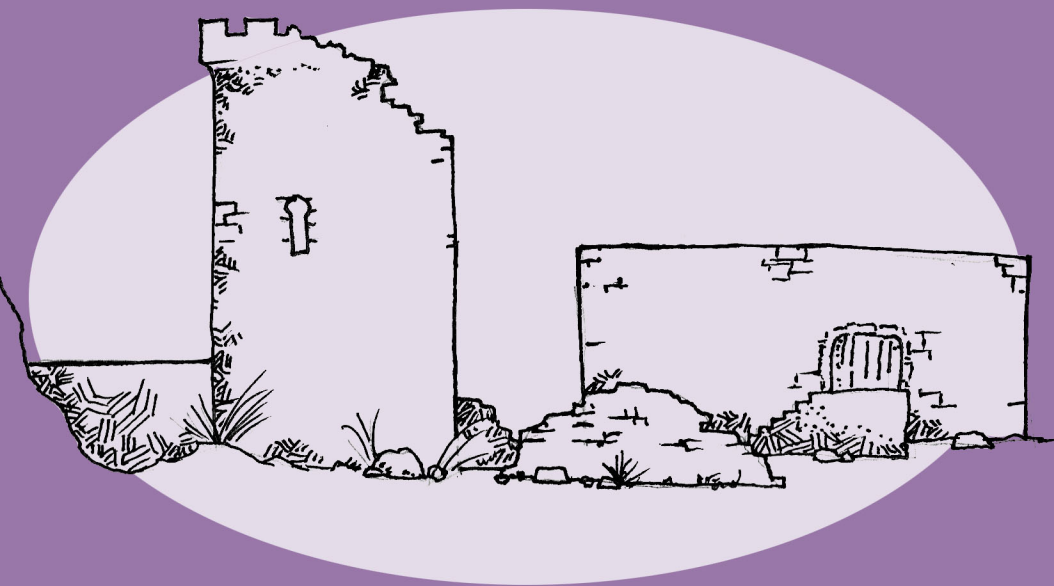


DYSON'S DODECAHEDRON

Volume 1, Issue



WELCOME TO ERDEA MANOR
(LEVELS 1 & 2)

Labyrinth Lord
Compatible Product

ZEROBarrier
PRODUCTIONS

A LOST MANOR

Erdea Manor is a Labyrinth Lord adventure location for a party of level 3 to 6 characters, expecting an average level of 4.5. This issue contains the first two of four levels of the Manor, the remaining two levels will be released in Issue 5, hopefully in the next couple of weeks.

While Erdea Manor was written for Labyrinth Lord, it also has a few monsters from the Advanced Edition Companion - you will need said volume for the quasits and some spell effects found herein.

The maps for Erdea Manor are not of the same visual quality as most maps from my blog and products. These maps were drawn in pencil on plain white paper without a grid as guide or later inking. The end result is a slightly rougher look than most of my maps.

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

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Most issues of Dyson's Dodecahedron contain multiple articles drawn from A Character For Every Game. This is the first "dedicated" issue, where the entire issue is a single adventure.

The majority of issues will retain the earlier magazine format, but occasional dedicated issues such as this one will appear. Also, an upcoming issue will be dedicated to post-apocalyptic gaming instead of the usual focus on Labyrinth Lord compatible material of the series.

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HISTORY

In ages past, the Erde clan cemented their hold over the region with a great manor house overlooking their holdings - drawn forth from the hills of stone by strange (and many say dark) magics.

However, as the power of the clan waned, so did the symbol of said power. The manor began to sink and collapse, but also the great hill it stood upon also began to surrender to the earth. Two hundred years ago all that was left of the family were a few eccentric would-be nobles, and the lands of the manor no longer looked over the expanse of the region, but was instead slowly sliding into a broad depression.

Recently a clan of feckless dwarven explorers moved into the ruins of the manor and have basically ignored the structure itself, instead setting up to begin mining operations nearby with some of the old manor structures as their base of operations. But as with all great plans...

A group of ogres has moved into the ruins of Erdea Manor in the last week following a treasure map that their leader acquired from some unlucky adventurers that finished their careers as ogre soup mix. They quickly took over the surface area of the manor, and have isolated or slain the other creatures that were here before - with a group of dwarven holdouts still sealed into the old keep. Vera, the ogress who leads the clan, has already ventured further into the ruins, and the rest of the clan is here to watch her back and they will return if chased off in order to check to see if she returns from the depths.

