

# DYSON'S DODECAHEDRON

Volume 1, Issue



## ERDEA MANOR'S DEPTHS AND CATACOMBS

**Labyrinth Lord**  
Compatible Product

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# DEPTHS OF ERDEA

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 lower two of four levels of the Manor. The first and second levels of the Manor were published in Issue 4 of the Dodecahedron.

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 the maps you may be used to.

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

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This issue breaks from the standard design of the Dodecahedron, as did the previous issue.

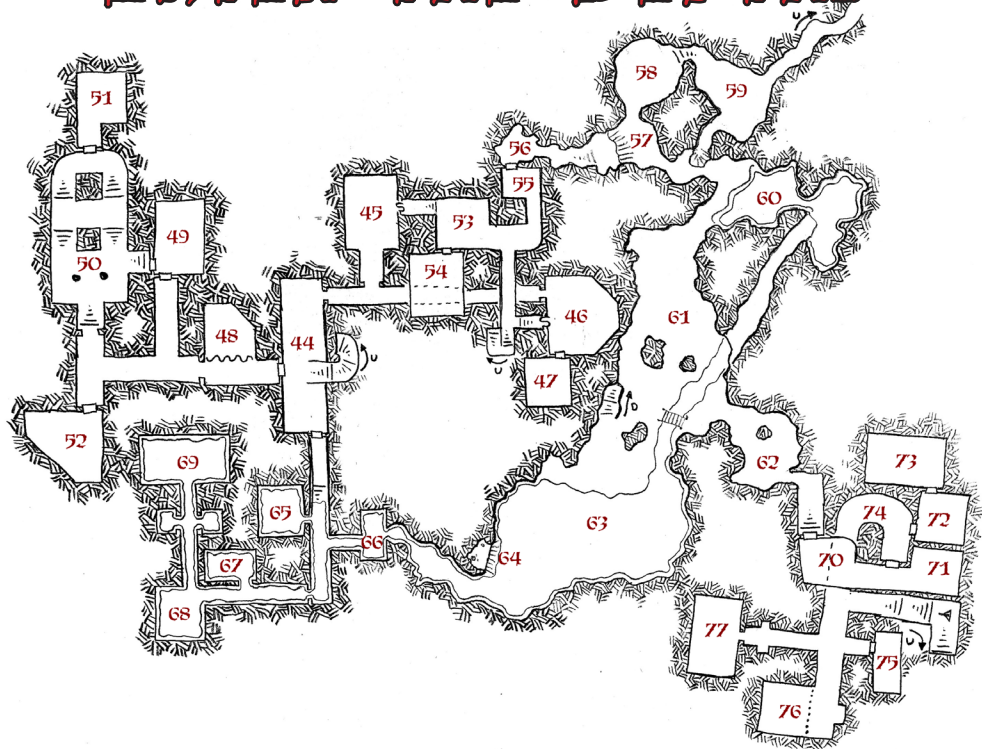
More issues of the Dodecahedron are forthcoming, however. Work has already begun on issue 6 which will return to the more generalized theme of the first three issues of the zine.

Erdea Manor (and a bunch of other adventures & maps) is also available in print in Dyson's Delves.

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# ENTER THE DEPTHS



Deep beneath the ruins of Erdea Manor lie the depths - old caves with links to the family crypts and to deeper secrets where the dead have been buried for ages untold. There are many routes in and out of the depths, but only one way to the catacombs below.

This level remains under the control of the ancient Erde family, or at least the cursed remnants thereof. The Erde clan fought against the Kale and like many of the humans who lead the revolts, they were aided by powers from beyond this world. And like many of these tales, the result was more and less than they had hoped for. Now the surviving members of the clan reside in these depths, in turn hiding from the vengeful dead that sleep beneath them.

The clan is broken into two remaining bloodlines who occupy the western side of the dungeon map. They have been warped in strange ways into massive beastly creatures like minotaurs and rubbery semi-aquatic creatures reminiscent of throggrin.

## Entrances & Egresses:

Cave tunnel in area 59 leads up to the surface

Stairs in area 44 lead up to Level 2, area 24

Stairs between areas 46 and 53 lead up to Level 2, area 39

Stairs near area 74 lead up to Level 2, area 42

Stairs in area 61 lead down to Level 4, area 78

### Wandering Monsters:

Roll every turn, 1 in 6 chance. Roll 2d3 on the wandering monster chart below.

