Dyson's Dodecahedron

Volume 1, Issue 7

Labyrinth Lord Compatible Product

ZERO Barrier Productions

130 Classes?

I have a love for random tables. But I've also held on to that teen-aged excitement over alternate character classes and subclasses. I remember the awe I felt deep in the cockles of my heart when first introduced to The Arcanum with over 20 classes...

The problem with having a whole pile of classes is that they end up stealing the show and you stop running into Fighters, Magic Users and Thieves when everyone can instead play a Troll Hunter, a Necromancer or a Bounty Hunter.

I've tried to bring the two together, basically cribbing the concepts of feats or backgrounds from a variety of other games with the core classes of Labyrinth Lord and the AEC, all compiled using my favourite of tools: random tables!

The adventure in this issue was built up around the map of the Reeking Hole posted to the Dodecahedron last spring.

The cover of this issue is a combination of two images by Jason Walton from some of the older Image Portfolio releases by LPJr Design.

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

Dyson Logos
dyson.logos@gmail.com

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For this first time in this issue, I'm including ascending AC for those using systems that use such. The ascending AC of creatures is listed in [square brackets] after the normal AC. If you don't use ascending AC, then just ignore this notation.

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Cleric Subclasses

1. **Crusader** - Can wield weapons with sharp and pointy bits
2. **Heretic** - At each spell level replace one cleric spell with a spell from the same level magic user spell
3. **Elementalist** - Can also turn elementals as undead
4. **Dragon-Priest** - Can Tell and Dominate dragons, drakes, wyverns and other associated creatures (and potentially kobolds) as an evil cleric controls undead.
5. **Dervish** - Can frenzy in battle 1/day: +2 AC, +1 to hit and damage
6. **Divine Light** - Turn undead at +2 levels
7. **Healer** - +1 hp / die on all healing spells
8. **Priest** - +2 caster levels, cannot wear armour, can only wield clubs, staves and daggers.
9. **Flagellant** - d8 hit die (d10 if using advanced hit dice)
10. **Zealot** - +1 to hit & damage opposite alignment (Chaos / Law -or- Chaos/ Evil, choose one)
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Dwarven Subclasses

1. **Hammer-Brother** - Nat 20 with a hammer stuns foe one round
2. **Troll-Hunter** - +1 to hit and damage against ogres & trolls
3. **Phalanx** - +1 AC from shields
4. **ShieldBreaker** - Ignore up to 3 points of enemy AC from armour or shields.
5. **Deep Sentinel** - Double infravision range
6. **Tunnel Shooter** - +1 to hit and damage with crossbows, can wield a crossbow in melee
7. **Iron-Born** - d10 hit die (d12 if using advanced hit dice)
8. **Rune Binder** - Cast 1 cleric spell per day, max spell level = 1/2 class level
9. **Rune-Bound** - Additional +1 on all saves
10. **Battle Rager** - +2 to hit and damage on the first round of combat, -1 penalty to AC at all times
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Elven Subclasses

1. **Guardian** - Can track in the wilderness
2. **Eagle-Eye** - +2 to hit with bows
3. **Woodland Ghost** - 66% chance to be unseen and unheard in the wilderness
4. **Arcane Mercenary** - +1 to hit and damage with swords
5. **ManHunter** - +1 to hit and damage against humans and orcs
6. **Blessed Visionary** - Cannot wear armour, cast *Augury* 1/day per 3 levels, *Cure Light Wounds* 1/day per level
7. **Dragon Knight** - +1 to hit, damage and AC while mounted
8. **Arcane Archer** - 1/day/level can cast spells on arrows and then shoot the arrow the next round, spell effect centres on the arrow when it hit the target, or is lost if the arrow misses the target.
9. **Eldritch Swordsman** - As the arcane archer, above, but using a sword instead of arrows.
10. **Kale Nobility** - +1 reaction roll bonus
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Fighter Subclasses