SURFACE & LEVEL 1

Entrances & Egresses:

Area 16: stairs down to level 2, area 24.

Area 23: stairs down to level 2, area 42.

Wandering Monsters:

Roll every turn, 1 in 6 chance. Roll 2d3 on the wandering monster chart below. There are no wandering monsters in areas 21, 22 and 23.

2. Roll on the level 2 wandering monster table in the main rule book

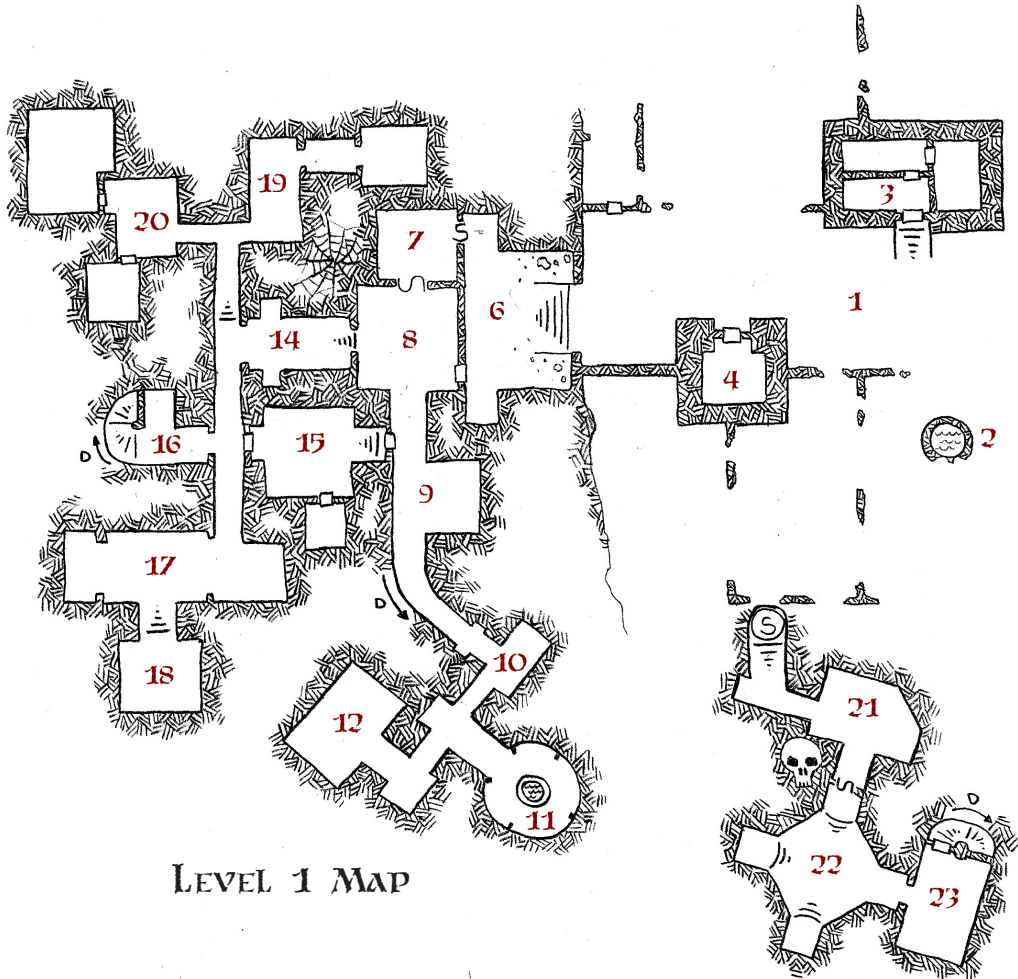
3. **1d4 Dwarven Scouts** (AC:4, HD: 1, Mv: 60 (20), Att: 1, Dmg: 1d8, Sv: D1, M: 8) looking for the clan that once resided here (and is currently hiding in the keep, area 3)

4. **1d2 Ogres** (AC: 5, HD: 4+1, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) on patrol

5. **1d4 Wolves** (AC: 7, HD: 2+2, Mv: 180 (60), Att: 1, Dmg: 1d6, Sv: F1, M:8), trained semi-pets of the Ogres

