

DYSON'S DODECAHEDRON

Volume 1, Issue



DOING IT OLD SCHOOL!

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RAISE DEAD!

And Dyson's Dodecahedron returns from the dead. Unfortunately we weren't able to find a cleric to actually cast Raise Dead, and instead settled for a magic-user's Reincarnation... but we came back as the same thing in the end (with a few cosmetic changes).

This issue was launched by an old-school desire for characters of non-standard types. Forget the humans, elves and dwarves, I want centaurs, goblins, and even gibbering mouters in my campaign!

While every Dodecahedron to date has included an adventure, this issue breaks from that format instead presenting Hurren, the City of the Elders.

As always, if you have any comments or recommendations regarding Dyson's Dodecahedron, please write!

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The cover art on this issue is a remake of the "unofficial OSR logo" originally crafted by Stuart Robertson. The interior art (gibbering mouter and map of Hurren) are my own work. Needless to say, I'm much better at mapping than illustrating.

The next issue of Dyson's Dodecahedron will delve deeper into variant character classes with a set of 10 new subclasses for each class in the core rules as well as those in the Advanced Edition Companion (130 subclasses in one issue - madness I tell you, MADNESS!)

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CENTAUR CHARACTERS

Requirements: Str 13, Dex 9, Con 13

Prime Requisite: Str & Con

Hit Dice: 1d8

Max Level: 10

Centaur's have the body and legs of horses, but the upper bodies of humans. They are reclusive beings and live far from other humanoids in densely wooded sylvan settings. Skilled centaur hunters are feared because they can kick with their hooves as well as attacking with a weapon.

In most campaigns centaurs are patriarchal societies, with males working to guard their communities and females and younglings avoiding fights and fleeing when combat occurs. However, not all centaur communities follow these "standards", and some go so far as to reverse them, becoming much like centaur amazons.

High level male centaurs, often called stags, grow mighty horns on their heads like a male deer. These horns are usually small buds at level 4, but are a full rack of antlers by level 8.

CENTAUR LEVEL PROGRESSION

Level	Level Title	XP	HD	Special Notes
1	Foal	0	1d8	Mv: 180' (60')
2	Yearling	2,251	2d8	+2 hoof attacks (1d2 each)
3	Centaur Hunter	4,501	3d8	hooves deal 1d4 each
4	Centaur Warrior	9,001	4d8	hooves deal 1d6 each
5	Centaur Hero	18,001	5d8	
6	Centaur Champion	36,001	6d8	
7	Centaur Warlord	72,001	7d8	
8	Great Stag	144,001	8d8	
9	Stag Lord	288,001	9d8	Woodland Fortress
10	Stag Lord (10th)	432,001	9d8+3	

Centaur's are skilled combatants and can use any weapon. They can wear any type of armour and can use shields, although centaur armour costs double the normal amount.

Centaur's attack and save as fighters.



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Hoof Attacks: Starting at level 2, a centaur can attack with both their weapon and two hoof attacks. At level 2 these hooves deal 1d2 damage (plus strength modifier) increasing to 1d4 at level 3 and finally 1d6 at level 4.

Woodland Fortress: Centaurs of 9th level or higher can establish a stronghold in a natural setting, such as a forest or glen. Rather than impose upon nature, this keep must work with it – not the seamless blend of a sylvan elf stronghold, but centaurs will not cut down trees or otherwise damage the area in order to establish a fortress. This fortress will gather the attention of several centaur families who will move in and assist in the management and defense of the location and its environs. 2d8 capable centaurs will arrive (each of level 1d4+1) as well as 2d10 non-combatant family members (each of level 1d2).

GIBBERING MOUTHER

Requirements: Cha 9+, Con 13+, Int 10-

Prime Requisite: Con

Hit Dice: 1d8

Max Level: 10

Disgusting, loathsome and hungry. Gibbering mouters are protoplasmic blobs seemingly made up entirely of mouths and eyes. While most are only semi-intelligent at best, a few are well beyond their kin, with a strange alien intelligence and hideous cunning.

GIBBERING MOUTHER PROGRESSION

Level	Level Title	XP	HD	AC	Special Notes
1	Drooler	0	1d8	7	Drooling
2	Spotter	3,001	2d8	5	Ground Control
3	Screamer	6,001	3d8	3	Screaming
4	Watcher	12,001	4d8	2	
5	Gibbering Mouter	24,001	5d8	1	Gibbering
6	Ululating Beast	48,001	6d8	1	
7	Vile Protoplasm	96,001	7d8	0	d2 damage
8	Alien Hunger	192,001	8d8	0	Maddening
9	Shoggoth	400,001	9d8	-1	d3 damage
10	Shoggoth Lord	600,001	10d8	-2	d4 damage



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GIBBERING MOUTHER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-3	15	12	12	14	15
4-6	13	10	9	12	13
7-9	11	8	6	10	11
10	9	6	3	8	9

Being essentially formless masses of variable size and weight (a level 1 drooler is typically the rough size and weight of a 50 pound dog - this doubles at every level thereafter with Shoggoth Lords weighing in at 12 tons of screaming eyeballs), gibbering moulthers cannot wear armour and can only carry one quarter of their normal carrying capacity.

