d12
Monthly

3 BARBARIAN TRIBES

CAMPING ACTIVITIES

GET MORE OUT OF YOUR REST TIME

WEAPON SPOTLIGHT

THIS TIME WE LOOK AT THE SPEAR

RANDOM ECOUNTERS

CREATING A RANDOM ENCOUNTER TABLE

Location: We look at several remote locations!

d12 Monthly is a helpful resource for fantasy roleplayers.

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The Wilderness Issue

Wilderness travel seems to be handwaved a lot these days, but it can still be an important part of the game.

The wilderness is a dangerous place and to survive it is equivalent to surviving a dungeon, if done well.

I think the reason most GMs handwave travel is they don't know how to run it.

Whether it's hex crawling, point crawling, semi-montage, or another way, travel can be an adventure within itself. As well as spawning many other adventures.

This issue will, I hope, give you some tools and insights to help you run travel and wilderness adventures.

From rules for traveling and camping, to healing naturally, to tracking, to dangerous locations, this issue will set you up with the tools to tackle travel.

Knowing a lot about the world the PCs are traveling in is half the battle. If you are familiar with the world you are running, then you will know the roads and tracks, and the more dangerous areas.

Learn more about your world - whether it be a published one or your own creation - and you will be able to run wilderness adventures with a lot more confidence.

At the heart of wilderness travel is the random encounter. And this is more than a random monster. In this issue I show you how you can build your own random encounter tables.

All of this adds up to better travel through the wilderness and better gaming all around.

But, as always, happy gaming!

- Russ from YUMDM
https://yumdm.com/
https://twitter.com/yum_dm

About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Thanks to my Patrons: *RollStats, Matt Kurowski, John, Michael Lawrence Senchuk, Jacob Alexander, ButterflyDefect, J. David Chrisman, Alex, Korg INC, NOLA Bert, GameCat, Kay Bee, Roll to Save, Widsith Atopos, Lee Boden, DM Jangy, Rory Starks, Joseph Hurley, Steven Bode, Ben, William Mayorga, Daniel Chivers, Dave Manley, Darryl McCarthy, and Michael Brewer* for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:
https://www.patreon.com/yumdm
(New tiers are now available to receive a physical copy).
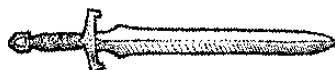
Slotting In
Slot-Based Equipment Rules

Encumbrance and how much equipment you can carry is usually handwaved in fantasy roleplaying games. But there are ways you can manage this in an easy way.

Slots

Slots give you players a choice in which equipment they carry. They balance the cost of an item with the number of slots they are using up. At lower levels, this matters as money is usually limited.

A Slot equals one piece of equipment roughly equivalent to a one-handed weapon or small shield. Some examples include a lantern, 50ft of rope, 5 torches, and one weeks worth of iron rations.

Smaller items can be bundled in groups of 5, like the torches above. A quiver of 20 arrows takes up one slot.

Using Slots

Use the accompanying equipment sheet (on page 6) to mark down the items you carry. Simply add a one-slot item to each slot, and for two-slot items, simply write it in one slot and then black out the slot underneath it.

Number of Slots

You receive a number of slots equal to your Strength score without being encumbered.

This can be expanded by buying certain items, like a backpack.

A backpack gives you 3 extra slots, while a sack gives you 6 additional Slots. A belt pouch gives you 1 additional slot, but it is a quick access slot (giving you 4 in total).

Time to Acquire Equipment

The first three slots you have are always quick access slots. This means they take either a bonus or free action to access (depending on the edition you play).

The rest of your slots take a standard action to access. While accessing items in your backpack takes a full-round action to access (you cannot do anything else that round). Items in a sack takes D3 rounds to access anything inside.

Armour & Shields

Armour worn also takes up slots, as follows:

Light armour - 1 Slot
Medium armour - 2 Slots
Heavy armour - 3 Slots
Small shield - 1 slot
Large shield - 2 slots

Weapons

All one-handed weapons take up one slot, while two-handed weapons (such as two-handed swords, polearms, and longbows) take up two slots.

Coins

100 coins takes up a single slot. You will need something to carry them in though.

Encumbered

If you have more slots filled with items than what your strength and equipment allow,

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then you are encumbered. Encumbered characters' movement is halved and they take a -2 penalty to attacks, AC, and dexterity/reflex saves. See *Equip Yourself* in this issue for equipment descriptions.

