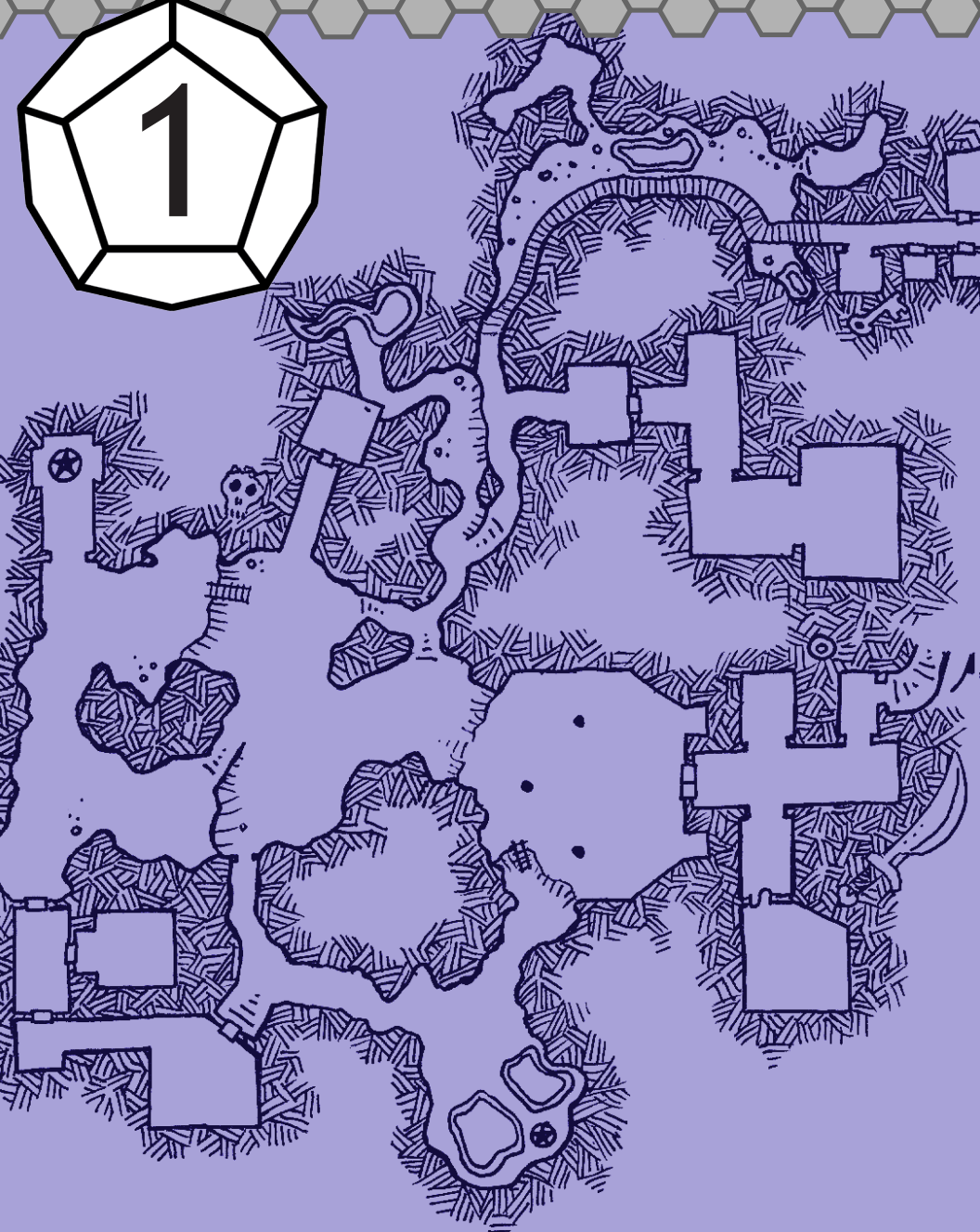


# DYSON'S DODECAHEDRON



# WELCOME ABOARD!

Welcome to issue one of Dyson's Dodecahedron - an irregularly published zine of materials of interest to myself for old school style gaming. The assumption is that this material is written for B/X Dungeons & Dragons or Labyrinth Lord games, but most of it can be used with just about any of the old school styled dungeon-crawl RPGs on the market.

Within these twelve pages are creatures, magic items, optional rules and adventures for Basic play.