2. Roll on the level 3 wandering monster table in the main rule book
3. 1d3 Minotaurs
4. Roll on the level 2 wandering monster table in the main rule book
5. 1d4 Throghrin
6. Roll on the level 3 wandering monster table in the main rule book

44. **Below the Great Hall.** The stairs from above lead down into the middle of this room which is something of a neutral territory between the homes of the two remaining branches of the Erde clan. The floor bears the marks of ancient fights, and a blood trail (at least a few days old) leads out through the archway to the east (and proceeds all the way to room 46).
45. **Lord Derrin Erde's Glory.** This old meeting room (complete with rotting table, chairs and bookshelves) was dedicated to the memory of a great warrior of the clan. The east wall of the room contains a massive portrait of Lord Derrin with his name on a brass plate below, now faded to mostly brown and black. Anyone raising a toast to Lord Derrin in this room gains +1 on all reaction rolls with others within the room for the duration. Behind the portrait is a secret door into the lower level of the assassin's run which is opened by swinging the hinged portrait away from the wall and then pressing on the name plate embedded in the wall below it.
46. **Toad Hall. Four giant toads** (AC: 7, HD: 2+2, hp: 11, 12, 14, 16, Mv: 90 (30), Att: 1, Dmg: d4+1, Sv: F1, M: 6 - see monster description for special attacks) have moved in here, seeking refuge from the Erde clan. On the floor is the chewed remains of a minotaur, their most recent meal. They are hungry and happy to see more reasonably-sized food arriving.
47. **Rubbish.** This side room has been filled with furniture that someone was rescuing from the flooded portion of the depths. Years have passed and less even-minded members of the family have looted through this until it is just a random jumble of wood, rotted cloth, and the occasional recognizable dresser drawer. Of course, digging through it all to prove it is all valueless will take several turns...
48. **Guarded Curtains.** This room is separated from the corridor via a set of heavy magical curtains. While the **minotaur** with a polearm (AC: 6, HD: 6, hp: 22, Mv: 120 (40), Att: 2 or 1, Dmg: 1d6 / 1d6 or 1d10+2, Sv: F6, M: 12) behind the curtain seems to be the guard here, the curtain itself the true threat to a stealthy party. The curtain will spot a non-invisible target who is hiding in shadows or otherwise stealthy on a 1-4 on a d6 and will then whisper the alert to the minotaur in the room. If the minotaur is slain, the cutraint will begin to scream for backup. The magic curtain can be shut up with a good reaction check, or by killing it (AC: 8, 14 hp). It bleeds copiously when wounded or killed.
49. **Living Space.** This room has been used by the minotaur branch of the Erde family as a communal living space. There are signs that several minotaurs have been using it, although it is uninhabited at this time.
50. **Warrior's Hall.** This oddly shaped hall and raised corridor is home to a pair of knights of the Erde clan. These two **minotaurs** (AC: 5, HD: 6, hp: 19, 21, Mv: 120 (40), Att: 2 or 1, Dmg: 1d6 / 1d6 or 1d8+2 (sword) or 1d6+2 (javelin), Sv: F6, M: 12) each carry an iron shield and wield a longsword with four javelins as backup against ranged foes. They prowl around the northern portion of the room and will attempt to engage foes with hit and run tactics. The smaller minotaur is wearing a copper



**static ring** which provides +1 on all saves against lightning and electrical attack forms, as well as increasing the damage of all electrical spells cast by the wearer by +1 per 2 dice of damage (minimum of +1 damage).