Table: Equipment & Slots

Equipment	Cost (GP)	Slots
Acid, flask of x2	10	1
Backpack	5	0
Bedroll	10	1
Bell	1	0
Block & Tackle	5	1
Book (Parchment)	10	1
Candles x10	5	1
Chalk	1	0
Cloak, Oilskin	1	1
Cloak, Noble's	5	0
Crampons	5	1
Crowbar	10	1
Fishing Gear	5	1
Game set (cards, dice)	1	0
Garlic	5	0
Grappling hook	25	1
Hammer, small	2	0
Hammock	5	1
Healer's kit	10	1
Holy symbol	25	0
Holy water, vial of	25	1
Horn	5	0
Iron Spikes x 10	1	1

| Equipment	Cost	Slots
Lantern, Hooded	10	1
Lantern, Bullseye	20	1
Lens, reading	5	0
Map or scroll case	1	0
Marbles, bag of	1	0
Mess kit	10	1
Mirror (hand-sized)	5	1
Musical instrument	15	1
Oil flask x5	2	1
Pole, 10ft wooden	1	1
Rations, iron (1week)	15	1
Rations, standard (1week)	5	2
Razor	1	0
Rope, hemp 50ft	1	1
Rope, Silk 50ft	10	0
Sack	1	0
Soap	1	0
Smoking pipe & pouch	1	0
Stakes (5) & Mallet	3	1
Tent	25	2
Thieves' tools	25	1
Tinder box	3	0
Tool kit	25	1
Torches (5)	1	1
Waterskin (full)	1	1
Whistle	1	0
Writing equipment	10	1

NAME

QUICK ACCESS

BACKPACK ITEMS

REGULAR ACCESS
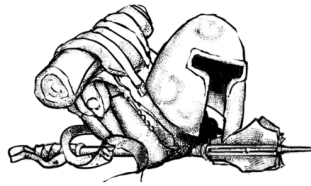
Equip Yourself
Mundane Equipment that Helps You Out
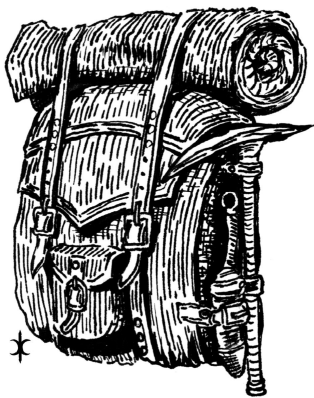
Mundane equipment is often overlooked by adventurers in the modern game, but your ordinary rope or backpack can sometimes be life-saving.

Below is a list of mundane equipment that gives you some sort of benefit.

Backpack
Gives you an additional three slots to carry equipment (see *Slotting In* in this issue).

Bedroll
A bedroll allows you to sleep in light or medium armour without penalty.

Belt Pouch
You gain an additional quick access item (see *Slotting In* in this issue).

Cloak, Oilskin
This cloak protects you from the elements. You gain +2 equipment bonus to saves versus ordinary element saving throws (not against magic or breath weapons).

Crampons
These climbing shoes give you a +2 equipment bonus to climbing checks.

Crowbar
This device gives you a +2 equipment bonus to opening doors or large containers like chests.

Fishing Gear
This gives you a +1 equipment bonus to survival checks when finding food (assuming there is a body of water nearby).

Healer's Kit
This kit contains medical supplies and allows you to heal or stabilize someone. It also gives the recipient a +2 equipment bonus to saves versus poison if applied immediately after.

Iron Spikes
When used on doors, these spikes will add +4 difficulty to opening the door.

Lantern, Hooded
A hooded lantern lets you control the amount of light you show via a shutter. You can dim the light from a 5ft radius out to 30ft.

Lantern, Bullseye

This lantern lets you cast your light out to 60ft in a 30 degree arc. It has a radius of 10ft.
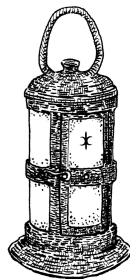
Map or Scroll Case

Anything inside gains a +4 (or advantage) to any item saves.

Mess Kit

This gives you a +1 equipment bonus to any cooking skills.

Rations, Iron

These compact rations include all that is needed to sustain someone for a week. They are in a compact container.

Rations, Standard

These rations consist of dried foods wrapped in leaves and pastries and the like. They take up more room than iron rations.

Rope, Hemp

This rope is thick and cumbersome.
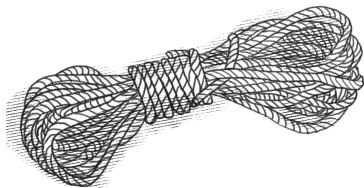
Rope, Silk

This rope is as good as hemp rope but is light and thin.

Sack

Allows you to carry an additional 6 slots worth of gear. However, these are not free slots and count towards your total encumbrance. Finding an item in a sack takes D3 rounds.

Soap

When used regularly, you gain +1 equipment bonus to any disease saves.

Tent

You gain +4 (or advantage) to any saves due to element conditions. Plus, a tent is considered a safe place for rest purposes. A tent takes up 2 slots.

Tool Kit

This contains all the tools someone would need to build or repair items. The type of tools need to be specified (carpentry, weaponsmithing, tailoring, etc).

Torch

A torch shines light out to 20ft but also allows you to use it as an improvised weapon (+D4 fire damage) and to light things on fire.

Winter Blanket

You may add half again the number of hit points regained from a long rest (8 hours) when in cold environments.

Weapon Spotlight

This month we look at the spear.

The Spear

In our own world, wielding a spear can be better than wielding a sword in many instances, but this isn't reflected well within the rules.

The **short spear** is a quick thrusting weapon. You may make an additional attack with it each round, but both attacks lack any strength behind them, and you do not add your Strength modifier to damage for either attack.