Each issue of Dyson's Dodecahedron is available for download from <http://rpgcharacters.wordpress.com> and may also be available in print for a nominal fee through Lulu (just follow the link from the website). Feel free to print these out yourself, of course. The format is basically digest-sized for those printing at home. I recommend using Acrobat's ability to print digest magazines to make printing easier and to allow you to fold the dodecahedron into the proper dimensions.

Articles and artwork appearing in Dyson's Dodecahedron, unless otherwise indicated, are the exclusive creations of Dyson Logos. Feel free to use these materials as you see fit in your own games, including any modifications to make them fit your game world or rules.

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1	Cover
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## ABOUT THIS ISSUE

The Death Spiral has always been a favourite game mechanic of mine, no matter how "unrealistic" it is - it manages to be both unrealistic and yet add a level of verisimilitude to the game, by reducing the abstraction of hit points.

Obscene eyes are fun, and obscene.

My 2d6 Thievin' rules have seen a lot of play since I first posted them, in my own games and in others. I even ran into them in play at a convention game with a DM I had never met.

Requests for later issues can of course be posted to my blog.



## Pain & Wounds



At the heart of this system is the belief that a wound of sufficient severity should cause pain that in turn affects the character's performance.

### The Wound Point

The first element of this rules addition is the Wound Point. This statistic is a percentage of the character's total hit points that provides a measure of how much damage it takes from an attack for the attack to actually "wound" the character instead of it tiring the character or representing a near miss that reduced hit points without causing serious physical damage. If any one attack (or other source of damage) does damage exceeding the character's threshold of pain, then the character will likely suffer a painful wound.

The base wound point for a character is equal to the character's Constitution score expressed as a percentage of his maximum hit points. All primary fighter type classes (Fighting Men, Fighters, Barbarians, Paladins, Illriggers, Rangers, Cavaliers, Archers, Soldiers and so on) add their level in that class to this percentage. This is taken as a percentage of the character's total hit points.

For example, Melinas the Half-Orc Fighter 4 / Assassin 3 has a Constitution of 16 and 31 hit points. His wound point is 20% (16 Con + 4 Fighter), or 6.2 hit points.

### Wounds

Every time a character takes damage in excess of his wound point, he suffers a wound. Record each wound and the amount of damage of the wound on the record sheet. According to the number of wounds that a character has sustained, certain penalties apply to the character's performance.

### DEATH SPIRAL?

The Death Spiral is a colloquialism for game systems that have characters decrease in ability as they become wounded, thus making them less effective, and more prone to being hurt again, and more.

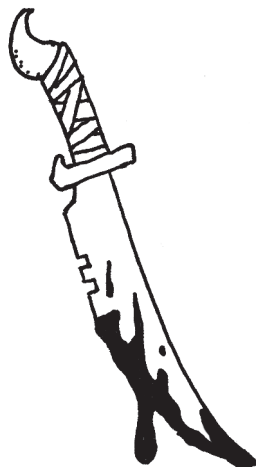
While the realism of the death spiral outside of mecha RPGs is barely even debatable, there seems to be a certain verisimilitude attached to it that makes some players (myself included) fans of such subsystems.

<i>Wounds</i>	<i>To Hit</i>	<i>Damage</i>	<i>AC</i>	<i>Movement</i>
1	-1	-0	-1	normal
2	-2	-1	-1	2/3
3	-2	-2	-2	1/2
4	-3	-3	-3	1/3
5+	-4	-4	-5	1/6

These penalties remain in effect as long as the wounds remain unhealed. At 5+ wounds, the character has lost the ability to stand without aid and is crawling at 1/6 his movement rate.

### Healing Wounds

Wounds are temporary. Whenever healing (natural or magical) occurs, spread the healing over the character's wounds (reducing the hit points of damage of each wound), with remaining healing going to the older wounds if it doesn't divide evenly. When a wound's damage total is reduced below the character's threshold of pain, then the wound is removed. Optionally healing spells and laying on of hands abilities can target specific wounds, in which case the healing applies to that one wound first, and any remaining healing (if any) is spread around the remaining wounds as above.



### Stunning (Optional Rule)

Whenever a character receives a wound, the character must make a saving throw to avoid being stunned and unable to act that round. This is a saving throw against petrification (or Constitution, depending on the game). If failed, the character cannot attack, cast spells or take any action (but still defends normally) for the remainder of the round. Each round thereafter the character makes the saving throw again until he succeeds and can act again.