6. Roll on the level 2 wandering monster table in the main rule book

1. **Manor Ruins.** The manor grounds stand in ruins after several centuries of neglect. Remains of a few structures can be found with most remaining walls having been worn down to 3 to 5 feet in height. Two structures have withstood the test of time - the old keep (area 3) and a 20 foot tall tower near the old crypts (area 4). The well in area 2 remains mostly intact also. In the hillside to the west of the manor struc-



LEVEL 1 MAP

tures is a staircase descending into the depths (and to area 6). There is also a secret door in the southern ruins leading to area 21 and the depths to Erdea Manor that is unlikely to be discovered without finding it from below or with the use of a treasure map. **4 Ogres** (AC: 5, HD: 4+1, hp: 14, 17, 18, 19, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) are camped out in the ruins (mostly near ruins in the lee of the hill where the one ancient oak door still stands) guarding against intruders and making sure the dwarves in the keep are “under control”. A fight here may be observed by the dwarves in area 3, and will probably be joined by the ogre in area 4.

2. The Well. Unlike just about any other dungeon environment, the well is just that, a fairly deep surface well eight feet across and 60 feet deep, the last 20 of which are submerged under clear water. There is a rope ladder bundled up on the ground beside the well, left here by the dwarves when they investigated it to see if there are any secret doors along the shaft.

3. Dwarven Keepers. The old keep of the manor grounds is still strong and easy to defend, with the main door 8 feet above ground level and approached by steep stone stairs. The keep is home to **fifteen dwarves** (AC:4, HD: 1, Mv: 60 (20), Att: 1, Dmg: 1d8, Sv: D1, M: 8) that survived the ogres overrunning the grounds. The dwarves



stocked the keep for just such an emergency, and are good to remain here for a few weeks to a month if necessary. Having observed the ogres a bit, they believe that the ogres will not stick around for long, and are willing to sit out the so called “ogre siege” in here. They will not open the locked and barred door for anything at this point, wanting nothing to do with the ogres or the ogres’ enemies. The dwarves have 2,000 pp in a locked chest trapped with two different poison needle traps (one for the lock, a second for anyone opening the chest). The leader wears a jeweled golden beard-clasp worth 1,200 gp and her mate bears a pair of ceremonial platinum hand axes worth 600 gp each.

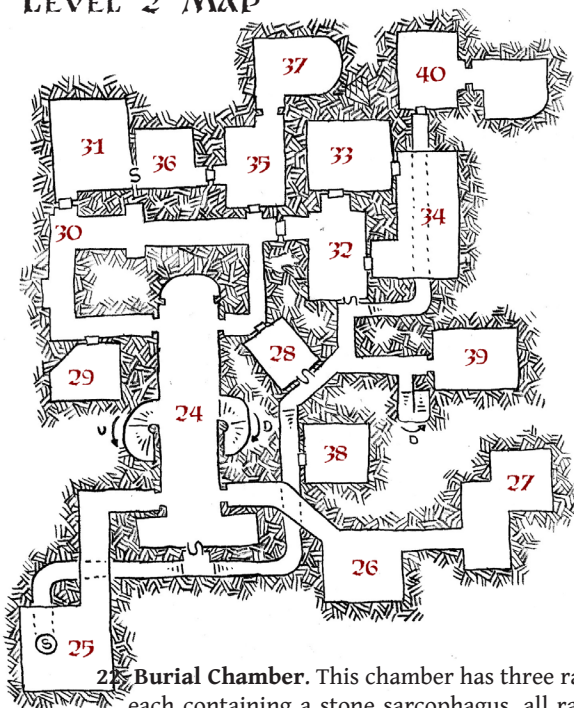
4. **Guard Post.** This tower reaches up twenty feet into the sky. The roof is long gone, and the interior of the heavy-walled tower is open to the elements. However it does provide nice protection from the wind and a place to light a camp fire without it being seen for miles around. Willhelm, an **Ogre** (AC: 5, HD: 4+1, hp: 21, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) of great culinary skill, is in the tower cooking dwarf-bone-bread over the fire. He will join his brethren in area 1 if he hears a fight out there, hurling a flask of flaming oil into the fight before running in to melee. Willhelm carries a sack which contains a jar of dwarf-bone flour, 300 gp, and a large wheel of excellent cheese.
6. **Entrance.** The entrance area is a mess after centuries open to the elements. There is a lot of debris, both naturally occurring and from the ruins of the manor, scattered about the floor of this high-ceilinged chamber. Barely visible faded murals on the west wall depict a team of knights bearing the Erde family crest on their chargers looking down over a battlefield between human and elven troops. The door to area 8 is built into the hill the chargers are standing on, made to look like the entrance into a cavern. The secret door into area 7 is disguised into an illustration of a pile of elven bodies. It is opened by pushing in the rolled-back eyes of one of the dead elves, hooking the fingers into the recesses, and pulling the door outward into this room.
7. **The Trophies.** This secret chamber is where the trophies from the war between the races of man and the ancient elven race of the Kale were kept by the Erde family. Four suits of fine elven plate mail hammered from the stuff of other worlds are here – each appearing to be made of heavy steel with a purple burnish to it. One of the four suits is a suit of +1 plate mail that bears a dark curse – every month the wearer of the armour must slay a defenseless sentient humanoid or suffer a cumulative -2 penalty to his Wisdom as the armour slowly drives him insane. Replicas of several elven weapons are here also, but none are of actual battlefield quality.
8. **Antechamber.** This is the central gathering point for Vera’s clan of ogres within the complex. There is only one **Ogre** (AC: 5, HD: 4+1, hp: 19, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) here now, but the ogres in other rooms in this level often come by here for food or to rest. The bodies of a half-dozen goats are hung on wooden pegs on the east and north walls. The secret door to area 7 is opened by removing one of the wooden pegs from the wall and reaching in to press a switch along the bottom of the peg hole. There is always a small fire here, and typically a large pot of tea-like substance on the fire. The two passages exiting from this room have massive and ornate archways over them with the Erde coat of arms at the peak and both bases of the arch.