A **spear** is approximately 5-6 feet long and good for both formations and individual fighting. You can use it either as a single thrusting weapon or similar to the staff (see *Issue 4* of ***d12 Monthly***), you can use it as a double-weapon, making two attacks - one piercing and one bludgeoning. Regular two-weapon fighting penalties apply and you must declare which way you are using the weapon each round. Using it in this manner means using it two-handed.

The short spear and spear can be used one-handed, so you can also use a shield.

Long spears can keep opponents at bay. They need to be wielded two-handed, but

have a reach of 10ft, meaning that if an opponent moves towards you, you gain an attack before your opponent. If it hits, they need to make a Dexterity/Reflex save with a DC of 5 + Damage done to get past your spear. They can try again on their next turn.

Blade Spear

A blade spear is a short spear that has a longer blade on the end of the wooden haft instead of a smaller point. The advantage of this weapon is it can be used as a piercing or slashing weapon.

Spear Table

| Weapon	Type	Damage	Prof.
Short Spear	P	D6	Simple
Spear	P	D8	Simple
Long Spear	P	D10	Martial
Blade-Spear	S/P	D8	Martial

Damage Vs. Armour

Piercing weapons are generally not as good against chain and mail armour.

When rolling damage for a spear (using the Piercing type), you suffer damage disadvantage. That is, you roll two damage dice and take the lower one.

For more information on this, see *Issue 3* of ***d12 Monthly***.

Oh, The Places You'll Go
Find Where You Are Going
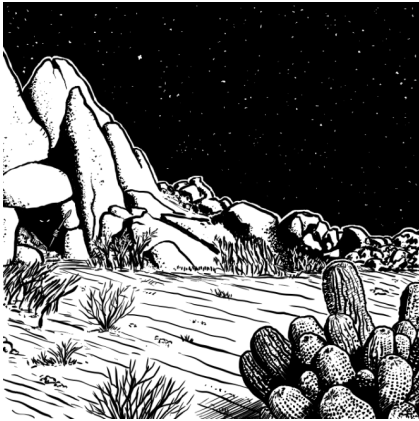
The next few articles were designed to help you run wilderness travel in your campaigns.

While traveling you are doing more than just walking (or riding) from one place to another.

You are looking out for potential ambushes or dangerous creatures, or maybe you are tracking someone, looking for signs of them, or you may even have been sent up ahead to scout an area.

Any of these tasks need to be performed by someone. And there are advantages to doing so.

A Typical Day

A typical day of traveling the wilderness (or even more tame roadways) consists of various elements.

These include: the actual traveling, setting up camp, and sleeping/resting.

There are other jobs one can do while camping, but you can see more about this in the article *Setting Up Camp* in this issue.

The day, for ease of use, is broken up into a series of six *Watches*. Each Watch is 4 hours long. This makes up the 24 hour day-night cycle.

(If your world has a different length of day, then adjust the number and hours of each Watch.)

Traveling, especially in the wilderness, is tough. And you can only get so far each day before you need to rest and camp (as traveling at night is both tiring and much more dangerous).

A typical travel day consists of the following, starting at first light:

Table: Activities During Watches

Watch	Activity
1	Travel
2	Travel
3	Set up & pack up camp
4	Varies*
5	Sleep
6	Sleep

* See the article *Setting Up Camp* in this issue for details.

Each watch is four hours long and so you can travel for eight hours, spend four hours

resting and setting up camp, another Watch doing something else, and then eight hours (two Watches) getting much needed sleep.

This is a rhythm that happens each day of traveling: getting up early and start traveling, with rests along the way, and then setting up camp and then sleeping. Repeat.

Random Encounters

These can be checked for at any time, but I would recommend three times a day: morning (Watch 1), midday (Watch 2), and during the night (Watch 5). Or you could simply roll a D6 three times to determine when a random encounter check is made.

Duties While Traveling

As mentioned previously, there are several things you can do while traveling. Below is a list and any benefits gained from performing them.

Each person can only perform one activity at a time.

Exploring

When you are exploring an area you are taking care to slow down and really have a look over that area. This allows players to possibly find prepared encounters. This activity will slow you down, allowing you to travel at only half your usual movement.

Foraging

Foraging allows you to gather food, herbs, and medicinal items as you travel. This activity will slow you down, allowing you to travel at only half your usual movement.

Scouting

While scouting you are actively looking for dangers, whether they be natural or creature-based.

Searching

When searching you are looking for specific places or good shelter. This activity will slow you down, allowing you to travel at only half your usual movement.

Tracking

Tracking is the process of following tracks and other signs of those you are on the heels of.

Travel Distance

Generally, in the wilderness, you can travel a distance equal to **5 + your Strength ability score**. So, if you had a 15 Strength you could travel 20 miles per day.

This is divided up over two Watches - in the example above, it would be 10 miles per Watch.

If any of the activities above were being performed, then the total distance traveled that day would be 10 miles (5 per Watch).

Pushing It

You can push it and travel further in a day, but you use up another Watch and it can cause fatigue or even exhaustion.

If you do push it, then you travel an additional distance equal to half your Strength score. But you need to make a

moderate Constitution/Fortitude save or gain one level of fatigue.