51. **The Elder of the Horns.** The elder of this branch of the Erde clan lives in this room, guarded by his two nephews in area 50. Lord Gursin Erde is a massive and ancient **minotaur** (AC: 4, HD: 6, hp: 16, Mv: 120 (40), Att: 2 or 1, Dmg: 1d6 / 1d6 or 1d8+2, Sv: F6, M: 12) weakened by age and rapidly turning to senility. He wears magical +1 **chainmail** (the Coat of Horns) that resizes to fit any humanoid wearer between 3 and 12 feet in height. In a chest under his bed is the hoard of the clan, 10,000 cp and 4,000 sp.
52. **Impromptu Crypt.** A pair of dead throggrin have been pinned to the wall here with massive iron spikes after they were slain by the minotaurs. The heavy warhammer that was used to drive the spikes home still lies on the floor near the doorway. The insides of the bodies have been consumed by a furry brown fungus and anyone who disturbs them will release a cloud of fungal spores that fill the room. Anyone in this cloud takes 1d6 damage and must make a save versus poison to avoid a further 1d6 damage and an illness that makes them nauseous (-2 on all attack rolls, reduce movement rate by 30' to a minimum of 30') for 1d4 days or until they are subject to a cure disease spell.
53. **Dark Ruins.** The centre of these secret chambers has been long ignored. Damaged furnishings of dark-stained stone litter the chamber and the door to area 54, also made of stone, swings loosely in its frame. The smell of putrefaction is cloying and nearly overwhelming here. Anyone lingering in this chamber or making noise will attract the attention of the creature in area 54.
54. **Consumption Made Flesh.** This secret chamber is home to a mass of putrescent flesh that seems to be made of many human bodies all combined into a mass of eyes, mouths and pseudopods. The central mass is surrounded by massive tentacle-like extensions made of human arms and torsos that reach out to grab any living thing that wanders within reach. This **undead beast** (AC: 7, HD: 9+1, hp:48, Mv: 60 (20), Att: 8 tentacles, 1 bite, Dmg: 1d6 x 8 / 2d6, Sv: F5, M: 12) has animal intelligence and cunning, but little of that even. It lashes out with its tentacles to draw prey in to its many mouths to be consumed. Once a tentacle hits in combat, it will constrict and automatically do it's damage each round until severed. The victim is at -1 on all attack rolls for every tentacle that is constricting him. Tentacles can be attacked with spells or edged weapons and will be severed once receiving 8 or more damage - although only half the damage done to the tentacle is actually dealt to the undead beast itself. The ruins around the undead beast contains several suits of destroyed armour, as well as a **shield** +2, a **spear** +1 that deals double damage to water elementals and their kin, and a ruined and pitted crown who's jewels can be salvaged for 500 gp.
55. **Secret Entry.** The door between this room and area 56 is jammed tight by moisture and rot, although a hole has been chewed through part of it that will easily fit a halfling, or a human sized adventurer without armour. The undead beast in area 54 and the giant weasels from level 2 entered this area through said hole. The door was obviously once a secret door. The trigger to open it (a loose stone on the west wall) is still trapped with a poison needle, although it won't open the door anymore.
56. **Sunken Entry.** Jammed into a small compartment in the west wall of this cave is an old rusted crowbar that was used to try to trigger the secret door once upon a time. Directly above the door, nearly 30 feet overhead, is a **green slime** (AC: n/a, HD: 2, hp: 10, Mv: 3 (1), Att: 1, Dmg: Special, Sv: F1, M: 12).

- 57. The Climb.** This natural cave has a 30' tall ceiling. Access to area 56 requires climbing 25 feet of vertical wall before accessing the natural stairs back down. Noting that there is an opening up at ceiling level requires careful attention and specifically looking up for it. Access to area 59 is either via the stairs in area 58, or a 15' dead drop.
- 58. Displaced Residents.** Four gnolls (AC: 5, HD: 2, hp: 6, 8, 9, 14, Mv: 90 (30), Att: 1, Dmg: 1d8+1, Sv: F2, M: 8) are guarding the stairs to area 59 - they have recently been displaced from their lair by a hungry cave bear.
- 59. Spoils of War.** A massive scarred **cave bear** (AC: 5, HD: 7, hp: 41, Mv: 120 (40), Att: 3, Dmg: 1d8/1d8/2d6 + special, Sv: F3, M: 9) has just taken over this cave from the prior gnoll residents and is loudly tearing a gnoll apart as his well-deserved dinner. A natural cave to the northeast leads up to the surface nearly a half-mile from the manor itself.
- 60. Dripping Lake.** This part of the underground lake is filled with water from a sub-surface spring as well as a constant dripping of water from above. The water here is crystal clear and slightly magical. Once per day a drink from this water heals one hit point. It probably also has long-term effects for those who spend too much time in contact with it, as shown by the mutations of the Erde clan living in areas 65 through 69. The waters flow through a flooded passage from here to area 61.
- 61. The Beach.** This massive cave is eerily quiet and abandoned. A wooden bridge of fairly recent construction spans the river near a set of stairs leading further into the catacombs beneath these depths. The posts holding the bridge in place are of ancient stone and have obviously been here for ages.
- 62. Guardians at the Stairs.** Four owl bear skeletons (AC: 7, HD: 5, hp: 20, 24, 25, 36, Mv: 120 (40), Att: 3, Dmg: 1d8/1d8/1d8, Sv: F3, M: 12) stand guard in this cave.
- 63. Deep Lake.** This part of the lake goes down to a depth of 80 feet in the centre, and is quite dark. Anyone trying to look into the depths will see an illusion of a massive giant catfish swimming along the bottom and watching for intruders.
- 64. Preacher's Ledge.** Fifteen feet above the lake, this small alcove was once a place for religious contemplation. Stony debris has been arranged for some amount of comfort sitting and watching over the lake. Among the stones is an ivory and silver scroll tube (worth 80 gp) containing a clerical **scroll of commune**.
- 65. Welcoming Party.** This chamber is flooded with the murky waters of the lake to a depth of 2 feet. The flooding marks the dividing line between the portion of the Erde clan devoted to the god of war, and the remaining members of the clan who have hidden here and devolved into strange rubbery throgghrins in the flooded lower areas. Three throgghrin (AC:6, HD: 3\*\*, hp: 13, 16, 16, Mv: 120 (40), Att: 2 or 1, Dmg: 1d3/1d3 + paralyze, or 1d10, Sv: F3, M: 10) defend this chamber and watch for encroaching members of the northern part of the clan. Two wield polearms, and the third attacks with his bare hands. They also watch for those who would sneak in through area 66. In dire emergencies, they will try to escape to area 68 and ring the gong.
- 66. Breached Chamber.** Once a storage chamber, erosion from the lake breached into the depths of Erdea manor here. Beyond the breach in the wall, the water depth is some 8 feet initially and drops rapidly to the depths of the Deep Lake (area 63). Within the chamber the water is at a depth of 2 feet. The walls of this chamber are covered in shelves which are in turn enveloped in a particularly noxious slime mold. Anyone trying to scoop or dig through the mold must make a save versus poison (with a -3 penalty if doing so with their hands instead of tools) or become violently ill and be unable to continue for 1d6 turns, as well as engaging in any