- 9. Wolf Pen.** Vera's pet wolves are being kept in this room. **7 Wolves** (AC: 7, HD: 2+2, hp: 5, 6, 10, 11, 13, 16, 17, Mv: 180 (60), Att: 1, Dmg: 1d6, Sv: F1, M:8) (the eighth is with Vera) are chained to the wall, but the stakes holding the chains are purposefully weakly mounted so the wolves can break free if very excited or in combat. The corridor to the south slopes downward at a 20 degree angle.
- 10. Storage.** This room was used for storage ages ago. A few shattered barrels are all that remain of the stores kept here for sieges and disasters.
- 11. Emergency Well.** This well was used in times of crisis as an emergency water supply for the manor residents. The ogres tried using it, but realized that the shine of water isn't actually water, but a massive **Gray Ooze** (AC:8, HD: 5, hp: 27, Mv: 10 (3), Att: 1, Dmg: 3d6, Sv: F3, M: 12) that lives in the well. They threw it a few dwarves and it generally stays in the hole because it isn't hungry.
- 12. Ogre Storage.** Once a small barracks and storage room, this has been converted into the main storage area for the ogres. **3 Ogres** (AC: 5, HD: 4+1, hp: 13, 19, 22, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) are here along with the clan loot of 10,000 cp, 1,000 gp, and 4 250 gp gems. There is also a barrel of dwarf-parts, a few barrels of fresh water, a keg of beer, two dozen sheep skins and a pile of lumber.
- 14. Trapped Entry.** The obvious descent from the entry area, room 14 was trapped by some previous tenants and the ogres have avoided it. A pressure plate covers a ten-foot length of the room extending from one alcove to the other. Anyone weighing over 30 pounds stepping on this 40 x 10 area will likely trigger the trap (1-4 on 1d6). When triggered, a cold sleeping mist blasts into the room from both walls, accompanied by a loud whistling sound. Living beings within the room must save versus poison or be knocked unconscious for 1d4+1 turns. The whistling sound will also attract the attention of anyone alive in rooms 8, 17, and 19.
- 15. Secure Entry.** In an effort to control the flow of ogres into the dangerous lower areas of the manor, Vera and Jubal have tried securing this room, at least making it very noisy for anyone to proceed. A collection of furniture has been piled up against the western door which opens into this room. Anyone pushing through from the west side will need to push the pile of furniture out of the way using the door, while those wanting to open it from inside the room will have to move the furniture first. In the middle of the room there is a small pile of burned debris from a fairly recent camp fire. The small room to the south was being used by the dwarves to store supplies and has been thoroughly ransacked, with wrecked barrels and crates littering the floor and only a couple of pickaxes left.
- 16. Descent.** A small alcove is at the top of a set of very well made stone steps twisting down into the depths. Jubal's second quasit (known as CueTwo) (AC:2, HD: 3, hp: 19, Mv: 150 (50), Att: 3, Dmg: 1d2/1d2/1d4, Sv: F3, M: 10) is stationed here (invisible), waiting for Vera to return whereupon he will alert Jubal and assist in killing her. However, seeing adventurers descending these stairs, he will follow them instead of maintaining his vigil. He will follow them until they encounter Vera and will then attempt to assist them in fighting her. He will then return to his invisible state and wait for opportunities to make the adventurer's lives miserable – setting off traps, interrupting sleep (and spellcasting), and attracting the attention of monsters.



