

DECAHEDRON



DWD
STUDIOS

ISSUE 1



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ISSUE 1

THE GAMING TABLE

Various Authors



CLICK AUTHOR NAMES
TO VISIT THEIR LINKS

CAVERN OF KUL' THORU

matt jackson



GRIMOIRE

Bill Logan



CREATURE CORNER

Larry Moore



GAME OPTIONS

N. Harrison Ripps



NEW RACES

Mike Wikan



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UPCOMING ISSUES BY
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FOREWORD

As of writing this, BareBones Fantasy RPG is within the top 1.59% of sales on RPGNow.com, which means we've earned the Electrum Popular Pick metal. We wanted to find a way to thank you, and here it is.

Originally, we intended this to be a paid-for publication containing material DwD Studios produced, along with some fan-generated content in a profit-sharing model. However, due to the popularity of the game and the ever-growing community, we wanted to continue our roots of community development like we have done with our other fan-based sites.

This magazine is something we can all develop together and be proud of. Designed to be small, lite, but full of fun content, we hope you enjoy the inaugural issue and we plan on many more to come. As long as gamers are contributing content they'll have a place within the pages of Decahedron.

GAMER SPOTLIGHT JIM ALCALA SALES

Jim Alcala Sales works as a Systems Admin during the day and is a player of RPGs anytime he isn't out hiking or spending time with his wife. He is currently playing in a Talislanta play-by-post game, a DND 3.5 Forgotten Realms game, running a Savage Worlds game, a BareBones Fantasy game and sometimes gets to play Skyrim, Mass Effect and The Witcher with his wife. He also writes about RPGs on his blog explodingdice.com and has written for Tripple Ace Games, Adamant Entertainment and now DWD studios.

Check out Jim's site: <http://explodingdice.com>



ON THE COVER

Is this a spellcaster summoning some kind of demon spider? Or is he doing battle against it before its evil spreads across the kingdoms?

This cover was created by Joe Calkins of Cerberos Illustration. Click [here](#) to see more of his great work. If you liked his work, let him know where you saw it!

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THE GAMING TABLE

This is a recurring article providing useful fun d00 tables for use in your games, either as a player or a GM. Tables are just fun to roll on!

This specific article was assembled by the creative minds in a thread on our forums at dwdstudios.com. The list keeps on growing, so come join the fun and help create more.

Stumped for a descriptor? Try rolling on this table for some fun ideas you might not have considered on your own...

- 00 Addicted to danger
- 01 Addicted to pipeweed
- 02 Adores a particular Holiday
- 03 Adores a particular Season
- 04 Always buys the rounds.
- 05 Always forgetting the 10' pole (and always finding uses for it)
- 06 Always Hungry
- 07 Always showing off his prowess
- 08 Bad sense of direction
- 09 Beware the wrath of a Good Man
- 10 Broods at the drop of a hat
- 11 Can't get enough Lorewine
- 12 Caregiver
- 13 Casual racist
- 14 Cats are Awesome! Dogs are evil!
- 15 Chronic Wanderlust/born explorer
- 16 Clothes-horse/Dandy
- 17 Collector of X (Ivory scrimshaw, intricate jewelry, Gnomish Blueriver Clay pottery etc)
- 18 Collects accents (Henry Higgins Syndrome)
- 19 Compulsive grass weaving/ paper origami when waiting
- 20 Considers herself 'an innovator in her field'
- 21 Constant but Harmless Flirt
- 22 Constantly but genially competitive
- 23 Daily Beauty routine
- 24 Dark Secret that she is terrified/ashamed of (even if it isn't really THAT big a deal)
- 25 Dislikes humans
- 26 Distrust of (Class or profession)
- 27 Distrust of (Race)
- 28 Dogs are awesome! Cats are evil!
- 29 Donates to cause of choice, money or effort
- 30 Dour
- 31 Drinking Songs invariably evolve into Sacred Hymns
- 32 Enjoys quiet, lazy days like a fine wine
- 33 Excellent horsewoman
- 34 Family legend or curse (may or not be real)
- 35 Fastidious to a fault
- 36 Favorite War Cry
- 37 Ferrets out secrets like they're precious jewels
- 38 Flighty and easily distract-Oooh, a pretty butterfly!
- 39 Follows a strict diet
- 40 Greets the morning sun with a smile
- 41 Has a 'lucky color'
- 42 Has a 'lucky talisman'
- 43 Has a plan to transform society forever
- 44 Has one of those 'familiar faces' (strangers think they might have met him)
- 45 Hates an enemy/rival
- 46 Hoarder
- 47 Hyperactive
- 48 I can do that! (way overconfident)
- 49 In love with (specific person)
- 50 Insatiable gossip
- 51 Insatiable curiosity
- 52 Insists on preparing meals
- 53 Laconic and placid
- 54 Liberally quotes favorite book/song/play
- 55 Listless and bored
- 56 Marked by Demons/Gods/Fair Folk