# EYE, OBSCENE

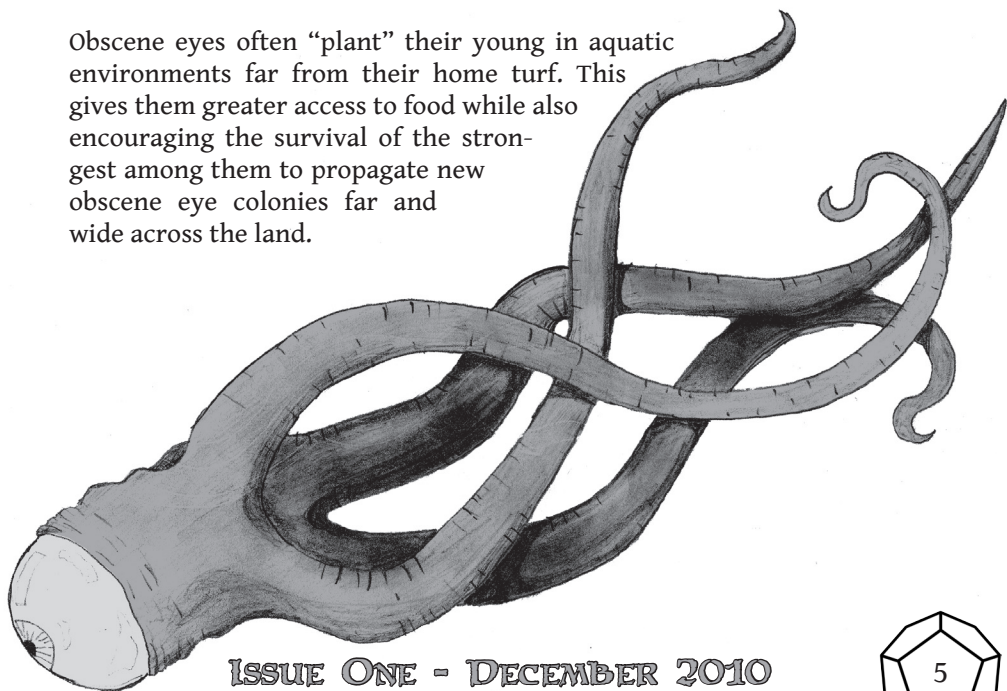
Obscene Eyes are a horror of the depths, fortunately rarely seen on the surface or even in “shallow” catacombs. Malevolently intelligent in their mature forms, their spawn are hostile and yet disarmingly unintelligent aquatic predators.

## OBSCENE EYE, INFANT

Armour Class:	8	No. Appearing:	1-6 (2-24)
Hit Dice:	4	Save As:	Fighter 2
Move:	30' (10')	Morale:	11
Swimming:	120' (40')		
Attacks:	4 Tentacles	Treasure Type:	Nil
Damage:	1d6 (x4)	Alignment:	Chaotic

Infant eyes have a eyeball roughly a foot across and four tentacles reaching four to eight feet away from the mouth which is concealed opposite the eyeball. While the mouth is harmless in combat, the infant eyes seemingly exist purely to grab food and potential food, kill it, and then eat it. While they occasionally appear in large numbers, they fortunately lack any of the magical powers of the rest of their kin, as well as their malevolent intelligence.

Obscene eyes often “plant” their young in aquatic environments far from their home turf. This gives them greater access to food while also encouraging the survival of the strongest among them to propagate new obscene eye colonies far and wide across the land.



## OBSCENE EYE, ADULT

Armour Class:	5	No. Appearing:	1-4 (1-8)
Hit Dice:	8	Save As:	Magic User 8
Move:	90' (30')	Morale:	9
Swimming:	150' (50')		
Attacks:	4 Tentacles	Treasure Type:	D, I
Damage:	1d8 (x4)	Alignment:	Chaotic

After consuming all they can see for a decade or so, juvenile obscene eyes finally finish growing and become sentient, untapping their magical potential. As an adult, an obscene eye can move by a means of magical levitation as well as by swimming (in an anti-magic environment, they can pull themselves along the ground at a rate of 30' (10')). They also become capable of breathing in both air and water.

The adult obscene eye has a paralyzing cone magical attack that comes from their eyeball. Anyone in the 30' wide cone, 60' long, must make a saving throw versus paralysis or be paralyzed the next round. Typically a group of adults will open by paralyzing the party and then attacking those who can no longer defend themselves. Any creature struck by a tentacle attack becomes wrapped in the tentacle, suffering a -1 per tentacle on his own attack rolls and the obscene eye no longer needs to roll to hit with that tentacle.