- 17. Jubal's Explorations.** These rooms served as a shrine in the original manor and are currently home to Jubal, a particularly nasty piece of work for an Ogre. A year ago he split his dark and twisted soul into three pieces – one that he keeps himself, and two that have split off into smaller little “essences of Jubal” that he calles CueOne and CueTwo (and that are, for all intents and purposes, Quasits). The room is divided into three segments – an eastern antechamber lined with benches built into the walls, an empty main room (with stairs up to the smaller private shrine and faded murals of human holy days) and the western “alcove” which contains a carved stone pulpit that currently has an open book on it and a massive and ornate iron lantern. CueOne is in this room, standing (invisibly) on the pulpit trying to make sense of the book. If the characters are stealthy enough he will flip the page and give away his presence (or at least make it look like the book is reading itself). He'll scream to alert Jubal before trying to mess with the adventurers. Unlike CueTwo, CueOne is very Ogrish in his tactics, attacking directly and going for the throat. The book is the Tome of Cruel Lies, which details many curses and also empowers any spellcaster that has studied it for a month, making their Bestow Curse spell more potent. Resisting the curses bestowed by someone who has mastered this material is more difficult (-2 on saves) and if using the random curse tables, the caster rolls twice and picks the best result.
- 18. Private Shrine.** Jubal has converted this private shrine of the Erdea family into his headquarters. The room is lit by a dozen candles and is decorated with the intestines of several slain dwarves. **Jubal** (AC: 5, HD: 4+1, hp: 29, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) is a dark and twisted ogre with some spellcasting ability (although no Ogre Mage by any stretch of the imagination). He can cast Bane (the opposite of Bless), Protection from Good, and Fear, each once per day as a level 4 cleric. His massive staff with dangling skulls and feathers makes the targets of his fear spell save at a -2 penalty. The magical charms on the staff can be transferred to a smaller staff or similar weapon, allowing the magical benefit to be passed on to smaller spellcasters. Jubal also has a trunk under his makeshift bed containing 1,000 gp and a wand of magic detection with 14 charges.
- 19. Ogre Quarters.** **Orthur** (AC: 5, HD: 4+1, hp: 26, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10), Jubal and Vera's lieutenant, is based out of these rooms along with whatever ogres he has in his company at the time. Currently the main room has one **Ogre** (AC: 5, HD: 4+1, hp: 24, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) in it attaching new spiky things to his club, while Orthur is in the back room wishing that Jubal and Vera would get along. Both will react to any loud noise coming from areas 14, 15 or 20.
- 20. The Dying Bull.** This area was once used as emergency living quarters for the Erdea family, but was more recently converted into a small tavern by the prior dwarven inhabitants. Now the place is a disaster, destroyed by ogres looking for free beer. A prolonged search of the area, digging through the ruined furnishings and casks will find the warhammer of the dwarven clan leader – a +1 warhammer that deals an additional +1 damage when wielded by a dwarf with a nice beard and 13+ Charisma.
- 21. Ghoulish Cunning.** This secret chamber is home to 6 cunning **Ghouls** (AC: 6, HD: 2, hp: 4, 5, 7, 7, 11, 15, Mv: 90 (30), Att: 2, Dmg: 1d3/1d3/1d3 + paralysis, Sv: F2, M:

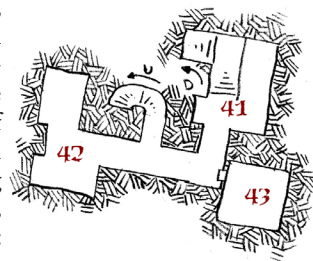
LEVEL 2 MAP



9). The secret trap door to the surface is made of wood and remained undetected by the dwarves while they were in the area (and the ghouls would only attack lone dwarves out at night), and the ghouls have decided to not bother the much more powerful ogres. The floor of the room is littered with gnawed dwarven bones and those of some local wildlife. In the mix of bones and detritus are 500 sp and suit of black magical chain-mail +1 that automatically cancels any light or continual light spells cast at a target or by a spellcaster within 30 feet of the mail. The secret door to area 22 is quite visible from this side, requiring no special efforts to detect nor open.