- 57 *Master of Shadow Puppets*
- 58 *Me Too! (always wants to do the same skill roll as another character)*
- 59 *Miserly*
- 60 *Must always disturb sleeping monsters*
- 61 *Mutters constant monologue to self under breath when alone*
- 62 *Narrow Minded*
- 63 *Needlessly Complicated Schemes*
- 64 *Negative Nancy*
- 65 *Never plans ahead*
- 66 *Obsessed with/enjoys emulating Specific Race or culture*
- 67 *Obsessive Journal entries/mapmaking*
- 68 *Outrageous regional accent*
- 69 *Overly Trusting*
- 70 *Personalizes armor/weapons/clothing*
- 71 *Preoccupied with thoughts*
- 72 *Protective of 'helpless' men (Amazon Princess Syndrome)*
- 73 *Protective of women or children(Papa Bear syndrome)*
- 74 *Quiet but intense Romantic*
- 75 *Sacred Hymns invariably devolve into drinking songs*
- 76 *Seeks out and enjoys a friendly argument/debate*
- 77 *Sentimental*
- 78 *Simply must taste new things (food, unlabeled potions etc.)*
- 79 *Sleeps until Noon*
- 80 *Spendthrift*
- 81 *Stickler for 'traditional methods/practices'*
- 82 *Still plays in the rain/mud*
- 83 *Sucker for a pretty face*
- 84 *sycophant*
- 85 *tagline: "And THAT, my friends, is how it's done."*
- 86 *tagline: "Done is better than perfect."*
- 87 *tagline: "I didn't do it. If I did, you wouldn't be able to prove it."*
- 88 *tagline: "It's not MY fault I look this good!"*
- 89 *tagline: "I've got a bad feeling about this."*
- 90 *tagline: "Planning is for the lazy."*
- 91 *tagline: "What's in it for me?"*
- 92 *Talks nonstop and fidgets*
- 93 *Thief of hearts*
- 94 *Thinks he can sing-but can't*
- 95 *Trustworthy*
- 96 *Visionary*
- 97 *Wanted for past crimes*
- 98 *Wants to leave a lasting legacy before dying*
- 99 *Wears exotic feather caps*

GRIMOIRE

By Bill Logan

BareBones Fantasy provides a host of very versatile spells, but there's always room for more!

COMMUNE

Range: 5 spaces per spellcaster level

Usage: 1/hour

Duration: Concentration

Resistance: none

Effect: Communicate verbally with a target (dead, alive, inanimate) as long as the target has the ability to communicate, even if it is in a language the caster normally would not understand. The communication is bidirectional. At spellcaster level 4 communicate with unintelligent plant and insect life, though only yes/no answers will be received. At spellcaster level 6 the caster can cast commune on himself permanently if he spends 10 STR, then the caster is always assumed to be using commune on all targets with which he communicates. Duration last as long as the spellcaster is concentrating. If cast on another spellcaster this spell allows telepathic communication even if they leave the spell's range during that duration. Being trapped within a wrought iron cage will cancel this form of communication as long as either caster is trapped.



GAME OPTIONS

By N. Harrison Ripps

This is a recurring article defining ways to enhance your game by adding new options to the rules. This installment of the Game Options article was authored by N. Harrison Ripps; based on several conversations and statistical analysis from Seann Ives and with input from the greater BareBones Fantasy community. We at DwD Studios love his balanced approach at his solution, and like seeing this evolve from our forums.

A few weeks ago I ran our game group through the Maidens of Moordoth as a playtest of the BareBones Fantasy RPG. It was a huge success. After the session, one of my players asked about a game option that wasn't explicitly stated in the rules: when things got rough, he wanted his stalwart dwarf to wield an axe in each hand.

That was the beginning of a long and ongoing discussion between us and onto the BareBones Fantasy web forum that resulted in two things:

1. A game option called Two-Weapon Fighting which is simple, balanced, and works with the core rules.
2. This article, which I hope will be useful to other game masters and their players as they look to expand BareBones Fantasy with new game options of their own.