1. **Hunter** - Can track in the wilderness
2. **Swashbuckler** - +1 AC in chain or lighter armour
3. **Hulk** - +2 melee damage
4. **Berzerker** - Can frenzy in battle 1/day: +2 to hit and damage
5. **Archer** - +1 to hit and damage with bows
6. **Militia** - +1 to hit and damage with crossbows and polearms
7. **Marine** - +1 AC in leather armour, +1 to hit and damage with club and cutlass
8. **Horseman** - +1 to hit and damage from horseback, good judge of horseflesh (roll mount hit points twice, take the better)
9. **Pit Fighter** - Can treat off-hand weapon as a shield
10. **Sentinel** - -1 chance to be surprised
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Halfling Subclasses

1. **Burglar** - Can pick locks as a thief
2. **Featherweight** - Climb walls like a thief, takes half damage from falls
3. **TallFellow** - Can wield larger one-handed weapons like long swords
4. **Underfoot** - +4 AC vs large opponents
5. **Traveller** - +1 hear noise, can travel 25% further per day overland than normal.
6. **Brewmaster** - Can make a copy of a potion for 1/2 the normal cost & time to make one.
7. **HoleWarden** - -1 chance to be surprised
8. **Half-Pint Barbarian** - +2 melee damage, cannot wear armour heavier than leather.
9. **Stalwart** - +3 on saves versus fear and mind control, grants 1 companion the same bonus (companion is chosen once per day and remains in effect for the rest of the day).
10. **Outrider** - +1 to hit and damage from horseback, good judge of horseflesh (roll mount hit points twice, take the better)
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Magic-User Subclasses

1. **Warlock** - 1d3 damage, 60' range magic blast at will
2. **Sensitive** - *Detect magic* by touch
3. **Savant** - Identify magic items - takes 1 hour and 100 gp
4. **Scribe** - Can copy a scroll for 1/2 the normal cost & time to make one.
5. **Alchemist** - Can make a copy of a potion for 1/2 the normal cost & time to make one.
6. **Seer** - Cast *Augury* 1/day per 3 levels
7. **Witch-Hunter** - +2 on saves versus spells
8. **Two-Fisted Sorcerer** - Can cast two spells in one round 1/day
9. **God-Touched** - At each spell level replace one magic user spell with a spell from the same level cleric spell list.
10. **Guardmage** - Can wear leather armour
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Thief Subclasses

1. **Bounty Hunter** - +1 to hit and damage against his own race
2. **Dungeoneer** - +20% chance to detect traps
3. **Butcher** - Increase backstab multiplier by 1
4. **Scout** - +1 initiative, +1 hear noise
5. **Fence** - +2 on reaction rolls to buy and sell goods
6. **Guild Thief** - +10% to open locks and pick pockets
7. **Thug** - d6 hit die (d8 if using advanced hit dice)
8. **Knife Artist** - +1 to hit and damage with daggers
9. **Outcast** - -1 on reaction checks, +1 weapon damage
10. **Arcanist** - Cast magic user spells as a magic user of 1/3 level. Cannot wear armour.
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

The following Subclasses are for the classes presented in the Advanced Edition Companion.

Assassin Subclasses

1. **Holy Slayer** - Cast cleric spells as a cleric of 1/2 level. Cannot pick pockets, open locks, or find/remove traps.
2. **Executioner** - Increase backstab multiplier by 1
3. **Guerrilla** - +1 Initiative, +2 damage first attack / combat
4. **Hatchet** - +1 melee weapon damage
5. **Man Hunter** - +1 to hit and damage against his own race
6. **Spy** - +10% Hide in Shadows, Move Silently and Disguise
7. **Marksman** - +1 to hit with all ranged weapons
8. **Poisoner** - Reduce chance of poison being noticed by 50%, reduce cost of poison by 33%
9. **Brutal Killer** - d6 hit die (d8 if using advanced hit dice)
10. **Shadow-Touched** - Cast magic user spells as a magic user of 1/3 level. Cannot wear armour
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Druid Subclasses