Gibbering moulthers move by latching on to the ground with mouth-covered pseudopods and pulling themselves. On most terrain this has a movement rate of 30' (10'), but on muddy or slippery terrain this increases to 60' (20').

Being made of eyes and mouths, gibbering moulthers have a tendency to notice things sneaking up on them, reducing surprise chances by half.

While gibbering moulthers can wield just about any kind of melee weapon, they usually attack by extending pseudopods covered in mouths to bite their foes. They can attack with a number of mouths equal to their level +1. Each mouth deals only one damage, but fastens to the target and deals an additional damage each round thereafter. A target with 3 or more mouths attached must make a saving throw against wands with a +4 bonus (plus any Dexterity modifiers) every round to resist falling under the gibbering moulder. A target that fails this save can be overrun by the gibbering moulder the next round and is



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automatically struck by twice the number of mouths the gibbering moulder can attack with. The moulder then can use his full complement of “attacking” mouths on other targets. The damage per mouth increases to 1d2 at level 7, and further to 1d3 at level 9 and 1d4 at level 10.

Drooling: Beginning at level 1, a gibbering moulder produces prodigious quantities of drool. This lubricates the ground under them, but also can be used to produce a blinding flash of light. Once per day per two levels (round up), the gibbering moulder can spit a special drool that explodes into a flash of bright light. In a dark environment like a dungeon, this is enough to blind those looking at the flash for one round if they fail a save versus petrification.

Ground Control: Level 2 spotters can change the consistency of the ground around them as long as it is made of dirt or stone. This takes one round to do, but changes the consistency of the ground within 5 feet of the moulder to that of a weird dough-like texture, a mealy quicksand, or back to normal stone.

Screaming: Level 3 moulthers are known as screamers or wailers because they can scream at incredible volumes for far too long - typically when they see something they want to eat. This screaming will attract wandering monsters, but it also renders opponents (and friends) nearly deaf. Everyone within 10 ft per level of the moulder is considered deaf for the duration of the screaming, and must make a save versus spells or be rendered deaf for 1d4 rounds thereafter - deaf spellcasters have a 20% of failure when casting spells because they can't hear the somatic components of their spells.

Gibbering: Level 5 moulthers learn to turn down the volume of their screams, but instead produce an incoherent gibbering that causes all intelligent creatures within a 10 ft radius per level of the moulder to make a saving throw versus spells or be confused for the duration of the gibbering. Roll 1d8 each round to determine each confused creature's actions:

- 1 - wander for the round
- 2-3 - stand stunned for the round
- 4-5 - attack the nearest living creature
- 6-7 - act normally
- 8 - run in fear from the gibbering moulder

Maddening: At level 8, the alien hunger's gibbering continues to effect those who failed their saves against it for 1d6+2 rounds after the gibbering ends.



HURREN

CITY OF THE ELDERS



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Hurren is known as the City of the Elders because it is the seat of the Council of Five, a gathering of five potent magi who come to meet here once a year (although two of the five maintain their primary residences here, the other three rarely are seen within the city walls, appearing only for their annual meeting.) All five are older than any human has the right or the natural ability to be, as the council was founded over a hundred and fifty years ago.

Hurren was a large small city built around a stone keep when the Council of Five first started using it as their gathering place. The city itself has grown slowly over the past few hundred years, never really breaking out beyond the old city walls. It sees modest trade with the nearby city-states and pays lip service to the city-state of Khalis and the Hill Islands.

The city is broken into 4 neighbourhoods as well as two concentrations of dwellings outside the walls.

- Westside - All structures on the west side of the river (which in turn is some times broken down into three areas).
- GreenGrove - The area centred around the Green (the grove in the north side of the city).
- Eastside - The old structures on the east side of the river serviced by the two bridges.
- The Fortress - Still the focus of town affairs, the fortress is on a hill on the northeast side of the city and serves as the gate to and from the north.

WESTSIDE

Westside makes up all the city on the west side of the White Mist River. With the exception of the warehouses in the two most northern blocks and the buildings built right along the riverfront, Westside is the “newer” part of town and the architecture focuses on larger buildings in a mix of stone and wood.