So, if you are interested in adding options to your game and don't want to break the game in process, please read on!

STEP 1: WHAT ARE YOU TRYING TO CAPTURE?

When my player asked about how run a character wielding two blades, my first thought was simply to fall back on the rules and treat each weapon as a separate attack. BareBones Fantasy's cumulative action penalty already offers some built-in guidance around follow-up attacks, so why not stick with that?

But... I didn't feel like that was going to be enough. If you go to the internet and search for

"dual sword" you will see many examples of people demonstrating two-weapon fighting techniques[1]. Mind you—most of those people shouldn't be allowed to use swords! However, there are a few gems and if you watch them, you will see that people who are properly trained in two-weapon fighting do not use their weapons one at a time. Instead, they use them in concert to open up advantages against their opponents and deflect incoming attacks.

People who chimed in when I posed this idea on the forum made similar observations: Two-Weapon Fighting needed to be expressed as a trade-off between a better chance of attacking with a defensive ability not as good as a shield.

Another issue that came up was the question of whether or not Two-Weapon Fighting should have an increased damage bonus. On the forum, R. E. Davis pointed out that this style of fighting was about improving the chances of one weapon hitting, not both. Good enough for me—I needed to express an option for improving the likelihood of a hit and some sort of defensive bonus that did not improve damage.

STEP 2: LIMITING

The internet is full of people who shouldn't wield one sword, much less two. But in BareBones Fantasy, every player character has at least a passing familiarity with melee weapons. To think of it in today's terms, consider the ability to drive a car or use a computer. Most people know how



to do these things, but people who are specially trained can do a lot more than anyone else.

To me, it felt like Two-Weapon Fighting needed to have a similar flavor. There needed to be a bar for entry related to training, so characters would need a skill level to represent that training. But what about some minimum DEX? Can a clumsy character be trained to fight with two weapons?

We could require that a character have a certain minimum DEX to use this ability, but why bother? Plenty of people take piano lessons as kids but never learn to play it well. Similarly, characters with a low DEX could certainly learn the technique of two weapons—but when it came to using this style to aid in their physical resistance checks (which are DEX-based), they would already be limited by their own low DEX.

Eventually I decided that a training requirement would be enough. A DEX requirement would simply lock-out characters that are already at a disadvantage. Also, which feels like a more natural progression? A character who is trained in two-weapon fighting who works to improve his DEX as he gains experience adventuring, or a character who works on improving his DEX and magically one day he suddenly knows how to fight with two weapons?[2]

Given that two-weapon fighting is a distinctly combat-focused option, I knew that the training requirement should center on combat-focused skills. Characters with a skill level in Warrior were an obvious choice, but I was inclined to open up the option for characters with a skill level in Scout or Thief as well. The idea of a dual-weapon ranger is a staple of fantasy RPGs, and plenty of movies and video games feature shadowy characters dispatching enemies with a pair of quick daggers.

So why, in the final write-up, did I opt to leave out Thief as a skill prerequisite option? Thief-oriented character concepts run a very wide range. At one end of the spectrum you have nimble cat-burglars that try to avoid combat altogether. On the other end you have assassins that strike their targets with surgical precision. But a thief that favors a two-weapon stand-and-fight combat style? To me, that thief has a little bit of warrior or scout in them.

That decision was made because of the flavor of the game option. In my universe, thief training doesn't cover two-weapon fighting. In yours, maybe it does!

STEP 3: MEASURING UP TO CORE

The acid test for a new game option is in how it works within the rest of the game. If you follow the evolution of Two-Weapon Fighting on the BareBones Fantasy web forum, you'll see that the definition of this ability fluctuated wildly on the "power curve" before settling into the form that my game group uses.

Compare the game option to similar rules in the core system.

Sooner or later, your game option is going to come down to numbers. If those numbers seem to line up well with the core rules, you are probably in good shape. If they are wildly different, you may need to rethink things.

So let's consider our "reference warrior", Flavio the Human Hoplite. Flavio's got STR 50 and DEX 50. He's got a skill level in Warrior, so his melee is $50/2 + 20$ (primary skill) + 10 (skill level) = 55. His base "physical resistance" (that is, his ability to use his dexterity to prevent himself from getting hit by non-magical melee attacks) is $50 + 10$ (Human) = 60

By the core rules, if Flavio picks up a sword and shield, his base attack remains the same (55) but his base physical resistance goes up by 20 (up to 80). As R. E. Davis explained on the forum, the shield bonus is specifically designed to offset the cumulative action penalty for one extra action. That's a very elegant balance; the character gets one strike and one defense at "even odds".