Table: Fatigue Levels

Fatigue Level	Effect
1	-4 penalty (or Disadvantage) on ability checks
2	Speed halved
3	-4 penalty (or Disadvantage) on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to O
6	Death

Terrain

The terrain you are traveling can also impact how far you can travel.

Table: Terrain and Movement

Terrain	Movement Penalties
Desert	x1/2
Forest, light	x1/2
Forest, Dense	x1/4*
Hills	x3/4
Jungle	x1/4
Mountains	x1/4*
Plains	x1
Snow	x1/2
Swamp	x1/4*
Road or trail	x2

* Unless there is a road or trail, carts and wagons cannot traverse these terrains.

All modifiers are cumulative. Meaning, if you are traveling in some hills, while searching, your travel distance would be ¼ of your usual distance.

Traveling Steps

Here I breakdown the steps needed for a day of travel:

1. Decide on terrain traveled
2. Assign tasks, if any
3. Calculate movement rate and how far the group travels
4. Roll random encounters
5. Play out any set encounters

An example

The party - consisting of a rogue, a ranger, and a fighter - set off from a small town along a track heading north to try and find a dungeon entrance somewhere in the mountains they have heard rumours about.

The party can travel as fast as the character with the lowest strength score (in this case it is 11 + 5 = 16). They follow the track and will travel 32 miles on that first day (16 x 2 for a trail).

Because they are on a trail not far from town, the party elects to not assign any tasks so as to travel as fast as possible.

The GM rolls 3D6 for random encounters and the encounters occur on Watch 1, 3, and 5. So, any encounters will occur while traveling, setting up their camp, or at night. No encounters are indicated so the next day begins.

The characters soon learn the track wears thin and then disappears, leaving them on open plains with the mountains ahead.

The second day, the party is traveling across open plains, so their travel speed today is 16 (16 x 1 for plains). The party still assigns no tasks as it is generally a safe area.

Again, no random encounters are indicated so the party sets up camp and the third day arrives after a restful sleep.

On the third day, the party needs to travel through the mountains' foothills. On this day, they only travel 12 miles (16 x ¾ = 12).

Because they are now in the hills - a more dangerous area - and due to them looking for an entrance to a dungeon, the party assigns the rogue to scouting duty and the ranger to search for the entrance, which means half movement.

Because the ranger is searching for something, movement is halved again, to just 6 miles for that day (12 x ½ = 6).

The GM knows the dungeon entrance is actually in the mountains and so no entrance is found, so the GM rolls for random encounters and rolls Watches 2, 3, and 6.

A random encounter is indicated as the party sets up camp in the third Watch. It seems a group of marauding orcs also use this spot to camp and attack the PCs. After a quick squirmish, the PCs kill most of the orcs and drive the others away.

On the fourth day (after a restless night), the party travels into the mountains. On this day, they would normally only travel 4 miles across the rocky and treacherous mountains (12 x ¾ = 4), but they are again searching for the dungeon entrance. This time the rogue and ranger combine to search and discover it.

Because they were searching, movement would be reduced to 2 miles for the day (4 x ½ = 2), but by the middle of the day they had discovered the dungeon entrance so they stopped traveling.

Setting Up Camp
Everyone Has a Job to Do

Traveling the wilderness is difficult and harsh, but when it comes time to rest, there is more to do than just sleep.

With this in mind, you want to come prepared with the required skill sets.

Below is a system you can use for overnight camping after a long day's travel.

The day, as mentioned in an earlier article (see *Oh, The Places You'll Go* in this issue), is divided up into "watches".

Each watch is equal to approximately 4 hours. And there are six watches per day.

Camping takes up four of these watches: one setting up and taking down the camp itself (this is combined into one rest for simplicity sake), one doing various activities (see below), and two watches (8 hours) of sleeping.

People filling each role below generally have to be skilled in it to gain any of the benefits.

Cook

A good cook can lift morale and heal the sick. A good meal can be prepared (assuming rations or local food is available - see foraging below) that can restore hit points or give some a minor morale boost.

Benefit: If the cook makes a successful moderate check (use Survival skill if no cooking skill or proficiency is available) then everyone who eats gains D4 HP and a +1 boost in morale for the night.

Forager

A forager needs to stipulate what they are foraging for. This can be for food, firewood, herbs, or something else.

The forager needs to make a survival check and a success indicates they have found what they were after (assuming it is available in the local area - this is up to the GM).

If food is gathered then no-one needs to use up their rations for that night's dinner, assuming enough food was foraged.

Benefit: If you succeed a moderate Survival skill check (or equivalent), you find all you need for the day/night.

Healer

Someone who takes on the role of healer can look after those who are sick, poisoned, diseased, or injured. The healer must make

a successful healing check to administer some sort of relief (see below).

Benefit: If you succeed a moderate Perform skill check (or equivalent), you double the usual overnight recovery of hit points and ability scores of a number of persons equal to your Wisdom adjustment (minimum 1).

Morale Booster

The morale booster tells a story, sings a song, or otherwise inspires those around the campfire.

Bards would be good for this role, but anyone with a perform or similar skill or proficiency can fill this role.

Benefit: If you succeed a moderate Perform skill check (or equivalent), you inspire the troops and they gain a +1 morale boost and gain D4 temporary hit points (these wear off in 24 hours).