1. **Feral Hunter** - Can track in the wilderness
2. **Totem Warrior** - +1 melee damage
3. **Elementalist** - +1 damage / die from elemental damage spells
4. **Summoner** - +1 spell per day, insect swarm or summon animal I, II, III (no bonus at levels 1 & 2)
5. **Natural Healer** - +1 hp / die on all healing spells
6. **Preserver** - can turn undead as a cleric one level lower
7. **Moon Magus** - gains the ability to see in the dark as with 60' infravision, or increase existing infravision range by 30'
8. **Voice of the Storm** - Ignore effects of bad weather (and can always be heard clearly through any level of bad weather), double duration of call lightning and weather-related spells (divine weather, weather control, etc).
9. **Twisted** - At each spell level replace one druid spell with a spell from the same level magic user spell
10. **Omen-Seeker** - Cast Augury 1/day per 3 levels
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Monk Subclasses

1. **Tortoise Style Adept** - +2 AC bonus
2. **Tiger Clan Warrior** - +1 to hit and damage
3. **Iron Hand** - Increase hit die to d6
4. **Scorpion Warrior** - Can wear leather armour while using all monk abilities (including AC bonus)
5. **Temple of the Serpent** - +10% move silently and hide in shadows
6. **Serene Ascetic** - Cast spells as a cleric of 1/2 level, cannot find/remove traps or pick locks
7. **Enlightened** - +1 on all saving throws
8. **Gentle Hand** - Can lay on hands like a paladin
9. **Ghost-Faced** - Can backstab like a thief
10. **Witch-Killer** - +1 on saves versus magic, +1 to hit and damage magic-users and similar characters and creatures
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Illusionist Subclasses

1. **Martialist** - Weapons and staves wielded by the illusionist take on the appearance of swords, axes and so on. Can expend a prepared spell to increase weapon damage on a successful hit by 1d4 dmg / level of the spell
2. **Potent Arcanist** - At each spell level replace one illusionist spell with a spell from the same level magic user spell
3. **SunCaster** - Gains the ability to turn undead as a cleric, although as a level 1 spell; cast light 1/day
4. **Shadowmaster** - Hide in Shadows as a thief
5. **Lucky** - +1 on all saving throws
6. **Perceptive** - Reduce chance of being surprised by 1
7. **Enchanting** - +1 bonus on reaction rolls
8. **Tricky** - +1 initiative, Pick Pockets as a thief
9. **False Prophet** - At each spell level replace one illusionist spell with a spell from the same level cleric spell list
10. **Dedicated Deceiver** - Pick one spell known, casting this spell requires no verbal or somatic components and saves against it are made at -2. A month's study allows the illusionist to switch which spell is dedicated, but during that month no spell gains this benefit.
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Paladin Subclasses

1. **Paragon of Virtue** - Protection from evil effect is increased by 5' at level 1, and an additional 5' / 5 levels thereafter
2. **Demon-Hunter** - +1 damage / 3 levels against demons, devils and similar extradimensional evils
3. **Sun Sword** - Can turn undead as a cleric of equal level and cast light once per day
4. **Knight Errant** - +1 to hit and damage from horseback, good judge of horseflesh (roll mount hit points twice, take the better)
5. **Zealous Champion** - Can frenzy in battle 1/day: +2 AC, +1 to hit and dmg
6. **Blessed Sentinel** - -1 chance to be surprised
7. **Learned Warden** - Can use clerical scrolls starting at level 1
8. **Oathbound Protector** - Double the effect of lay on hands ability
9. **Penitent Crusader** - d10 hit die (d12 if using advanced hit dice)
10. **Archon of Law** - Detect Evil and Protection from Evil also detect and protect from Chaos
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Ranger Subclasses