## OBSCENE EYE, ELDER

Armour Class:	2	No. Appearing:	1-6 (2-24)
Hit Dice:	12	Save As:	Magic User 12
Move:	60' (20')	Morale:	10
Swimming:	90' (30')		
Attacks:	4 Tentacles	Treasure Type:	D, I (x2)
Damage:	1d12 (x4)	Alignment:	Chaotic

Elder obscene eyes are identical to adults, albeit slower. Their paralyzing gaze lasts for 1d6 rounds, and they can charge their tentacles with electricity once per hour, granting all their tentacle attacks 1d8 electricity damage in addition to the normal damage for 1d6 rounds.

While adult obscene eyes have the ability to converse with each other and with elders telepathically (to a range of 1,000 feet), 25% of elder obscene eyes can also converse with other life forms in the same manner.





# 2D6 THIEVERY

## ROBBING & STEALING WITHOUT PERCENTILES

While I am a fan of the B/X D&D Thief, I am not as enamoured with the percentile skill system. In general I dislike percentile systems because the granularity is just too fine. I also tend to prefer die rolls with curved results. Finally, many players of thieves tend to have this idea that a high Dexterity (or Intelligence in some cases) should be beneficial to the thief for more than just XP.

Each thief picks one of the standard skills (Open Locks, Find Traps, Remove Traps, Pick Pockets, Move Silently or Hide in Shadows) as his favoured skill. Other skills except for Climb Walls and Hear Noise use the “Other Skills” column. Because of the “dead level” at level 5, the thief ability to read languages has been moved there from level 4.

TABLE 1-2 : 2D6 THIEVERY

Thief Level	Favoured Skill	Other Skills	Climb Walls	Hear Noise
1	10+	11+	5+	1-2
2	10+	10+	5+	1-2
3	9+	10+	5+	1-3
4	9+	9+	5+	1-3
5	9+	9+	5+	1-3
6	8+	9+	4+	1-3
7	8+	8+	4+	1-4
8	7+	8+	4+	1-4
9	6+	7+	4+	1-4
10	5+	6+	4+	1-4
11	4+	5+	3+	1-5
12	4+	4+	3+	1-5
13	3+	4+	3+	1-5
14	2+	3+	3+	1-5



### STAT MODIFIERS

The other benefit of a 2d6 skill system is it allows for stat modifiers to be applied to the skills without overwhelming them as in a 1d6 skill system.

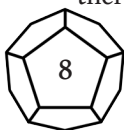
Optionally you can grant a thief his Personal Initiative Modifier (from Dexterity) on both the Favoured Skills and Other Skills checks.

# ATARIN'S DELVE



Atarin's Delve can either be used as a dungeon on it's own, or can be used as a level in any megadungeon project or when you need a secret area for a treasure map to lead to.

It is stocked here for level 4 characters (who will need some magic weapons), but can be adjusted for higher or lower level parties by increasing or decreasing the number of monsters (or by mutating them - such as replacing the giant crabs with mutant giant crabs with an extra 2 hit dice, -2 AC, and +2 damage and feral intelligence to make them more of a challenge for instance). It was stocked with the B/X rules set in mind, but as such can obviously work with any of the appropriate editions of the game or the many retro-clones thereof.





If this dungeon is being used as a dungeon on its own right, then either remove the stairs north of area 14, or make them lead to a treasure room with whatever MacGuffin you are using to get your party to adventure here.

Atarin Darkhunter is the lord of this dungeon level, having taken over control along with his crew of murderous thugs. He uses the caverns here as a base of operations and also to hold on to prisoners as he either ransoms them back to someone who cares, or figures out how to make a profit from them as food for other monsters, slaves, or from whatever information they may possess.

## WANDERING MONSTERS

(1 in 8, roll each turn - roll 2d4)

2. Special - roll on the level 3 wandering monster table in the rule book
3. 1d2 Giant Crabs (AC: 2, HD: 3, Mv: 60 (20), Att: 2d6/2d6, Morale 7)
4. 1d2 Wererats (AC:7, HD: 3\*, Mv: 120 (40), Att: d4 or d8, Morale 8)
5. 1d8 Brigands (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8)
6. 1d2 Wererats (AC:7, HD: 3\*, Mv: 120 (40), Att: d4 or d8, Morale 8)
7. 1d2 Giant Crabs (AC:2, HD: 3, Mv: 60 (20), Att: 2d6 / 2d6, Morale 7)
8. Special - roll on the level 4 wandering monster table in the rule book

## ENCOUNTER AREAS

**1. Entrance** - This natural cavern is always guarded by 2 unlucky brigands (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) and a wererat (AC:7, HD: 3\*, Mv: 120 (40), Att: d4 or d8, Morale 8). If they are engaged in combat they will make sufficient noise to get the attention of the party in area 3, so best to kill them quickly. If they can, they will try to escape, splitting up towards areas 3 & 5.