Repairer

The repairer uses their craft skills to mend or fix damaged or broken items (based on the crafting skills they have). Weapons and armour can be repaired this way.

Benefit: See the article *Weapon and Armour Damage* in *Issue 3* of **D12 Monthly** for benefits.

Researcher

This role is filled when someone is studying a book or tome or is studying a magical item to try and find out what it does.

Skill checks on this are various, depending on what you are researching. But if there is a research skill (or similar skill or proficiency), you can use that.

Benefit: If you succeed at a moderate skill or proficiency check with an appropriate skill you may learn one piece of information.

Watch

This role will change throughout the rest period, with various people starting and stopping their watch. If no-one is on watch, then if an encounter is indicated, the PCs are always surprised.

Benefit: You can make an active perception/awareness check to spot any dangers while on watch. If no watch is present, then you will always be surprised.

Other Roles

You cannot do two jobs at once - so you are either on watch and gathering food.

Spellcasters, if they want to get their spells back, will need to use up one Watch doing that.

Each role will help the party in some way.

Elves

Elves only need to meditate for four hours per day (instead of sleeping for eight hours) and this frees up an additional Watch for them. This means they can do two tasks (one each Watch) while most others can only do one.

Building Random Encounters

Creating A Good Random Encounter Table

Random encounters are so misunderstood they have lost meaning and relevance to the modern audience.

They are not there to throw random monsters at your party or to drain resources or to annoy them - they are, or should be, carefully crafted tables that allow you to bring your campaign world to life.

The best random encounter tables are the ones you build yourself.

With that in mind, let's look at how to build a random encounter table.

The Riven Basin in my world is a small part of a much larger world but it has it's unique occupants and so I will write up some random encounter tables for various areas within it, drawn from that area and the surroundings, plus a few surprises.

The first thing we need to do is to create a list of inhabitants to this area, and also a separate list of those who may be interested in this place. This latter list will be our surprises.

Riven Basin locales:

3 Human barbarian tribes
Human town

Iron mine
Wraith spiders
Svarts
Dwarven burial ground
Brown bears
Hawks
Slavers
Troglodytes
Wild boars

In the surrounding areas:

Half-orc barbarian tribe
Annis Hag
Marsh (prairie potholes)
Human towns (Akhithe and Levberg)
Night hunter bats
Wolves

Now we have a list of possible encounters, we can start to flesh out our tables.

I have split the Riven Basin into two areas - east and west - and am going to create a table for both.

Dice

As mentioned in *Never Tell Me the Odds* article in *Issue 3* of ***d12 Monthly***, we can use two dice - in this case 2D6 - to create a bell curve effect that allows certain encounters to be more common and others not so common.

Locations

Looking at my list I can now split them up into east or west, listing them in order of how common of an encounter they are.

West
Human barbarian tribe (Grim Eagle Tribe)
Hawks
Wolves
Troglodytes
Wraith spiders
Svarts
Marsh (prairie potholes)
Night hunter bats
Annis Hag

East
Human barbarian tribe (Falling Spear Tribe)
Human town
Iron mine
Troglodytes
Wraith spiders
Svarts
Dwarven burial ground
Brown bears
Slavers
Wild boars
Annis Hag

As you can tell, some appear on both lists as they are far ranging.

Back to our tables we can make the process easier by adding in some descriptors depending on how common (or not) an encounter is. These are based on the bell curve described earlier.

One thing to keep in mind is don't worry about balance or Challenge Rating. Encounters are not always combat encounters and you should leave it up to the players to decide if they want to fight or not.

Table: Encounters Rarity

2D6	Encounter
2	Very rare
3	Rare
4	Rare or Uncommon
5	Uncommon
6	Common
7	Common
8	Common
9	Uncommon
10	Rare or Uncommon
11	Rare
12	Very rare

Using this as a template or guide, we can start to slot in encounters from our lists for each area, remembering to leave blanks for other ideas.

The very rare results will be saved for outsiders coming into the Basin, which makes sense.

GNOLL ATTACK!

Table: Encounters West Riven Basin

2D6	Encounter
2	Annis Hag
3	2D6 Svart explorers
4	D2 Falling Spear Tribe scouts*
5	A Troglodyte war party (2D4 with leader with max HP)
6	Human hunters from the town of Dolstead (D4+2)
7	D6+2 Grim Eagle Tribe hunters*
8	A kettle of D6+2 Hawks
9	*Extreme weather (take precautions or suffer fatigue)*
10	D4 Wraith Spider hunting
11	A cloud of Night Hunter Bats (night only)
12	D4 Half-Orc barbarian scouts

Items in italics can only be encountered once.

* See article *Watchout for the Locals* in this issue.

Additions to the Charts

You could also make the charts longer (2D8 or 2D10) and add in other encounters like bad weather, events (avalanche in the mountains, for example) or finding pre-established locations.

But, What are they Doing?

Combine these charts with the article *What the Hell are the Monsters Doing?* in *Issue 1* of **d12 Monthly** to give you a well-rounded encounter.