combat during this time with a -2 penalty to attack rolls and saves. Within the slime mold is mostly rotten foodstuffs, but there is a small locked coffer containing 1,000 sp, as well as a small secret compartment in the wall behind the coffer that contains a pair of 500 gp rubies.

- 67. The Magister.** This flooded side-room is the apartment of the magister, a rubbery old member of the Erde clan. He is currently out of his chamber, however, consulting with the leader of the clan in area 69. His apprentice, however, is here (AC:6, HD: 3\*\*, hp: 16, Mv: 120 (40), Att: 1, Dmg: 1d3/1d3 + paralyze, Sv: F3, M: 10). He will try to get to area 68 to ring the gong if threatened or frightened.
- 68. Meeting Hall.** This small chamber has ancient moldy tapestries decorating all four walls, and a 3-foot brass gong is suspended by chains from the ceiling in the southwest corner. The ringing of the gong can be heard clearly throughout this section, and can be heard faintly even at the deep lake. Ringing the gong has a 75% chance to result in a roll on the wandering monster table, as well as alerting the remaining throgthrins in the area.
- 69. The Chapel.** The old chapel of the Erde clan is now home to the leader of the throgthrins of the clan, Gaurius Erde, who is wearing his clan chain hauberk +1 that grants the wearer +1 Charisma (AC: 4, HD: 4\*\*, hp: 18, Mv: 120 (40), Att: 2, Dmg: 1d3/1d3 + paralyze, Sv: F4, M: 10). He is currently in discussion with the Magister of Erde (AC:6, HD: 3\*\*, hp: 13, Mv: 120 (40), Att: 2, Dmg: 1d3/1d3 + paralyze, Sv: M3, M: 9, Special: Casts spells as a level 3 Magic-User, charm person, light, mirror image) about the present disposition of the minotaur faction of the clan (they believe there are more remaining members of the northern faction than there are now). Two bodyguards stand watch at the entrance to the chapel (AC:6, HD: 3\*\*, hp: 17, 15, Mv: 120 (40), Att: 2 or 1, Dmg: 1d3/1d3 + paralyze, or 1d10, Sv: F3, M: 10) one is wielding a polearm and the other attacks barehanded. The magister has a wand of magic detection with 8 charges. Gaurius is bedecked in pitted and corroded jewelry, totalling at 3,000 gp value (mostly in gem value, as the metal is corroded and fragile).