W1 - Southgate

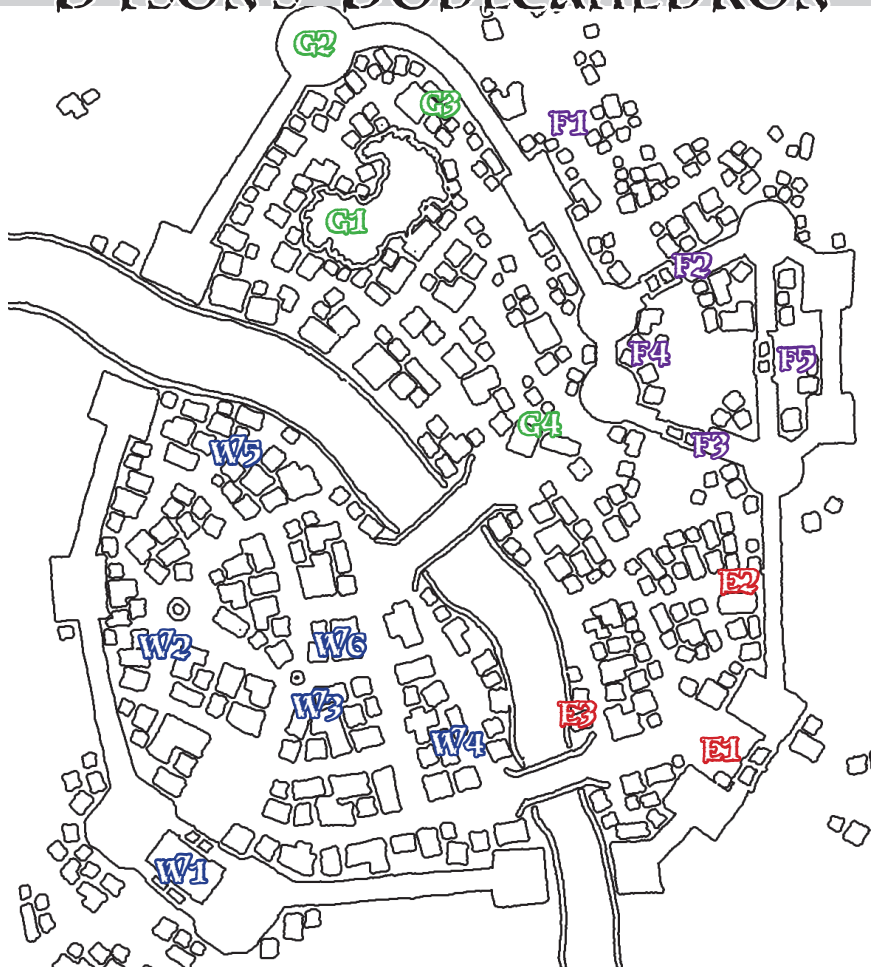
Now the main gate in and out of Hurren, Southgate is it's own subcommunity encompassing the businesses and homes outside of the gate (including the very respectable Lurching Swordsman Inn) and the businesses just inside the gate that cater to travellers and merchants. The southgate square is typically an impromptu market during the morning hours as people buy (and sometimes pilfer) goods directly from farmers and merchants before they make it to the warehouses or common markets.

W2 - Fountain Commons

This large plaza around a fountain depicting four female giants pouring water down upon dancing children is Hurren's main market. The majority of the



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plaza is covered in tents four days a week, and even on the quiet days a few dozen vendors can be found here. Local legend says that the fountain waters bless children who play in it and attest to the fountain predating the construction of this neighbourhood.

W3 - Well Commons

Less of a general market, the plaza around the three wells is a gathering place for the locals to exchange information, drink, and generally avoid working. A few vendor stalls of food and drink are here, and many winehouses and entertainments are found nearby.

W4 - Temple of the Pantheon

More a political presence than a place of worship, the temple of the pantheon is the place of “business” for the local clergy. From this massive stone structure the cults and temples present a unified front to the Fortress and the Elders of the Council of Five.



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W5 - Warehousing

These two blocks of buildings are mostly dedicated to warehousing for the docks and merchants. Many of the warehouses incorporate small residences to provide a modicum of security.

W6 - Waterhearth

Six of the buildings in this block have either interior or exterior basement doors that lead not to a regular basement or root cellar, but to an underground structure dedicated to the waters of the river. This large underground temple is lit by magical green light, illuminating the clear water that erupts from a spring here and then joins with the river flow. A few low level druids maintain vigil here, and the quiet and peaceful mystery cult of the waters has membership through many walks of city life.

GREENGROVE

Centred on the Green itself, GreenGrove takes it's name from the grove of trees that has been nurtured and maintained within the city walls.

G1 - The Green

Originally protected by Cavrus the Hooded (of the Council of Five) as a place for his meditations between meetings of the council, the Green has become central to life on the north side of Hurren, and the stately trees here are a point of pride for almost all residents. Cavrus no longer uses the Green today, but it remains inhabited by many offspring of his toad familiar.