Table: Encounters East Riven Basin

2D6	Encounter
2	Annis Hag
3	2D6 Svart explorers
4	D4+1 Dwarven priests visiting burial ground
5	Dire Bear
6	*Lost merchants (D2 + D6+2 guards)*
7	D6+2 Falling Spear Tribe hunters*
8	Human hunters from the town of Dolstead or Blenhirst (D4+2)
9	D6+2 Slavers looking for new blood
10	Pack of 2D8 Wolves
11	A cloud of Night Hunter Bats (night only)
12	D4 Wraith Spider hunting

Items in italics can only be encountered once.

Double Ups

As you can see by the charts, some entries are the same - and that's expected given that the Basin is only 15 miles from east to west. But there are also region-specific encounters which add flavour and colour to your campaign world.

Not Always Combat

Remember that not all encounters, even those with "monsters" or creatures will necessarily lead to combat. Use your encounter reactions to see what happens!

Watch Out for the Locals
Barbarian Tribes

Listed below are three human barbarian tribes you can place anywhere in your own campaign world.

In my campaign world of Aythia, they appear in the Riven Basin area, which is a flat plain, with a light forest, surrounded by the Iron Mountains on all sides except the south, which leads down to the plains beyond and a series of prairie potholes that make up Fowl Marsh.

The Basin itself measures approximately 15 miles east-west (including the mountains), and 7-8 miles north-south.

Falling Spear Tribe

The Falling Spear tribe, named after their signature weapon, the spear, see the Basin as sacred ground and spend a lot of time protecting it. Most of their encampments are located to the eastern side of the Basin. The tribe is mostly friendly with other peoples of the Basin as long as they respect the environment. They also trade with the Earthfast Clan (see below), as well as the humans from Dolstead, a town that sits on the very edge of the Basin region.

However, the humans have started smelting the iron they mine from the mountains on site at the open-cut iron mine and are causing pollution issues in the Basin area, as well as using up more and more of the woodlands for their fires.

The Falling Spear tribe is not happy with these events and this could cause a flashpoint between the tribe and the peoples in Dolstead and the mine (which is located approximately 5 miles north-west of the town).

They will send a posse into the woods where the trail leads from the town of Dolstead, north to the iron mine. This group, led by one of the shamans, will try and negotiate first with the humans.

Every member of the tribe is proficient with spears (no matter what class they are), and warriors gain weapon focus with the spear (this gives a +1 to hit bonus when using any sort of spear).

See the *Weapon Focus* article in this issue for more information on spears.

Many spear fighting techniques come from this tribe.

Earthfast Clan

Approximately 10 years ago, the Earthfast Clan was forced off its lands by the Grim Eagle Tribe (see below) after territorial conflicts left the Earthfast Clan decimated.

The survivors moved north through the mountains and are now re-growing their numbers on the plains to the north of the Iron Mountains. They try to stick close to the mountains however, as they have a special bond with them.

It is told the clan can "listen to the mountains", hearing it whisper back to them, giving them valuable information.

In game terms, this means anyone from the Earthfast Clan gains a +2 to all perception and awareness checks if they spend a full round listening to the rocks.

The shamans of the tribe use mostly earth-based magic and they use their powers to great effect.

Any ranger from this tribe can specialise in two terrain types automatically: mountains and plains.

Grim Eagle Tribe

The Grim Eagle Tribe resides mostly in the north-west of the Basin, but they can be found all over the area.

As their name suggests, they raise and train eagles (who nest with frequency in the Iron Mountains) to use as scouts and in warfare.

They are highly territorial and will enforce this with clashes if necessary. They use eagle (and other bird) feathers to show superiority within their tribe.

As mentioned above, the Grim Eagle Tribe forced the Earthfast Clan out of the Basin after a long and bloodied dispute over territory. They will not hesitate to do the same if they feel their territory is being threatened.

All Grim Eagle Tribe members have an affinity with eagles. Any interaction with eagles, even giant and dire varieties, will give the tribe member a +4 bonus to any reaction rolls.

The tribe members are currently raising three Giant Eagles as pets, which they will be able to eventually use as mounts.

Their main compound looks more like a large open aviary rather than an encampment for the barbarians.

Monster of the Month
Devil Monkeys

Devil Monkeys, as they are known throughout the eastern frontier region, are a dangerous foe.

They live in forests throughout the region (the last recorded encounter was in the pine forest south of Riverflow).

Like regular monkeys, they live in the trees and come down from them mainly to find food. But unlike regular monkeys, their favourite food is fresh meat.

They are agile and quick and can move through the trees with ease. They are also fairly strong for their size and two monkeys can haul up a human-sized opponent halfway up a tree in D3 rounds.

Below is the Old School Essential write up for Devil Monkeys. Although you can use them in any edition of the game.

They tend not to bother with treasures but they do like shiny objects so any gems or coins they find on a victim, they will keep and hoard away in a hollow in their favourite tree.

Devil Monkey

A bit larger and stronger than a regular monkey, but just as agile, these monkeys have a penchant for fresh flesh.

AC 8 [11], HD 2* (9hp), Att 1 x claw (d4) or 1 × bite (D4), THAC0 19 [+1], MV 60' (20') / 120' (40') in trees, SV D14 W15 P16 B17 S18 (2), ML 8, AL Neutral, XP 30, NA 1d6 (1d6), TT U

Improved Grab: Make a normal attack roll and if successful, they grab and pull victims high into the tree if they succeed in an opposed Strength test. They often let their victim go, letting them take damage from the fall to kill or soften them up.