*(Note - there are no wandering monsters in areas 70 through 77)*

- 70. Guardians of Erde.** The stone door between this room and area 62 is locked, but can easily be opened from this side (there is no key). A pair of iron living statues (AC:2, HD:4, hp:16, 26, Mv:30 (10), Att: 2, Dmg:1d8/1d8, Sv:F4, M:11 - attackers with non-magical metal weapons must save vs spells or the weapon becomes stuck) stand eternal vigil at the doors, and the remains of a third stands where it was slain ages past.
- 71. Preparatory Chamber.** This chamber was for preparing the deceased for entombment. There are jars of ointments and strange embalming tools on the old tables and shelves.
- 72. Antechamber.** This room was a place to put aside weapons and to cleanse oneself before visiting the tomb of the lost brothers. In the centre of the room is a shallow depression magically filled with water. Anyone putting the water directly from the pool to a wound (or someone wounded who enters the water) suffers an additional 1d8 damage as the water erupts into flames around the wound. Carrying the water out of the pool prevents this effect.
- 73. Tomb of the lost brothers.** The north, south and west walls of this chamber each have a stone sarcophagus built into them. Each sarcophagus is carved with the likeness of an adult human in plate mail bearing shields with the Erde family crest. The

middle sarcophagus is cracked and shows signs that it has been opened at some point through the use of heavy tools. All three sarcophagi are empty, and anyone breaking into either of the two unopened ones must save vs spells or suffer a curse rolled on the following table (1d4) (each removable with the spell remove curse):

1. Re-roll character's prime requisite on 3d6
2. Healing is only half as effective as normal (natural and magical)
3. Lose spellcasting ability
4. Polymorphed into a spider

**74. Gelatinous Cube.** This curved corridor and the two side corridors to the east and west are swept perfectly clean by a gelatinous cube (AC:8, HD:4\*, hp:21, Mv:60 (20), Att:1, Dmg:2d4+paralysis, Sv:F2, M:12).

**75. Tomb of Helvos Erde III.** The iron door to this tomb is sealed with a level 8 Wizard Lock spell, and thus will most likely require the use of a knock spell to get past. Within is a small chamber lit by two continual light spells on iron globes suspended on chains from the ceiling. Between the globes is a stone plinth supporting a black iron casket with three steel locks. Once the first lock is picked, Helvos will make his appearance to prevent the desecration of his tomb - he is now a wraith (AC:3, HD:4\*, hp: 27, Mv:120 (40), Fly:240 (80), Att:1, Dmg:1d6 + energy drain, Sv: F4, M:12) and rests within the stone plinth under his casket. Within the casket is the embalmed corpse of Helvos Erde III, along with his golden chain of office as a magister of the empire (1,400 gp value) and a silver dagger decorated with gems on the pommel (800 gp value). There is a locked coffer at the feet of the corpse, protected by a poison needle. Within the coffer are a Potion of Control Animal, a Potion of Levitation, a Scroll of Protection from Lycanthropes, and a Scroll of Fireball.

**76. "Trapped" Skeletons.** This chamber is separated from hallway 74 by a portcullis of heavy and pitted iron bars. Behind the bars are a the skeletons of what appear to be a dozen or more men at arms in the remnants of their armour and weapons. Two are still clutching at the bars as if they died trying to lift the portcullis to escape. In total there are 16 skeletons in this chamber which will only spring to animation if someone joins them in their prison (AC:7, HD:1, hp: 6, 7, 8, 4, 4, 3, 5, 5, 8, 1, 6, 4, 7, 4, 2, 2, Mv:60 (20), Att:1, Dmg:1d6, Sv:F1, M:12).

**77. Tomb of Huhren Erde the Wise.** This tomb has been plundered, the sarcophagus split assunder and bones scattered across the floor. Smashed urns are in the two back corners of the room.

## THE CATACOMBS

Deep under the caves of Erdea Manor lie the secret catacombs and deeper recesses of the clan's estates as well as the lair of the most powerful remaining elder of their line.

### Wandering Monsters

(1 in 8, check each turn, roll 2d3 for type)