1. **Forester** - +1 to hit and damage with axes
2. **Nomad** - +1 to hit and damage from horseback, good judge of horseflesh (roll mount hit points twice, take the better)
3. **Poacher** - Move silent and hide in shadows as a thief
4. **Huntsman** - +1 to hit with bows, +1 damage / level vs animals
5. **Guide** - Travel overland at 50% greater speed, or enable a group of up to 6 + 1 / 2 levels to travel overland at 25% greater speed
6. **Snake Eater** - +5 on saves vs poison
7. **Weathered Survivor** - d8 hit die (d10 if using advanced hit dice)
8. **Treasure Hunter** - Find / Remove Traps as a thief
9. **Night Hunter** - Gain infravision 30', or increase existing infravision by 30'
10. **Loreseeker** - Can use magic user and druid scrolls of up to 1/4 the character's level
11. **Focused** - +10% to earned XP
12. Choose one or make up a new one

Using these Tables

These tables were designed to give some minor variety to the core classes of the game without book after book of alternate classes, XP tables, saving throws and so on.

One of the caveats of this system is that if one player is using it, then all the players have to as each subclass provided is slightly more potent than the core class it modifies. If a player really doesn't want a subclass, you probably want to allow them to just choose option 11 on the table - the focused class. In effect, it gives up the extra ability of a subclass in exchange for a bonus to earned experience.

Further, these tables allow a GM to change the mood and classes of their game world. Consider re-writing each table as d8 subclasses instead of d12, only selecting the ones best suited to a campaign setting or region, and maybe adding one or two, or renaming them to better suit the guilds, organizations or schools of the game.

A Devourer Most Foul

This mini-dungeon was originally written to be dropped into an overland adventure or sandbox. It is best for a party of characters in the range of levels 5-7. You will want to increase or decrease the servants of the devourer based on how well the party can handle the challenge. Never be afraid to throw another half-dozen servants of the devourer even in the middle of the final encounter as they rupture their way in from the walls, ceiling and floor.

The reeking hole is one of several caves in the forested hills along the valley edge. Most are shallow caves and small limestone gullies, but the hole is obviously the source of the stench. Anyone with a modicum of experience with battlefields or butchers will recognize the mix of excrement and rotting flesh blasting forth from the hole.

Story Hooks

The whole "random hole in the sandbox" thing not working for you? I understand. There are times when it feels way cooler to have a reason to explore the Reeking Hole than just curiosity. Some parties skip 99% of the cool encounters you have set up for them in a sandbox environment anyways.

So here are a few ways to get the party interested in the hole:

- *Myths & stories about a local "fountain of youth" or other magical pool found in the area.*
- *Searching for an adventurer that was looking for said magical waters and has since gone missing.*
- *Seeking the dark blessings of a forgotten god whose shrine is in this hole.*

And for lower-level parties, give them a treasure map to something hidden in the hot spring itself that they need... and then they need to get in, get the object, and leave before the devourer gets hold of them.

The reason the smell seems to be venting from the hole so aggressively is the hot spring in area 4 producing a constant current of hot air and accelerating the decay of the corpses in that area.

1. The Reeking Hole - One of a half-dozen small caves in the hillsides, this particular cave has a hot humid stench emanating from it.

2. Marked Fork - a red handprint has been painted on the natural stone pillar here, with an arrow drawn beneath it pointing towards area 8. The painted marking is quite old, at least a century (and was drawn to mark the way to the shrine in area 10)

3. Thieves in the Dark - A pair of **red ape ghasts** (AC: 4 [15], HD: 5+1, hp: 24, 30, Atk: 2 claws (1d3+1), 1 bite (1d6+1), Mv: 150 (50), Sv: F5, M:9, Special: those within 10' must save versus poison or the stench causes a -2 penalty on attack rolls; hits require a save vs paralysis to avoid being paralyzed for 3d6 turns) lurk here with two corpses they stole from area 4.