Stealth: When in trees, Devil Monkeys gain +2 environmental bonus to all stealth rolls.

Tracks And Tracking
Better Tracking Info

The tracking skill or proficiency is a handy one to have in the wilderness.

It allows you to determine a lot of information about who or what you are tracking. Here is a way to give out more information on who the PC is tracking.

There are a number of ways you can use the following table.

For each 3 points you succeed in your tracking check, a tracker can glean one of the following pieces of information.

If a PC asks for a specific piece of information, they gain that information and any extra (depending on how successful the roll is).

Alternatively, you can simply roll a D6 and give out that information.

Table: Tracking Information

Order	Information Gained
1	Type of creature
2	Number of creatures
3	Size of creatures
4	Speed of creatures
5	Recency of the trail
6	Condition of creature

Type of creature gives a good indication of whether it's an orc or a deer.

Number of creatures gives you the number you are tracking.

Size of creatures gives you the size - small, medium, large, etc.

Speed of creatures gives you what speed they are traveling.

Recency of the trail lets you know how old the trail is.

Condition of creature allows you to ascertain whether the creature is wounded, fatigued, etc.

Concealing Tracks

You can attempt to conceal tracks at any time, however this will slow your movement down by half (see *Oh, The Places You'll Go* in this issue).

When concealed, the tracker must add +4 to their difficulty (or disadvantage) to be able to follow them. Only someone with the tracking ability may conceal their tracks.

Location, Location, Location!

This month we will take a closer look at various wilderness locations you can drop into your own campaign worlds.

Hengegate

Hengegate sits on a lonely moor wherever it is needed in your campaign world.

It's a row of seven boulders jutting up from the ground, the middle being larger and off-set from the others.

The Gate

Another two standing stones sit below the raised henge, leading to a set of stone stairs leading up to the henge itself.

These two standing stones are part of a planar portal that hasn't been activated in over 1,000 years. It leads to one of the thousands of fey worlds, but records are lost as to which one. It is still functioning if someone knows the key to open it.

This is just one of the many secrets this place holds.

The Henge

The henge itself is no less powerful than the gates, and no less majestic. And could answer some much needed questions.

All have runes written on them and each of the smaller menhirs (six in all) represent each of the elements - air, earth, fire, and water - as well as chaos and law.

Activating these has various effects.

Each of the elemental stones will conjure an Elemental Supernatural of the same element. Each of these elementals are seers for certain types of questions. They can only answer questions in their purview.

Air Supernatural

Can answer questions related to travel, weather, new paths or doorways, and survival.

It appears as a ghostly translucent woman composed of vapours and small gusts of wind.

Earth Supernatural

Are foretellers of death, doom, bad luck, and any catastrophes. They can also give guidance on wealth and fortune.

It appears as an earthy brown woman of exquisite beauty with gems for eyes.

Fire Supernatural

Are diviners of hope and renewal. They give light where there is darkness. Also anything long forgotten, like lore.

Appears as a beautiful female flame, engulfed in smoke.

Water Supernatural

Can predict on subjects of healing and the sick, as well as to relieve suffering of lands and the peoples on it.

It appears as a translucent beautiful woman sculpted by water.

The two other menhirs are dedicated to law and chaos.

Chaos Supernatural

Will give predictions on change, nature, and any pandemonium or uprising.

It appears as a frenzied swirl of dust and debris.

Law Supernatural

Can predict subjects on law, order, and on maintaining the status quo.

It appears as a suit of shining armour.

Main Menhir

The main menhir holds a healing magic which when someone is touching it and uses the correct phrase to activate it, heals as a Cure Critical Wounds from a 20th level cleric.

A Chaos Supernatural - Indi Martin © 2015

The Dungeon

Two small cave entrances lead down into the dungeon. This has been used by several creatures and monsters throughout the ages, but currently it is being used by an Azer and his companions.

The Azer is working on several projects and has turned the main temple area (**Area 2**) into a workshop, complete with lava herth where he creates his weapons and armour.

The dungeon itself is filled with smoke (thicker the closer to the temple you go) and the smell of fire, as well as the sounds of hammer against steel.

The main chamber (**Area 1**) is mostly filled with piles of raw materials, such as slag,

raw iron ore, copper chucks, and so on. Piles of various materials litter the floor in various places.

Area 3 used to be a small library and some books and rotten scrolls still sit here. But nothing of use is located there.

Area 4 is Azer's sleeping quarters. A random assortment of weapons, shields, and armour adorn the walls. All masterwork quality.

Areas 5 is used for growing food and as a pantry. An Earth Mephit lives here and tends to the gardens.

Area 6 is a natural pool which is fed by an underground stream. Mushrooms and other edible fungi grow all over. Two Water Mephits live in the pool.

Area 7 contains an old menhir - perhaps fallen through the ground - and is covered with runes. It has the power to teleport anyone to a sacred grove deep in the heart of the Ashwood Forest.