Now, I had already decided that Two-Weapon Fighting shouldn't increase damage, but for comparison's sake, it is worth looking at some rules that do boost damage. The easiest one to consider is the two-handed sword. When a character chooses a two-handed sword, they are giving up that +20 shield bonus to do some extra damage. Three body points worth [3].

But most importantly, using a two-handed sword has no other effect. If Flavio uses a two-handed sword, his melee score is still 55, and his base physical resistance is back to 60.

This gives us some good reference points. A shield gives a +20 bonus to resistance checks. A two-handed weapon gives up that shield bonus in favor of damage. Neither option actually increases Flavio's chance to hit over his skill level of warrior training.

This is how I first came up with “10 and 10”. I’ve taken a previously established bonus (the shield) and redistributed it between attack and defense. Two Weapon Fighting offers a combat advantage at a price: defense that is not as good as a shield and that requires particular training to use.

Make sure that the option doesn’t invalidate core game mechanics.

As Two-Weapon Fighting took shape on the web forum, Larry Moore threw out the tantalizing idea of hitching the game option to a bonus that improved with each skill level.

If Flavio puts all of his Development Points into levels of Warrior, he’ll eventually max out at level 6. At that point, his melee attack will have risen to 105[4]. Remember that sword-and-shield and two-handed weapons do nothing to modify this. Flavio’s increases have come as a direct result of his levels.

Now what happens if the Two-Weapon Fighting ability advances with each of his skill levels? Let’s say for a moment that instead of being a flat “10 and 10”, it grants a cumulative “5 and 5” per level. At level 2 Flavio would have the same bonuses that I’ve proposed in the “10 and 10” model. But by level 4, he’s doubled it to 20 and 20. Looking at this another way, at level 4 he has all of the benefits of a shield plus +20 to melee. This ability is already outstripping a built-in game option and it doesn’t stop until Flavio’s at 30 and 30 at 6th level.

This is one of the most important balance problems that any game option designer should consider. If your game option is so good that it completely overshadows a core rule option, then it is probably going to unbalance your game. In the example above, not only does Two-Weapon Fighting become better than a shield, it also grants a melee bonus that rivals the Aid spell (and without a duration limitation).

So, bottom line: game options should enhance the game without overshadowing the core rules. In a system where characters already gain level-based bonuses, be careful about layering on options that also improve with level. In BareBones Fantasy in particular, an option that adds a flat bonus is going to have less of an unbalancing effect on the system!

STEP 4: PLAYTEST, PLAYTEST

I touched on statistical analysis and crunching the numbers in the last step, but you don’t need to

understand statistics to know when a game option doesn’t feel right. Play through a couple of combat scenarios against opponents of varying level and see how the game option holds up. Is the game option easily crushing opponents well above your rank? Is it so restrictive that you never get a chance to use it in a given combat?

Another thing that you may notice is that your game option requires a lot of additional bookkeeping. Are you recalculating bonuses every round? Are bonuses applied differently in different situations? Don’t get me wrong—I think that the Leader’s Battle Commander powers are awesome, and they can change things every round. But adding more rules that change every round could really start to slow things down.

The playtest is probably more important than any of my other advice. If you and your game group like a game option, it doesn’t really matter how statistically balanced it is. But if you’re like me and my gamers, you’ll want to run the numbers and try to find a solution that adds a new facet to the game without taking anything away.

STEP 5: SHARE!

BareBones Fantasy is distributed under a Creative Commons license because its creators want to get everyone involved. If you and your game group stumble upon a really neat idea, get the “gamer cred” you deserve by posting your ideas to the web forum or submitting to Decahedron!

Personally, I’m really happy with the way that this turned out. I know it wouldn’t have been as good if I didn’t have great feedback from my players and from the BareBones Fantasy community. Good luck with your own game option ideas, and happy gaming!

Game Option **TWO-WEAPON FIGHTING**

You must have at least one skill level in Warrior or Scout and a one-handed melee weapon in each hand. Gain +10 to your melee score and +10 to physical resistance checks.

End Notes

1. Please don’t try them at home.
2. Okay, that’s a thinly veiled shot at some other systems :-)
3. Doesn’t sound like much, but it is the difference between an opponent like Flavio dropping after two hits instead of three.
4. It is worth pointing out that Flavio will still fail a melee attack on a roll of 95–99.