**2. North Platform** - this elevated cave area contains many old and split barrels and crates, leftovers from older raids and booty. Access to area 3 from here is by ladder down 15 feet to the floor below. To the north is a finished stone area with a low (4 1/2 foot) ceiling leading to a small chamber, 8 feet tall, containing a stone statue of a lizard man with a very thin slot in the middle of it's back. The statue can be rotated clockwise to open a secret compartment under its feet, but doing so without inserting Atarin's dagger will release a cloud of a fiercely hallucinogenic gas. Each person exposed to it must save versus poison or suffer as confused (roll 2d6 each round: 2-5 - attack any enemies or the lizard statue if no enemies are about, 6-8 - stand baffled and inactive, 9-12 attack your fellow adventurers). Within the secret compartment is a velvet bag containing 3 pieces of jewelry (1,000 gp, 1,300 gp and 1,500 gp).

**3. Lower Cave** - This large cave contains a cooking fire and 12 brigands (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) who are enjoying a meal of giant crab.

**4. Pillared Chamber** - This area is partially natural but has been enlarged by workmen in ages past. The pillars are magical - anyone passing between them must save versus magic or fall asleep (even elves) for 1d4 hours or until smacked awake. The wererats are aware of this, but the brigands are not.

**5. Atarin's Kin** - This room is home to 4 wererats (AC:7, HD: 3\*, Mv: 120 (40), Att: d4 or d8, Morale 8). One has a 250 gp gem, but the rest of their treasure is in the possession of their leader, Atarin.

**6. Brigands** - The remainder of the brigands operating under Atarin's control live here (superior quarters to area 3). There are 8 brigands (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) and their lieutenant (AC: 2, HD: 2, Mv: 60 (20), Att: d8, Morale 8).

**7. Pools** - This sunken cavern has two pools in the southern end with limestone stalagmites hanging down above them. Within the pools are a pair of giant crabs (AC:2, HD: 3, Mv: 60 (20), Att: 2d6 / 2d6, Morale 7). Beyond the pools is a statue of a dragon rampant with a small slot in its back (like the slot in the lizard man statue in area 2). The statue can be moved identically to the one in area 2, however the trap here is a poisonous gas that deals 1d4 damage to each victim, or 2d12 damage if they fail their save versus poison. In addition, the gas is highly flammable and will explode for 1d20 damage (in addition to the poisonous fumes) if there is a torch, lantern or similar fire source. In the secret compartment is an unlocked coffer containing 200 pp and 4,000 ep.

**8. The Hollow Priest** - The only creature here who has been able to coexist with Atarin's crew is the hollow priest, an ancient and twisted creature that was once a hobgoblin. The passage leading to this room is decorated with bones of all kinds, and close examination shows they have been gnawed clean before being used here. The hollow priest (AC:5, HD: 4, hp: 21, Mv: 60 (30), Att: 1d8, Morale 11) looks like an ancient hobgoblin until he has been reduced to 10 or fewer hit points, when it becomes apparent that his dry skin is home to some dark ooze that gives him his power and mobility. He can cast spells as a level 4 cleric and has the following spells prepared: darkness, cause fear, hold person. Deep within the goo that animates the hollow priest is an unholy symbol that grants the wearer **protection from good** once per day.

**9. Split Passage** - The passage splits to an upper and lower area here. The lower area finishes at a clear source of good water, while the upper passage leads to area 10 and the wooden causeway.



**10. Guards** - 4 brigands (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) and a wererat (AC:7, HD: 3\*, Mv: 120 (40), Att: d4 or d8, Morale 8) are based here and guard areas 11 and 13.