G2 - NorthTower

The original meeting place of the Council of Five, this 90-foot tower looms over the Green. Today it is home to the city records, a small chapel, and Ferus, a young magus who nearly worships the wizards of the Council.

G3 - Morvold Manor

Just north of the Green is the massive ivy-covered stone residence of Morvold of Seven Chances, youngest of the Council of Five. The Lord of Seven Chances invites people seemingly at random to dine within the manor once a month. Morvold does not dine with the guests, instead they are ushered in and fed by a small army of unseen servants.

G4 - Five Hosts

Hurren's most respected Inn, the Five Host sits in the very centre of the city and offers high quality fare and sumptuous quarters at very high prices.

EASTSIDE

The oldest part of the city - EastSide was built up around the south side of the Fortress and includes the oldest houses and businesses in the city.

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E1 - Brother's Gate

Once the main gate in and out of the city, Brother's Gate has a history of fires and misfortunes. The only major inn at this gate reflects this history in it's name - The Misfortunate Son.

E2 - Malthus' Retreat

The home of Archmage Malthus, this combination manor and tower has changed significantly over the decades along with Malthus' whims. Malthus is the only member of the Council of Five who remains active in the life and politics of Hurren, and he seems capricious and fickle, ever changing and fluid.

E3 - The Red Wharf

The structures along this stretch of the river were once run-down taverns and fish-packing operations that were gradually converted one at a time into houses of ill repute and supporting businesses. While this means that there is no lack of low-life, criminals and other disreputable sorts here, there is also access to discreet medical and clerical aid, information, and means of entering and exiting the city unseen.

THE FORTRESS

The original keep and fortress remains the seat of political power in Hurren, and two major guilds also make this their home, cementing it's place as the true heart of the city. The fortress itself is built up on a 15 foot hillside looking down on the rest of Hurren.

F1 - North Town

Also known as the Fortress Slums, North Town is where those businesses that have issues operating within Hurren (such as the slaughterhouse, the charcoal vendor and oil rendering) are located, along with supporting businesses and the homes of both those who work here and those who cannot afford to build within the city walls. North town is said to be the home of Hurren's small thieves' guild (although in reality there is no "guild" per se - the thieves of Hurren are not so organized and instead operate as independents with a few small gangs in the mix).

F2 - The Yellow Gate

While the gate itself hasn't been painted yellow in at least 80 years, the sturdy north gate into the fortress retains the moniker amongst the locals although they will often say that it isn't about colour, but the smelly discharge of the oil rendering business in North Town. Yellow Gate remains closed most of the time and is the best defended gate of the city as it is also home to the city garrison. Just outside the gate is the Northern Sun Inn, a secret jewel of the city - an inn of excellent quality and price marred only by it's location.

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F3 - Citadel Gate

Unlike the Yellow Gate opposite it, the Citadel Gate remains open at all times - only being closed once a month to maintain the hinges and make sure that it can be closed if needed. The Citadel Gate serves as the northern portion of Hurren's impromptu open market, with many small food and trinket vendors opening small stands around the gate on most days.

F4 - The Halls

These buildings are all multi-stories well-maintained structures. Two of them house the two most influential guilds in Hurren - the Merchant Guild and the Stonemasons' Guild. The popularity of open markets in Hurren is in part because of the stranglehold the Merchant Guild has over stores and established merchants as well as transportation of major goods in and out of town. With Hurren being built on the side of a river, the stonemasons are a particularly powerful political block as they provide the work needed to keep entire neighbourhoods from sliding into the water. In fact, the stonemason leadership and many of the members are also part of the Waterhearth cult.

F5 - The Citadel

The inner citadel of the fortress is home to Lord Ventner, the master of the city, and his family as well as the various support services and sycophants that are typically found in proximity of such persons of power. Lord Ventner is no fan of the Council of Five, however he understands the benefit of their presence in his city as it has provided for security for a century and a half now when other cities have seen much more chaos and discord.

THE COUNCIL OF FIVE

The Council of Five used to meet in the NorthTower in GreenGrove, however in the past 80 years they have moved their meetings to the tower of Archmage Malthus in EastSide. The five members of the council are (in order of age from eldest to youngest):

Melnin Twice-Hunted - Eldest of the Five, Melnin does not appear in town twice in the same guise. Some say that he is long dead and a series of actors are hired by the council to pretend to be Melnin.

Cavrus the Hooded - Renowned sage of all things natural, he is often believed to be more druid than magic user.

Archmage Malthus - A lively old man who follows the changes in fashion and politics very closely and seems to like meddling in all sorts of affairs.

Herrivec the Blue - Herrivec claims to be from another plane entirely that he escaped as it was being torn apart by giant crabs. He keeps the council advised on nearby extraplanar activities.

Morvold of Seven Chances - Youngest of the five, Morvold is very secretive and almost never leaves his home without some form of invisibility.

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