CAVERN OF KUL'THORU

By matt jackson

A small island near the Isle of Netherak in the Keranak Kingdoms holds a cavern formerly used by pirates to cache their treasure. Now serving as the home of a hydra who has managed to wrangle up some lizardmen to serve as minions and guards.

The characters will face lizardmen and a hydra and may claim a small chest of gold, gems and magic items.

ADVENTURE HOOKS:

1. The characters come across a map to a pirate's hidden cache; they are in for a little surprise!
2. While visiting a nearby town the characters are approached by local merchants who offer a reward for the removal of those pesky lizardmen who keep raiding their caravans.
3. While travelling across the Sea of Stones, a violent storm caught up to the characters, forcing them to seek cover...and they just found the perfect cave!

INTRODUCTION

The Isle of Netherak is well known for the infestation of hydras clambering about on the rocky crags and many pirates use this to their advantage by finding a small cave near the hydra nesting areas to hide their cache. This cavern was used by a pirate decades ago to protect and hide his valuables. Recently a young hydra, named Kul'Thoru, discovered the cave and made a lair for himself and his mate. A year ago while the creature was out hunting, an adventurous group of halflings had discovered the cave, killed his mate, and took all the treasure. Realizing that he, and any future mate he would find, were in danger at all times, he was determined to fortify his lair.

He has since made arrangements with a small group of outcast lizardmen to guard his lair while he is out hunting.

THE APPROACH

The cavern can be approached in two ways, either via a small winding path along the beach or via a boat. Locals will suggest the characters take the boat route due to the rough waters and the sharp and dangerous rocks. They will tell the characters, "Only a skilled sailor would even attempt to sail those waters."

1 ENTRANCE TUNNEL

A forty foot wide tunnel leads from the outside to the inner caverns. Thirty to thirty-five feet of the tunnel is covered by the canal which runs from the ocean outside and into the Entrance Chamber pool. This leaves a thin sandy path running along one side of the tunnel for the characters to make their way into the cavern. While traversing this tunnel there is a 40% chance that a rough wave will come crashing in. A successful STR check will prevent a character from being dragged back out to the beach and suffering 1D damage as they are tossed among the craggy rocks that line the canal.

The smell here is overwhelmingly terrible, a vile mix of salty sea, fish oil, and something else that characters just cannot identify. An

observant character will notice the sandy path has no footprints on it and appears as if it has not been disturbed in ages.

2 ENTRANCE CHAMBER POOL

This chamber is covered by a large pool of water that is connected via the tunnel to the outside. Another, smaller stream heads farther into the cavern. Two small and crude boats are beached on the edge of the pond. The characters can identify tracks near the boats with a successful Scout check and count the tracks of 8 lizardmen. The boats will allow safe passage in and out of the caverns through area 1 (no check needed to pass safely).

3 LIZARDMAN'S MESS

The lizardmen has spoiled this room, leaving waste, fish heads, and a few bodies of their victims. Piles of refuse litter the room and anyone not specifically saying they are carefully avoiding disturbing the area have a 20% chance of stirring up the debris. Each character that passes through and disturbs the refuse must make a STR resistant check to resist disease. The mess on the floor is inundated with a biological pathogen the lizardmen are immune to however the characters are at risk of contracting. Anyone failing their STR check is Dazed (pg 34 rulebook). A Cleanse spell or two days of solid rest (sleeping in warm blankets, chicken noodle soup, grog, etc.) will remove the condition. Hidden among the debris is 7gp and a gold ring (20gp), however, anyone digging through on purpose must make a STR-10 resistance check or contract the disease.

Lizardmen (Rank 1)

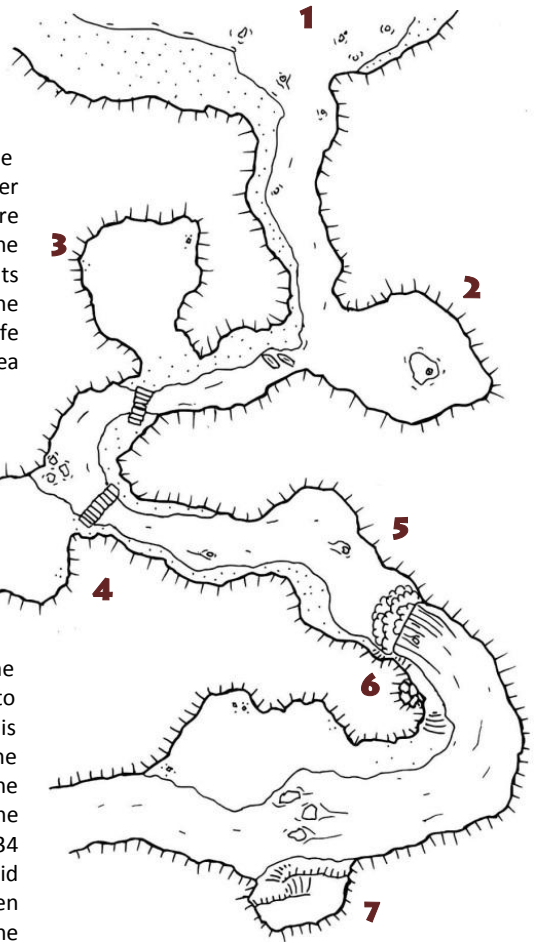
STR: 55	BP: 10
DEX: 60	INIT: 1
LOG: 45	DR: 0
WIL: 55	MOV: 8