**11. Atarin's Base** - These rooms and corridor are home to Atarin and his personal crew. Typically 1d4 brigands (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) and 1d4 wererats (AC:7, HD: 3\*, Mv: 120 (40), Att: d4 or d8, Morale 8) are found in the passage from area 10 acting as guards or dealing with minor tasks such as cleaning up or arranging a kidnapping. The two rooms to the south house Atarin Darkhunter and 5 wererats (AC:7, HD: 3\*, Mv: 120 (40), Att: d4 or d8, Morale 8). **Atarin Darkhunter** is a grizzled and mean wererat of considerable size. He spends most of his time in his giant humanoid rat form, but can also shift to rat or human forms. He receives +1 to hit and damage for his mighty strength. (AC: 5, Hit Dice: 4\*, Move: 120 (40), Att: bite or polearm, Dmg: 1d4+1 (+ lycanthropy) or 1d10+2, Save As: F4, Morale: 9). Any of his wererats have their morale increased to 9 when in Atarin's presence or when they can hear his orders. He wields a rusted and serrated **Barbed Eastern Poleaxe** +1 that deals +1 additional damage to anyone it has already dealt damage to. He also wears the **Iron Band of the Hunter**, a black iron ring that gives him +1 AC (like an inferior ring of protection). He has three 100 gp gems, a key (to the coffer below) and a decorative knife (used to open the statues in areas 2 and 7) on his person. Atarin's distrust of his kin has him store his treasure in secret (see areas 2 and 7 for more of his treasure), but for appearances he does keep a locked coffer of **1,000 gp** and **1,000 sp** here.

**12. Dark Recesses** - This cave is 12 feet below the wooden causeway above that leads from area 9 to area 13. This lower area is home to 5 giant crabs (AC:2, HD: 3, Mv: 60 (20), Att: 2d6 / 2d6, Morale 7) who will remain hidden and under cover unless people explore the lower area.

**13. Prison** - 2 small cells and a large cell are locked and hold prisoners. One unlucky brigand (AC: 4, HD: 1, Mv: 90 (30), Att: d8, Morale 8) stands guard in the open alcove, and has the keys to the cell doors. Time to rescue the town-folk - this is likely why the players are here.

**14. Ancient Evils** - This room is lit by a glowing blue orb. Within it are 9 ghouls (AC:6, HD: 2\*, Mv: 90 (30), Att: d3/d3/d3 +paralysis, Morale 9) who are very hungry. If the blue orb isn't shattered (AC:0, 20 hp), ghoulish corpses left here will re-animate in d12 hours.

**15. Secret Spoils** - This ancient secret chamber has been long forgotten and contains 3 locked and poison-neededled coffers. They contain 4,000 sp, 4,000 ep and 1,000 gp respectively.

# RANDOM POLEARM GENERATOR

Why have a Polearm (1d10 damage, 7 gp, 2 handed) when you could have an Iron Halfling Earspoon-Pike with Hilt-Hook (1d10 damage, 7 gp, 2 handed)?

## Base Structure (d12)

1. [Polearm]
2. [Polearm]-[Polearm]
3. [Quality] [Polearm]
4. [Racial] [Polearm]
5. [Racial] [Quality] [Polearm]
6. [Polearm] with [Addition]
7. [Polearm]-[Polearm] with [Addition]
8. [Quality] [Polearm] with [Addition]
9. [Racial] [Polearm] with [Addition]
10. [Quality] [Racial] [Polearm] with [Addition]
11. [Quality] [Polearm]-[Polearm]
12. [Racial] [Polearm]-[Polearm]

## Quality

1. Barbed
2. Dark
3. Defender's
4. Double
5. Golden
6. Iron
7. Massive
8. Reticulated
9. Serrated
10. Vicious
11. Wicked
12. Roll Twice

## Polearm (d12)

1. Bardiche
2. Glaive
3. Guisarme
4. Halberd
5. Longspear
6. Military Fork
7. Pike
8. Poleaxe
9. Ranseur
10. Voulge
11. Roll Again on Rare Polearms
12. Roll Again on Rare Polearms

## Racial

1. Dwarven
2. Eastern
3. Elven
4. Gnomish
5. Goblin
6. Halfling
7. Kobold
8. Northern
9. Orcish
10. Southern
11. Treant
12. Western

## Rare Polearm

1. Bill
2. Corseque
3. Earspoon
4. Fauchard
5. Fork
6. Hache
7. Partisan
8. Pronged Hammer
9. Sparth
10. Spetum
11. Spontoon
12. Svärdstav

## Addition

1. Bill-Hook
2. Can-Opener
3. Fluke
4. Fork
5. Hilt
6. Hilt-Hook
7. Hook
8. Match-Holder
9. Spear
10. Spike
11. Roll d10 twice (with x and y)
12. Roll d10 twice (with x and y)