2 - 2d4 Ghouls

3 - 1d6 Wererats

4 - 1d6 Shadows

5 - 1 Ochre Jelly

6 - 1d2 Wraiths

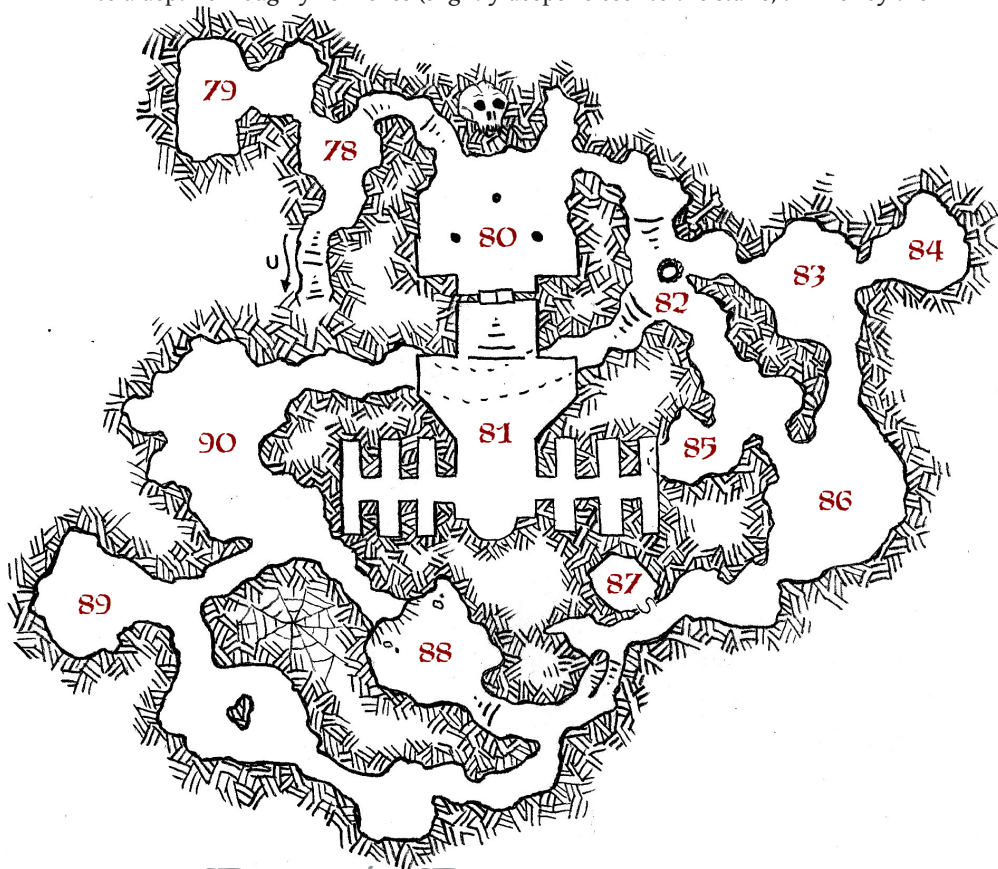




**78. The Mists.** The bottom of the rough stairs leading down into this natural cave are hidden in the dark mists that fill the room and seep into areas 79 and 80. The mists are an unnatural black in colour and are magical in nature - even if dispersed by wind or magic they will return within a turn. Anyone entering the mists for the first time that day must make a saving throw versus poison or death or suffer a -2 penalty on attacks, saving throws and damage rolls for the rest of the day. They will also have the feeling that proceeding beyond will make these penalties worse (although the penalties will actually remain the same). NPCs and monsters attempting to traverse the mists who fail their save must also make a Morale check or retreat from them.

**79. Spiders in the Mist.** The mists from area 78 creep along the floor of this room to a height of 2 feet. Hiding within the mists are 3 Mist Widows (a magical variant of the giant black widow spider) which appear to be undead skeletal spiders to first appearances (AC:6, HD:3\*, hp:14, 11, 13, Mv:60 (20) / 120 (40) in web, Att:1, Dmg:2d6 + poison, Sv: F2, M:8). They have covered the floor of the main area of room 79 with their webs, and anyone entering that area without first probing ahead will be trapped within their webs (treat as the web spell for determining the difficulty of escaping).

**80. Mausoleum Door.** This chamber prevents entry into the secret crypts of the Erde clan. The dark mists of area 78 roll down the stairs to this area and covers the floor to a depth of roughly 18 inches (slightly deeper closer to the stairs, thinner by the



egress to area 82). Unlike the rough natural caves around it, the south end of this chamber is finished in smooth high-quality masonry, as is the floor and ceiling. The doors to the crypt are massive stone doors, each 14 feet tall and 5 feet wide. Three pale white stone pillars stand out in stark contrast to their surroundings, reaching from floor to ceiling. The doors are secured by a Wizard Lock cast by a level 12 magic-user. Attempting to open the massive portals will create a loud magical din that attracts an automatic wandering monster roll.