- » Spear 50%, damage 2D+2
- » Dagger 50%, damage 1D



4 LIZARDMEN'S LAIR

The lizardmen have taken this room as their lair. At any time there will be 2 to 6 lizardmen (pg 52 rulebook) lounging and relaxing over the spoils from their last raid. When the characters enter the lair, the lizardmen will



jump to their feet and attack, thinking they are trapped (they have not discovered the route above the waterfall).

The latest spoils are a small locked chest they have not figured out how to open, inside is 23gp, a necklace made of gold (25gp), a small vial (potion of healing, heals 3D), and a small scroll.

5 WATERFALL ROOM

The characters approach this room they will be bombarded with the roar of a massive waterfall which blocks further progress into the cavern. The large pool of churning and violent water at the bottom of the falls conceals the skeleton of a hydra, Kul'Thoru's

former lover. If the skeleton is recovered it would be worth 50gp to the right buyer.

The hydra has carved out a rocky staircase leading up the side of the waterfall. This very wet and roughhewn path requires a DEX check to successfully navigate the path, failure means a fall onto the rocks below and suffer 2D damage.

6 THE HYDRA'S TRAP

Kul'Thoru does not completely trust the lizardmen and has set up a trap here to alert him of any unwelcome guests. The trap is simple but effective. A thin twine runs across the tight pathway and is attached to a crude but effective mechanism that will cause numerous small boulders to tumble upon anyone hitting the twine.

Crush Trap

Avoid DEX-20; **Notice** Thief-20, **Disarm** none; **Usage** once; **Resist** DEX for half damage; **Effect** anyone within 10 feet, 2D damage and knocked prone from falling rocks.

Setting the trap off will also awaken Kul'Thoru in the next chamber!

7 KUL'THORU'S CHAMBER

Kul'Thoru is a simple, young hydra with a mind for survival. He has a simple lair, the main feature being the rushing underground river that splits the room in twain. On the opposite side of the river from the trapped path (see area 6) is a raised ledge. Kul'Thoru has made this raised ledge his nest, dressing it up with soft furs and grass he has brought into the cavern.

When characters first enter the chamber, locating the ledge will be nearly impossible as Kul'Thoru has camouflaged the outcropping to ensure he gets the drop on anyone entering his lair. If he is warned by the sprung trap in area 6, he will be prepared and waiting on the ledge above with a small boulder in his jaws. He has six boulders prepared on the ledge, ready for tossing. He has practiced his boulder tossing and is fairly confident in his skill, giving him a 50% chance to strike intruders, causing 2D damage with each strike and knocking the target prone. Once he runs out of boulders, he

will leap down and engaged intruders using his bite attack.

If it becomes clear that he is outmatched, Kul'Thoru will leap into the river and swim over the waterfall and eventually out of the cave to the safety of the sea.

KUL'THORU'S NEST

Kul'Thoru has been rebuilding his treasures since the halfling theft last year and has built up a small pile of gold, gems and a few magic items:

- » 145gp, three gems worth 20gp and three worth 40 gp each.
- » **Bag of Alert Stones** - Ten roughhewn grayish stones. When these stones are placed in a rough circle, up to ten feet apart from each other, they form a ward circle. Anything approaching within fifteen feet outside of the circle causes a loud chirping sound to emanate from all the stones. The sound will subside when someone on the inside of the circle removes one of the stones.
- » **Immilet's Soothing Salts** - This copper tin is full of a fine, chalky powder, if tasted will cause the tongue to numb and tingle as if 'fallen asleep'. Every ten minutes a person soaks in water mixed with a thimbleful of the salts will heal 2D of damage.