Area 8 is used for storage and is mostly empty. Old metalworking tools are scattered about. A Magma Mephit stays here but is often helping the Azer in Area 2.

Area 9 contains a small shrine to Nature and the four elements, each represented by a small stone, similar to the menhirs above.

Area 10 can lead anywhere you like for a larger campaign, or it may simply not exist. If the latter is the case, simply have a massive cave-in or remove the door leading to the stairs in Area 1.

Larger versions of all maps are available on my website.
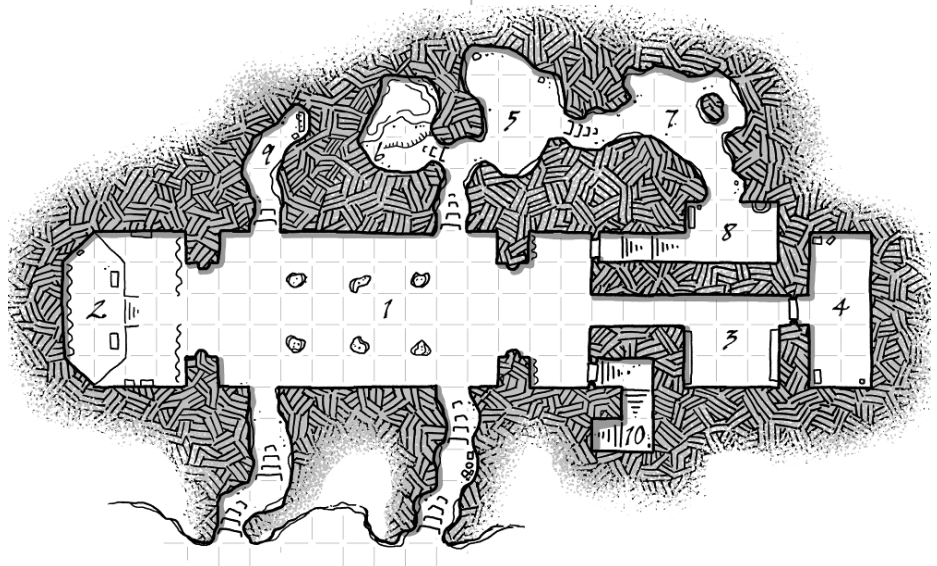
The *Falcon Feather*, Roadside Inn

Very much like many other roadside inns that have been erected all over the Freeland's main arteries, this inn caters towards those traveling along the Trade Road from far in the south to the city-state of Myrbridge in the north.

The inn-keeper is one **Gorg Wilderberry (Hu M Rogue 2; Growing the business for his sons, Shaky left hand, Amiable)** and he runs the place with the help of his wife, plus 4 others, two of which are his sons.

The walled inn is secure and well worth the coin they charge (20% above regular rates), and is usually close to full most nights. On the second floor are the guest bedrooms.

The stablehand is **Kelb (Hu M Fighter 1; Seeing the world, Long brown hair, Frustrated)**, the older of Wilderberry's two sons. At age 15 he is itching to get out and see the world.

Ragin (Hu M Commoner 1; Help his Mother, Curly blonde hair, Naive), the younger son (all of 12), helps out in the inn with his Mother and two young lasses.

There is also a small shrine to the god of travel, Dusrin, in the stables, as well as two spare horses for their messengers to use (see *Location, Location, Location* articles in both *Issues 0 & 1* of **d12 Monthly**) for more information on Dusrin.

The main gate is open during the day and closed at night. There are no guards but those patrons who are able are expected to defend the inn if it is being attacked.
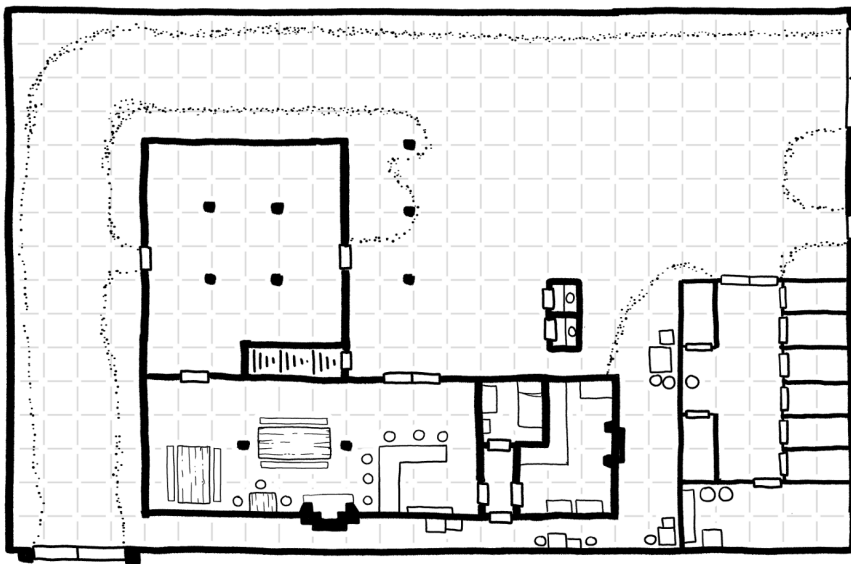
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