22. Burial Chamber. This chamber has three raised alcoves, each containing a stone sarcophagus, all radiating from an octagonal chamber with a massive wrought iron candelabra decorating the centre of the room. Around the base of the candelabra are the skeletal remains of a half dozen human and demihuman bodies. The sarcophagi each contain an elder of the Erde family, now haunting these ruins as powerful **Wights** (AC: 5, HD: 4, hp: 17, 21, 21, Mv: 90 (30), Att: 1, Dmg: 1d8 + energy drain, Sv: F4, M: 12). They will not rise unless a sarcophagus is disturbed, at which point all three will rise to attack. The wight in the central sarcophagus wields a longsword +1, +3 vs elves.

23. Falling Ceiling. This room is empty of inhabitants and the floor is cluttered with bits of rock and dust fallen from the ceiling. The dwarven ability to detect dangerous stonework, or a thief detecting traps, will show that while the ceiling is indeed on the way towards caving in, the actual collapse won't happen for many, many years.



LEVEL 2

This level contains three distinct sub-levels. The main areas (24-37) are linked to level 1 above and level 2 below. Areas 38-40 are a series of secret chambers and passages that link to the main areas as well as having their own stairs access to level 3. This secret area was once the home of the family assassin, but is now overrun with giant weasels who have learned how to trigger the level's secret doors. All secret doors on this level are opened by applying pressure to a "loose" stone one foot above floor level (or in the



case of the one in the floor, one foot from the outer edge of the door). Finally, the family crypt in areas 41-43 also have their own links to the levels above and below.

Entrances & Egresses:

Area 24: stairs up to level 1, area 16.

Area 24: stairs down to level 3, area 44.

Area 39: stairs down to level 3, area 53.

Area 41: stairs down to level 3, area 74.

Area 42: stairs up to level 1, area 23.

Wandering Monsters:

Roll every turn, 1 in 6 chance. Roll 2d3 on the wandering monster chart below. There are no wandering monsters in areas 41, 42 and 43.

2. Roll on the level 2 wandering monster table in the main rule book

3. **1d4 Giant Weasels** (AC: 7, HD: 4+4, Mv: 150 (50), Att: 1, Dmg: 2d4 + attach, Sv: F3, M: 8). If this encounter is in an area adjacent to a secret door, there is a 50% chance that the weasels are coming through said door.

4. **1d3 Carcass Scavengers** (AC: 7, HD: 3+1, Mv: 120 (40), Att: 8, Dmg: Paralysis, Sv: F2, M: 9)

5. **1 Troll** (AC: 4, HD: 6+3, Mv: 120 (40), Att: 3, Dmg: 1d6/1d6/1d10, Sv: F6, M: 10)

6. Roll on the level 2 wandering monster table in the main rule book.

24. Great Hall. Containing access to both level 3 and level 1, the great hall is currently home to a very angry **Troll** (AC: 4, HD: 6+3, hp: 34, Mv: 120 (40), Att: 3, Dmg: 1d6/1d6/1d10, Sv: F6, M: 10) who is waiting for the return of Vera who defeated him earlier and who he assumes must return via this route. The hall exiting on the northwest end of the hall has a noticeably foul scent emanating from it.

25. Guard Room. Now abandoned, this room contains the wreckage indicating that it once housed at least a half dozen people with beds, a table, and other furniture.

26. Mossy Chamber. This chamber (and the one beyond it) is quite damp from water leakage from the nearby well shaft. The walls and floor of this chamber are covered in "leafy" fungal growths. None are harmful, and they show signs of being harvested by other creatures living in the area.

27. Screaming Fungi. This chamber once contained stored food supplies in piled wooden crates. Now these crates are nearly completely overwhelmed with fungi. Amongst the fungi is a colony of **6 Shriekers** (AC:7, HD: 3, hp: 9, 11, 12, 15, 16, 20, Mv: 9 (3), Att: special, Sv: F1, M: 12).

28. Smashed Room. The door to this room has been quite recently smashed open and blood spatters commence in the room proper and trail off towards area 24. The room reeks of offal and rotten meat - the remnants of meals eaten by the troll who waits for Vera's return in area 24. An open chest indicates that there was once treasure here too.