**81. Secret Crypts.** The major room is the family tomb and mausoleum for the elders of the Erde clan, with two connected passages of crypts leading off to the east and west. A pair of rock living statues (AC:4, HD:5\*, hp:28, 22, Mv:60 (20), Att:2, Dmg:2d6/2d6, Sv:F5, M:11) that look like representations of clan warriors guards the chamber against interlopers. There are a total of 12 crypts off the sides of this chamber which contain:

- a. A plain wooden coffin with the poorly preserved corpse of Hevroth Erde IV, strapped into his coffin by metal bands. He is a wight (AC:5, HD:3\*, hp:12, Mv:0, Att:1, Dmg:Energy Drain, Sv:F3, M:12) but remains still until someone comes within easy reach.
- b. A dark oak casket holding a pair of wooden logs.
- c. A rusted and locked iron casket with a plaque dedicated to Gersidi Erde, Queen of the Rats. Within the casket are 40 skeletal rats. When attacking they are treated as four groups of ten rats each but each rat has only 1 hit point, making the rats hard to disrupt effectively. When there are only 30 rats left, break them into 3 groups, and into 2 groups for 20 rats, 1 group at 10 rats or less, and they are rendered ineffective in combat when reduced to fewer than 5 rats. (AC:7, hp:1, Mv:60 (20), Att: 1/group, Dmg:1d6 + disease, Sv:NM, M:12) The rats carry a wasting disease - those injured must save versus poison or become devastatingly ill, losing 1d6 Strength and Constitution every day for 1d6 days. If either stat is reduced to zero or below, the victim dies and reanimates as a wight. At the bottom of the casket is the gnawed skeleton of Gersidi, wearing a magical steel medallion that protects the wearer from attacks by rats and giant rats (the rat must make a Morale check in order to attack, and suffers a -4 to hit if can attack at all).
- d. Walnut casket containing a skeleton in rotten finery
- e. A wooden coffin with peeling black paint, nailed shut. Within is a weathered corpse with a stake through the heart, it's head cut off and it's mouth stuffed with garlic.
- f. This wooden coffin has nearly rotted away.
- g. This fine casket with silver hinges and handles contains the skeleton of Hevroth Erde II (AC:7, HD:1, hp:8, Att:1, Dmg:1d8, Sv:F1, M:12) still dressed in his rotted noble finery, bearing his longsword, and wearing a massive silver necklace worth 1,300 gp.
- h. This crypt is empty except for dust and rat droppings.
- i. This massive casket contains two bodies, brother princes of Erde, still strangling each other even in death.
- j. The casket doesn't contain a body, but instead a portrait of Revnan Erde the Mighty, complete with his signature black flaming battle axe.
- k. This rotten wooden coffin contains the body of Hellenus Erde, completely covered in yellow mold (AC:n/a, HD:2, hp:10, Att:1, Dmg:Spores, Sv:F2). Under the mold she is still wearing her prized silver and opal necklace (1,100 gp).
- l. This rusted iron casket has a plaque dedicated to "the un-named brother". Although the casket seems empty, within is an invisible wight dressed in tattered remnants of Erde family clothes (AC:5, HD:3\*, hp:12, Mv:90 (30), Att:1, Dmg:Energy Drain, Sv:F3, M:12). The invisibility is as per the spell and will dissipate when he attacks.