Hydra (Rank 4)

STR: 85	BP: 60
DEX: 70	INIT: 2
LOG: 45	DR: 10
WIL: 60	MOV: 10 (20 swim)



- » **Bite** 75%, damage 4D+6
- » **Tough** As long as 1 head remains regain 2D BP each turn and one head

CREATURE CORNER

By Larry Moore



Drop Horrors are amorphous blobs of rubbery flesh 4 to 6 feet across and one-half to one foot thick. They thrive in cave systems both damp and dry and have been found in abandoned buildings or along mountain passes with deep crevices.

Wise explorers know they are harmless from a distance, however when a full grown 300lbs weight secreting digestive acid falls on you it's only a matter of seconds before you start screaming in agony in horror that you'll be digested, alive.

Drop Horror (Rank 1)

STR:	65	BP:	30
DEX:	05	INIT:	1
LOG:	25	DR:	5
WIL:	50	MOV:	3



- » **Digestive Acid** - duration continuous, resist contested STR check to break free, effect 2D acid damage and immobilized.
- » **Rugged** - Piercing attacks such as arrows and bludgeon attacks such as clubs cause half damage. Slashing weapons cause full damage.
- » **Summon** – 60%, attract 1D drop horrors when first emit digestive acid.

MOVEMENT

Thousands of miniature legs in addition to its amorphous shape changing ability allow the drop horror to move very slowly along ceilings using its “legs”. It can move faster when secured to a ceiling by releasing one side and letting gravity swing it like a monkey swinging from vine to vine.

SENSES

Drop Horrors can sense air current changes, heat sources and vibrations through rock and soil. When prey is directly underneath they drop from the ceiling, envelope their victim and secrete a digestive acid. Gillian Stifffoot a female Halfling scout recently sent reports of drop horrors that lie wait on the ground for

prey to walk on them. They tend to be smaller and quicker than the larger adults.

Drop Horrors acid will attract other drop horrors. There is a 60% chance each turn the smell of the digestive acid will attract 1D drop horrors from the surrounding area.

DIGESTION

Drop Horrors secrete an acid that breaks down their food allowing their skin to absorb the nutrients. The acid will eat leather, and corrode most metals. They do not have a stomach; however they have a simple nervous system, a heart and veins. Each piercing attack (arrows, spears, sword ends) there is a 05% chance the heart was pierced causing immediate death. Note that a character trapped underneath a dead drop horror will still suffer acid damage.

GAME OPTION

As mentioned above, drop horror acid corrodes most metals and eats through leather. Consider reducing the DR of affected armor as you see fit. Creative players might consider taking hides back to town and fashioning armor that not only has DR5 (the drop horror's natural DR) but also prevents acid damage.

CHARACTER RACES

By Mike Wikan

The BareBones Fantasy core rulebook comes with exactly four character races. For standard Tolkien style campaigns, that should do the trick. But there are a lot of stories to tell. This article is a recurring feature where players can create new races and share them. This specific installment was originally written (and actually illustrated) in the forums at dwdstudios.com, and elaborated on by DWD staff. Enjoy!

HRIFFANI NOMADS

A desert folk derived from the experiments of ancient (and long-extinct) Zenari Alchemists to create a race of desert-adapted warriors.

- » +10 Starting DEX
- » Move 10 (12 in the desert sands)
- » Choose one of the following:
 - » +10 Thief skills (masters of stealth)
 - » +10 Spellcasting (magic in the blood)
- » May not be Clerics
- » Speak Hriffani and Tradespeak

The Hriffani lay no claim to land and live the lives of warriors and herdsmen, trading with the scattered settlements in the desert wastes. Slavers have tried (and failed bitterly) to capture and sell these nomads only to find their ability to survive stems from their sense of family; a Hriffani pride will not leave one of their own to suffer, and will avenge any wrong-doing enacted upon one of their own.