29. Troglodyte Turf. This section of the level has been taken over by a clan of troglodytes who moved here from the underground river below. The burned stump of a

troll's arm is nailed to the door as a warning. The room itself is empty and stripped of all furnishings.

- 30. Alcoves.** The hall here has several shallow alcoves along it. A single **Troglodyte** is on guard at each of the three alcoves as well as in front of the doorway to area 31. (AC: 5, HD: 2, hp: 2, 9, 9, 10, Mv: 120 (40), Att: 3, Dmg: 1d4/1d4/1d4, Sv: F2, M: 9) Their foul stench should give them away, but it is so overwhelming in this hall that their natural camouflage still gives them the advantage of surprise on a 1-4 on a d6. When starting combat, they will call out to their kin.
- 31. Den of Stink.** A dozen **Troglodytes** (AC: 5, HD: 2, hp: 5, 5, 5, 6, 8, 9, 10, 10, 11, 11, 12, 14, , Mv: 120 (40), Att: 3, Dmg: 1d4/1d4/1d4, Sv: F2, M: 9) live in this room, along with their food, a store of drinking water, and immeasurable stench. The leader of this clan wears a pair of platinum bracers worth 1,200 gp each, and two of his warriors are wearing a necklace and a ring respectively worth 800 and 600 gp. The troglodytes are unaware of the secret door between this room and area 36. However, Vera has discovered it and will rush through it as soon as a fight with the troglodytes is over, attempting to catch the survivors weakened and confused (unless she has already been taken care of in area 36).
- 32. Family Quarters.** These three rooms were once the apartment of a part of the Erde family unwilling to live in the manor above due to rampant paranoia and a propensity towards dark magics. This room was used to house servants of those living in areas 33 and 34. The furniture is long destroyed, but a 1 foot diameter crystalline hemisphere juts out of the northeast corner of the room at waist height. Rubbing the hemisphere creates an unseen servant that follows the orders of the person rubbing the hemisphere for 1 hour. It doesn't, however, indicate this to the person rubbing the object, so most never notice that they have a magical butler to help them. The hemisphere cannot be removed from the wall without destroying the enchantment. The door to area 34 is locked.
- 33. Dark Chamber.** The walls of this room are covered in a masonry completely unlike that throughout the rest of the excavations. The walls are a rough dark blue stone held together with nearly black jointing. **4 Shadows** (AC: 7, HD: 2+2, hp: 10, 11, 14, 16, Mv: 90 (30), Att: 1, Dmg: 1d4 + Strength Drain, Sv: F2, M: 12) still lurk here, but will not pursue out of the room. The door to area 34 is locked.
- 34. Stone Cold Mad.** This sealed chamber contains a massive bed, a table, a desk, a variety of chairs and bookshelves. "Sleeping" on the bed are a pair of **Crystal Living Statues**, as well as one sitting at the desk and a third leaning against a bookshelf seemingly reading a book (AC: 4, HD: 3, Mv: 90 (30), Att: 2, Dmg: 1d6/1d6, Sv: F3, M: 11). When the door is opened, the one at the bookshelf puts down the book and walks towards the party with it's hands held wide, while the other three look on. It attacks when within reach, and is joined the next round by its kin.
- 35. Carrion.** The door to this room has been smashed from the frame, and the remains of a pair of very recently slain carcass scavengers are slowly oozing their ichor across the floor. Any loud noise in this room will alert Vera in area 36.
- 36. Vera.** Vera the ogress has just finished looting this room, having found and looted



a secret storage box hidden in the north wall. Vera (AC: 4, HD: 4+1, hp: 30, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4+1, M: 10) also has the abilities of a level 5 thief. If she is alerted to activity in areas 35 or 31, she will attempt to move silently to attack her foes from behind, trying for a backstab on her first attack. Her favourite wolf, “Fang”, (AC: 7, HD: 2+2, hp: 18, Mv: 180 (60), Att: 1, Dmg: 1d6, Sv: F1, M:8) is also with her. Vera wears a ring of protection +1 and carries a sack containing 1,000 gp and 4,000 sp.

37. Red Alcove. The masonry in this alcove is of a reddish rock, although of immediate importance to anyone entering the room is the **Rust Monster** (AC:2, HD: 5, hp: 23, Mv: 120 (40), Att: 1, Dmg: special, Sv: F3, M: 7) trying to remain unnoticed by the crazed ogress who just killed his neighbours.