- 82. The Well.** A strange darkness lives deep within the hole that was once a backup water supply. This dark water elemental (AC:2, HD:8, hp:46, Mv:60 (20), Att:1, Dmg:1d8, Sv:F8, M10) will only attack if disturbed. It deals +1d8 damage to anyone touching or in water, and anyone dealt damage by it must make a saving throw versus spells or be affected by a banishment spell (the reverse of the clerical bless spell).
- 83. Steel Remains.** Pinned to the west wall of this cavern by four iron spears is an odd skeleton. It appears almost typical of human remains, except that all the bones are made of steel.
- 84. Rocks Fall.** The entrance to this chamber off the side of the complex is weakened by age. Each person entering the chamber has a 1 in 6 chance of triggering the collapse of the entranceway and partial collapse of the chamber itself. All in the entranceway and the chamber must make saving throws versus petrification or suffer damage. Those in the room suffer 1d12, those in the entranceway suffer 3d12. The collapse will block passage from the chamber to the complex except to halfling-sized or smaller characters. Clearing the rubble will take 1d4 turns. And of course the collapse will call forth a wandering monster.
- 85. Fungal Ruins.** This cave is thick with foul smelling fungus, including 5 shriekers (AC:7, HD:3, Mv:9 (3), Att:nil, Sv:F1, M:12).
- 86. The Flayer.** The spectral remains of Hevroth Erde the First (AC:2, HD:6\*\*, hp:36, Mv:150 (50), Fly:300 (100), Att:1, Dmg: 1d8 + 2 level drain, Sv:F6, M:11) haunt this cavern, although he occasionally tours much of this level. When slain, his black teeth scatter to the ground, a full dozen 250gp obsidian gems.
- 87. Secret Chamber.** Within this secret chamber is the remaining treasures of the flayer. The secret door is raised four feet above floor level of the cave outside the room, and is triggered by a catch at the top of the door. Four massive urns are inside, each sealed with wax. The first contains wine, now long sour. The second contains 10,000sp. The third contains 3,000gp. The final urn contains the decomposed and broken body of the Flayer himself, Hevroth Erde the First, along with Hevroth's Ring, a silver ring that is perpetually tarnished black, set with a ruby. The wearer of the ring can cast Hold Monster 2/day and Charm Person 1/day.
- 88. Darkest Hole.** Here the tortured souls of those flayed and slain by Hevroth Erde the First congregate in the deepest and darkest part of the catacombs. 11 shadows lurk in this cave, hiding in the darkness (AC:7, HD:2+2, hp:11, 9, 11, 15, 14, 11, 11, 13, 15, 13, 10, Mv:90 (30), Att:1, Dmg:1d4 + 1 Strength drain, Sv:F2, M:10)
- 89. Mist Widows.** Three more mist widows have built a colony here (AC:6, HD:3\*, hp:14, 10, 15, Mv:60 (20) / 120 (40) in web, Att:1, Dmg:2d6 + poison, Sv:F2, M:8). Within their webs at the back of the cave is the body of a dwarf still wearing his Chain Mail +1 and carrying a Battle Axe +1, +2 versus goblins. His pack contains adventuring gear and 72gp.
- 90. Nobles of Ancient Erde.** This natural cavern is the lair of 5 powerful and ancient Erde ghouls (AC:5, HD:4\*, hp:21, 17, 22, 23, Mv:90 (30), Att:3, Dmg:1d3 + Paralysis x 3, Sv:F4, M:8). They are antagonistic to the Flayer, but stay out of his way because they understand his great power. Each wears a piece of jewelry denoting their ancient noble lineage - a gold torc (1,200 gp), a silver medallion (400 gp), a jeweled ring (900 gp), a silver bracer inlaid with gold (1,200 gp) and a platinum diadem (600 gp), in addition to the diadem, the strongest of the ghouls is also carrying his ancient blade, a short sword +2, +4 versus humans that glows with the light of a torch when unsheathed. In the two alcoves on the west side of the cavern are the remains of their prior meals, including 3,000cp, and 2,000ep.

# LOST CITIES

## City Location (d12)

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1. Far out in a natural desert, half buried in sand.
2. In a wasteland created by the forces of chaos that destroyed the city.
3. In a pocket dimension, cut off from the rest of the world and connected by a single magical portal.
4. On a quiet bit of coast where the cliff face strikes straight down into the sea.
5. Deep in the jungle, part overgrown, and part sunken.
6. In an ancient forest, with massive trees grown in and around the old structures.
7. In a high mountain pass, once part of a trade route that is no longer in use.
8. Underground – dug in to and expanding upon an ancient set mines.
9. In a depression that grew into a great lake, only a few of the tallest buildings show their tops above the water.
10. Buried in the mud and muck of a swamp.
11. In a small valley, forgotten by all but the nearby farmers who steal stones from the ruins for their fences and homes.
12. On an island that seems to contain nothing but the ancient city.

## Distinguishing Characteristics (d12)

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1. City is dominated by many tall towers interconnected by spanning bridges and arches.
2. Massive city wall is the only piece of the city that seems to have survived the ages almost untouched, the rest is almost completely destroyed.
3. At one point the city used a network of canals for transportation and communication. Now they are probably filled in with sand, mud, or even the raw stuff of chaos, depending on where the city is.
4. A religious city, the temple or temples are immediately visible among the remaining structures and seem to be the focus of the ruins.
5. Strange statuary is everywhere – massive busts, ornate dragons, monolithic knights in armour and so on.
6. The primary structures of the city are in a strange stone, different in colour from the rest of the area (basalt, strange blue stone, green marble, etc)
7. Ruins of raised walkways are the sturdiest elements of the ruins, often spanning from one set of ruins to the next, now often towering over the ruins they used to connect.
8. A city of waters. Old ornate fountains are a regular site, although most likely they don't work anymore (although they might – a city of fountains in the middle of the desert would be quite a sight).
9. Columns defined most buildings - many didn't even have walls on all sides, being open sided structures with the roof held up by stone pillars.
10. Strangely “organic” architecture with a lack of square corners – lots of rounded edges and strange blob-like buildings.
11. Very close-quarter construction left very narrow lanes as roads. Many of these are probably impassable now from collapsed buildings and environmental hazards.
12. All structures in the city “face” the same direction, with the main doors on all buildings on that facing.

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