4. Place of Dead Souls - The cave floor is 15 feet below the two entrances and is covered with the rotting corpses of red apes, baboons, and other wildlife. All the corpses are covered in human-sized bites, and their skulls have been violated, typically via the eye sockets or nose, and the brains removed. Millions of beetles and flies crawl over the field of bodies. At the back of the cave is a bubbling sulfurus hot spring keeping the temperature hot and pushing the stink out into the world. The skeletal remains of several corpses lie in the spring, a few covered in yellow crystals. One of the oldest skeletons, submerged 20 feet below the bubbling scum of fat and decomposing fluids atop the spring water, is that of an elven adventurer, still wearing a silver helm that grants the wearer the ability to cast *light* 3/day and *feather fall* 1/day. The incredibly hot water deals 1d8 damage per round spent within it. Each turn spent within this cave there is a 50% chance of an encounter. Roll 1d3 -

(1) d2 scavenging **red ape ghasts** from the left tunnel (use stats from area 3)
(2) d4+1 scavenging **ghouls** from the left tunnel (AC: 6 [13], HD: 2, Mv: 90 (30), Att: 2 claws (1d3), 1 bite (1d3), Sv: F2, M:9)
(3) d6+1 servant **troglodytes** from the right tunnel (use stats from area 9)

5. Chamber of 3 Fears - the stone doors leading to this chamber are both sealed with old crumbly clay and wax. The three walls that don't have a door are decorated with mosaics of foul mutants of chaos. The left wall depicts a mutant warrior in heavy armour burning a city. The far wall is of a mutant sorcerer standing on a pile of dead humans and elves. The right

wall depicts a priest of chaos summoning forth a miasma of darkness (the arrow slit / window to area 4 is in the middle of this miasma). Attempting to touch any of these mosaics requires a save vs spells for each mosaic, if one is failed, no further mosaics can be touched. Upon touching a mosaic, a second save vs spells is required, failure or success determines whether the effect is beneficial or harmful. The warrior grants +/- 3 to melee damage rolls. The sorcerer grants +/- 3 to all saving throws. The priest grants +/- 1 on all reaction rolls. The effects remain for 3d30 days.

6. **Body Drop** - Too lazy to dump all the bodies into area 4, many are piled up here by the servants of the devourer.

7. **Infested Hole** - A morass of sticky slime molds and insects infest this room. Any attempts to dig through this mess requires a save vs poison to avoid a horrible and terminal disease that deals 2d12 damage per day.

8. **Eyes in the Wall** - Three starving **watchers** (level 4 Gibbering Mouthers - AC:2 [17], HD: 4, hp: 15, 19, 24, Att: 5 bites (1), Mv: 30 (10), Sv: GM4, M:8, Special: Drooling, Ground Control, Screaming) hide in the walls of this room that have been converted into a rubbery morass by their ground control powers. They are hungry because the alien hunger will not allow them to eat the corpses it has stolen the brains from.

9. **Troglodytes** - Six humanoid servants of the devourer wait on it's call in this cavern. Each has had it's brain removed and replaced with an infant gibbering mouther (1 hp). They are treated as tough **troglodytes** (AC: 5 [14], HD: 3, hp: 21, 14, 10, 15, 18, 14, Att: 2 claws (1d4+1), 1 bite (1d4+1), Mv: 120 (40), Sv: F3, M:10, Special: Stench) in all ways. Two of the troglodytes wear heavy golden necklaces set with large pieces of jade worth 1,500 gp each.

10. **Shrine of the Forgotten** - A statue and altar to a forgotten extradimensional evil are both set at weird angles into the floor of this cave.

11. **Hole of Eyes** - An **alien hunger** (level 8 Gibbering Mouther - AC:0 [19], HD: 8, hp: 49, Att: 9 bites (1d2), Mv: 30 (10), Sv: GM8, M: 10, Special: Drooling, Ground Control, Screaming, Gibbering, Maddening) fills much of this room in a mass of eyes and mouths. It is consuming the brains from all who are brought to it, seeking a way to escape this world. It will be especially happy to see sentient creatures in it's domain... Ensconced in the walls of this room are strange lumps containing 4 **troglodytes** (see area 9) and 2 **watchers** (see area 8) waiting to erupt at the call of their alien master.

Gibbering Mouthers

Gibbering Mouthers are a semi-traditional old-school monstrosity. However the ones used in this adventure use the rules for the Gibbering Mouther character class from Dodecahedron Issue 6.

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