38. Store Room. This locked room was used for storage by the resident assassin. Undisturbed these long years, it still contains crates of rotted food, a barrel of old ale, and a collection of daggers, short swords and arrows. A wooden shelf on the far wall from the entrance holds a set of bottles. Two are potions of poison, one is a potion of Poseidon’s Wine (grants the imbiber the benefits of water breathing for 1d6+6 turns), and the last is a potion of battle (the imbiber gains a +1 bonus on to hit rolls, damage rolls from melee and ranged weapon attacks, and a +1 bonus to armour class for 1d6+6 turns).

39. Alchemical Storage. Once filled with beakers and bottles and mixing equipment, everything here is ruined and the place has been turned into a nest for **3 Giant Weasels** (AC: 7, HD: 4+4, hp: 22, 25, 26, Mv: 150 (50), Att: 1, Dmg: 2d4 + attach, Sv: F3, M: 8). Amongst the debris that they have converted into their nests is a chewed on clerical scroll with the following spells still usable: Know Alignment, Continual Light, Locate Object.

40. The Assassin’s Den. These two rooms were once nicely furnished - now they are a mess of ruined bedding, old straw and ruined mulched paper. **4 Giant Weasels** (AC: 7, HD: 4+4, hp: 15, 15, 19, 22, Mv: 150 (50), Att: 1, Dmg: 2d4 + attach, Sv: F3, M: 8) nest in this mess. A thorough search of the bedding will find 97 gp scattered between both rooms. Closer investigation reveals that an old brazier buried in the mess also contains a locked secret compartment. Within the compartment is a sealed metal vial (a potion of poison), a 700 gp ring and a set of five small 100 gp rubies.

41. Crypt Stairs. Overlooking the stairwell cut into this room are **four zombified bugbears** wearing the standards of the Erde family and wielding polearms (AC: 8, HD: 4+1, hp: 13, 16, 22, 22, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F2, M: 12).

42. Shrine. The northern portion of this space has an arched ceiling and magical stone shelves where candles were burned down to pools of wax across the surface. Any non-lawful character who lights a candle and places it on the shelf gains the benefits of a Bless spell for 1d6+1 turns.

43. Embalming Chamber. The door to this room is locked. There is a massive stone table in the centre of the room, and jars of embalming fluid surrounding it.

POTION CONTAINERS

Perk up your potions by giving them unique bottles to tell them apart. These tables can produce practically limitless variations of potion containers.

Table 1: Container Material (d10)

1. Glass
2. Iron
3. Tin
4. Gourd (don't roll for shape)
5. Ceramic
6. Clay
7. Animal or monster body part
8. Crystal
9. Leather (don't roll for shape)
10. Glass

Table 2: Container Shape (d10)

1. Test tube
2. Small classic bottle
3. Square bottle
4. Spherical
5. Ovoid
6. Flask
7. Conical
8. Decanter with handle
9. Multi-faceted
10. Special Shape (roll on table 2.1)

Table 2.1: Special Shapes (d6)

1. Humanoid
2. Skull
3. Cluster of grapes or other fruit
4. Grinning goblin face
5. Plump woman
6. Fist

Table 3: Closure (d10)

1. Cork
2. Cork and sealing wax
3. Wax
4. Screw-on lid
5. Screw-on lid with sealing wax
6. Leather tied on
7. Carved wooden plug
8. Tree sap
9. Glass cap, must be broken to be opened
10. Loose metal cap

About 50% of potion bottles are also decorated in some way

Table 4: Decorations (d8)

1. Holy symbol etchings
2. Ribbon tied around the neck
3. Feathers and beads on a string around the neck
4. Painted in primary colours
5. Painted with a single rune or glyph
6. Wrapped in fine cord
7. Marked with someone's initials
8. Small holy symbol or rune dangles from a thin cord

I also generally also grant a 25 to 50 percent chance that the potion bottles are labelled. 50% when in the lair of an intelligent humanoid, 25% otherwise.

Table 5: Potion Label (d6)

1. Crudely painted label
2. Paper label glued on
3. Paper label tied on
4. Container wrapped in labeled paper
5. Label glued to cap
6. Scrap of leather tied to container

Table 5.1: Label Markings

1. Actual type of potion
2. Deliberately wrong
3. General type of potion
4. Simple symbol (plus, minus, sunburst, skull)
5. Cryptic symbol (the moon, holy symbol of a lost cult)
6. Name of potion in a very rare language



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