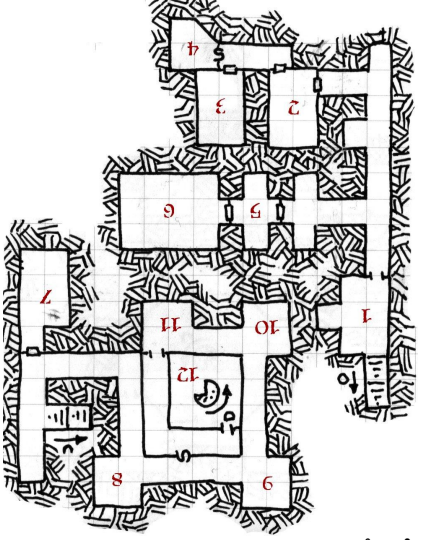
(1 in 6, check every 10 minutes)

1-2 – Gargoyles (1d6) 3 – Veterans (2d4) 4 – Wererats (1d8)

### Contents & Description

- 1. Guard Post.** The guards are gone, but the empty weapon racks tell the tale of this room.
- 2. Mage's Room.** The door is locked and marked with a strange sigil. Within are two beds.
- 3. Mage's Room.** No furniture or inhabitants. The south door bears an old non-magical sigil.
- 4. Secret Room.** This locked secret room contains two locked coffers. The first contains 800 sp, 500 gp and a 100 gp gem. The second contains a scroll of **Continual Light, Knock** and **Fireball** held in a jeweled scroll tube worth 1,200 gp.
- 5. Secure Post.** Both stone doors into this room are locked. A pair of Iron Living Statues will attack to prevent anyone from opening the second door but will not pursue.
- 6. Prison.** Living in this room is a cursed **Medusa**. She is hungry and insane and will attack but also try to escape, leaving behind her forgotten treasure of jewelry (worth 10k gp).
- 7. Gargoyle Landing.** The hall outside this room is with relief carvings of gargoyles. Many of these damaged by weapon blows. The door to this room is held closed by a heavy chain and padlock. Within the room are 4 Gargoyles and 2 coffers. The first contains 9,000 cp, the second a pair of matched crowns worth 1,500 gp each.
- 8. Ruined Statuary.** The remains of several gargoyles litter the floor.
- 9. Treasure Hunters.** The arcane branch of the invading temple force is searching for treasure in this room. They are 3 Mediums who have the following spells prepared: **Charm** **Person, Light, and Magic Missile, respectively**, and a level 3 **Magic User** who has **Hold** **Portal, Sleep and Web**. In his bag he has a treasure map to Area 4 on this level, as well as a **Helm of Alignment Change**.
- 10. Green Gargoyle Face.** One of the gargoyle sculptures stands out, carved of greenish stone and set with even brighter green eyes. Poking around the sculpture will trigger a trap.

## DYSON'S DELVE LEVEL 6



### Entrances & Exits

- Stairs up (to level 5, area 5) north of area 7.
- Stairs up (to level 7, area 5) in room 12.
- Spiral stairs down (to level 7, area 5) in room 12.

### Wandering Monsters – Areas 1-6

- Stairs down (to level 7, area 1) in room 1.

(1 in 8, check every 10 minutes)

**Wandering Monsters – Areas 7-12**

1 – Gelatinous Cube 2 – Thools (1d6) 3 – Ochre Jelly (1) 4 – Carrion Crawlers (1d3)

(1 in 6, check every 10 minutes)

1-2 – Gargoyles (1d6) 3 – Veterans (2d4) 4 – Wererats (1d8)

### Contents & Description

- 1. Guard Post.** The guards are gone, but the empty weapon racks tell the tale of this room.
- 2. Mage's Room.** The door is locked and marked with a strange sigil. Within are two beds.
- 3. Mage's Room.** No furniture or inhabitants. The south door bears an old non-magical sigil.
- 4. Secret Room.** This locked secret room contains two locked coffers. The first contains 800 sp, 500 gp and a 100 gp gem. The second contains a scroll of **Continual Light, Knock** and **Fireball** held in a jeweled scroll tube worth 1,200 gp.
- 5. Secure Post.** Both stone doors into this room are locked. A pair of Iron Living Statues will attack to prevent anyone from opening the second door but will not pursue.
- 6. Prison.** Living in this room is a cursed **Medusa**. She is hungry and insane and will attack but also try to escape, leaving behind her forgotten treasure of jewelry (worth 10k gp).
- 7. Gargoyle Landing.** The hall outside this room is with relief carvings of gargoyles. Many of these damaged by weapon blows. The door to this room is held closed by a heavy chain and padlock. Within the room are 4 Gargoyles and 2 coffers. The first contains 9,000 cp, the second a pair of matched crowns worth 1,500 gp each.
- 8. Ruined Statuary.** The remains of several gargoyles litter the floor.
- 9. Treasure Hunters.** The arcane branch of the invading temple force is searching for treasure in this room. They are 3 Mediums who have the following spells prepared: **Charm** **Person, Light, and Magic Missile, respectively**, and a level 3 **Magic User** who has **Hold** **Portal, Sleep and Web**. In his bag he has a treasure map to Area 4 on this level, as well as a **Helm of Alignment Change**.
- 10. Green Gargoyle Face.** One of the gargoyle sculptures stands out, carved of greenish stone and set with even brighter green eyes. Poking around the sculpture will trigger a trap.

### 12. Empty Chamber.

This chamber is not only empty, but lacks even the decorations that suspended framework 15 feet off the floor. They attack with 5 flasks of flaming oil and then with stings.

### 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 center of the room is a **Gelatinous Cube** with an undigested **Staff of Healing** floating in its midst