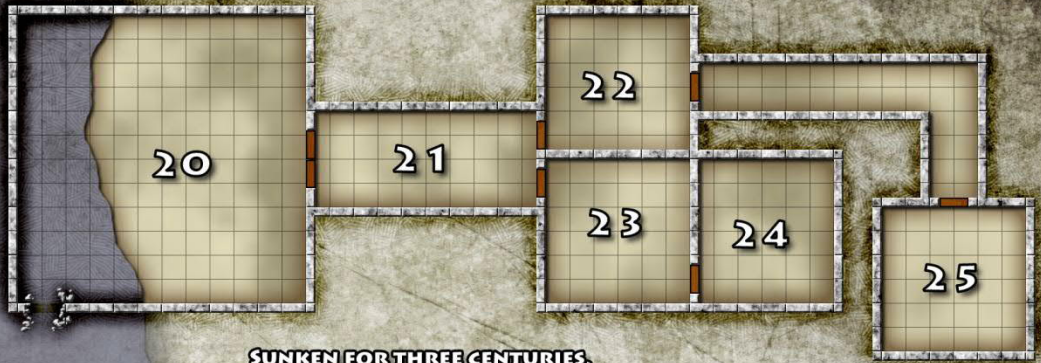
Most scholars agree that a magically-created race cannot survive, but the Hriffani defy this and prosper. Unloved by the gods, perhaps it is this divine aversion which drives them to their sense of clan, as if a deep-rooted spiritual hole exists that must be filled with community.

Although it is said all Hriffani have magic coursing through their blood, some embrace it

and come to wield immense power. Those who choose to embrace their magical heritage are said to “claim the white,” donning a tight white body wrap that covers them from neck to wrist and ankle. They choose to live a life of poverty and purity, and are sought as impartial justice-givers and avenging forces of desert nature.

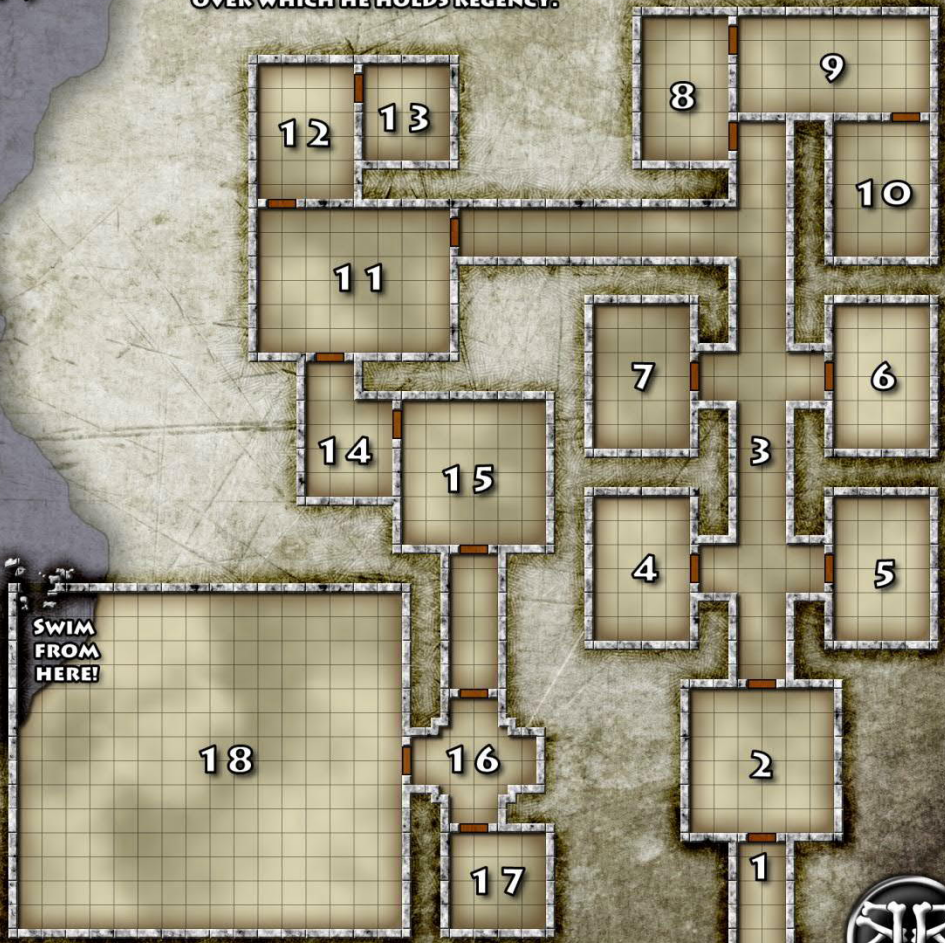


THE UNDERTEMPLE OF ELEROTH



SUNKEN FOR THREE CENTURIES, THE TEMPLE ABOVE STANDS NO MORE. ONLY THE UNDERTEMPLE REMAINS, CONTAINING THE LOST SECRETS OF AN EXILED GOD, PROTECTED BY THE CREATURES OVER WHICH HE HOLDS REGENCY.

19



SWIM FROM HERE!

