

# DECAHEDRON



**DWD**  
STUDIOS

ISSUE 2





# DECAHEDRON

ISSUE 2

## GAMING TABLE

Zachary Houghton



DON'T MISS A PREVIEW  
OF OUR FIRST FICTION  
RELEASE, PAGE 7!

## HAMLET OF GNAW BONE

Zachary Houghton



## CHARACTER BACK- GROUNDS

Larry Moore



## TRADING POST

Various Authors



## HOME BREW

Karlen Kendrick



## CAER URDAK

Jim Stryker



SUBMIT CONTENT FOR  
UPCOMING ISSUES BY  
CLICKING: [HERE!](#)

## ART CREDITS

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Oath of the Dead*

*matt Jackson – Gnow Bone  
cartography*

*Jim Alcala Sales – Back cover  
cartography*

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## FOREWORD

*Greetings friends and fans of BareBones Fantasy!  
Welcome to the 2<sup>nd</sup> issue of Decahedron. For me  
personally it's been a rollercoaster ride over the last  
few months and I'm glad to be back in the swing of  
things with this publication. A huge thanks to Bill and  
the Community for holding down the fort during my  
absence.*

*In this issue we have quite a spread of content,  
something for both GM's and Players. This magazine is  
something we've all had a part in developing and Bill  
and I look forward to keeping it rolling, d00 style.*

*Remember that as long gamers are contributing  
content we'll be able to continue this awesomely lite  
yet full of goodness magazine. Please visit  
<http://www.dwdstudios.com/decahedron> to submit  
content.*

*-Larry Moore, DwD Studios*

## GAMER SPOTLIGHT

### ANDREW COLLAS

*Andrew Collas lives in the wilds of Canada  
(Montreal to be specific) where he tries his  
hand at hobby publishing and writing when not  
fighting off the very hordes of the abyss!  
Recently his company, Zenith Comics,  
partnered with Hazard Studio and together  
they acquired the rights to the game SUPERS!  
(by Simon Washbourne of Barbarians of  
Lemuria fame). Currently, while hard at work  
producing the Revised Version of SUPERS!,  
Andrew is also developing a fantasy campaign  
world for use with BareBones Fantasy Role-  
Playing, a game he has fallen deeply in love  
with. You can follow his publishing efforts at  
[www.zenithcomics.com](http://www.zenithcomics.com)*



## ON THE COVER

*Is this a necromancer  
or a lich? Is he or she  
drawing power or  
imbuing? What evil  
purpose resonates in  
those cold, dead eyes.*

*This cover was created by Peter Szabo  
Gabor of Eastern Raider Games. Click  
[here](#) to see more of his great work. If  
you liked his work, let him know where  
you saw it!*

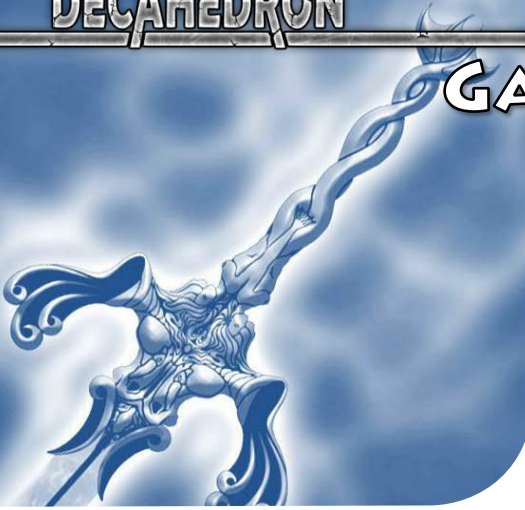
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This is a recurring article providing useful fun d00 tables for use in your games, either as a player or a GM. Tables are just fun to roll on!

The following critical success and failure tables were assembled by **Zachary Houghton**. <http://rpgblog2.com>

The tables below can be fun, and deadly. It's not just depleting a foe of BP, you could actually one-shot-kill them!

Warning: Pretty brutal stuff. Don't say we didn't warn you.

## WEAPON CRITICAL SUCCESS

- 00** A devastating strike. The foe immediately drops stone-dead.
- 01-02** Foe lapses into immediate unconsciousness, and takes 5x damage from this horrifying spectacle of an assault.
- 03-04** Foe falls back 1D spaces from ferocity of attack and lapses into unconsciousness. 4x damage.
- 05-06** Damage to spine/nerves ensures foe is permanently Paralyzed. 4x damage.
- 07-10** Brutal. The foe immediately falls Unconscious and is bleeding at -10 BP/round, in addition to 4x damage.
- 11-14** Let's see: 3x damage, armor destroyed, and weapon arm broken? You are a brutal instrument of pure mayhem.
- 15-18** An indescribably ferocious strike knocks your foe back 1D spaces, disarms him, and deals 3x damage to boot.
- 19-21** Foe's armor is totally destroyed, and he takes 3x damage. +20% to next attack vs. foe—if he's still up. Bleeds at -5 BP/round.
- 22-25** It would be gloating to point out not only did your foe take 3x damage, but is now lying Prone on the ground with a severed limb of some sort (GM's discretion).
- 26-29** Whoa! 3x damage? Check. Stunned for duration of combat? Check. Dazed for duration of combat? Check.
- 30-30** A powerful blow knocks your foe back D5 spaces, and Weakens him for duration of combat. 3x damage.
- 31-33** Armor? What armor? Ignore any DR. 3x damage, and bleeding at -6 BP/round. Yikes.
- 34-36** KO! 2x damage, and the foe drops Unconscious for 1D+1 rounds.
- 37-39** Foe takes 2x damage, and is at -20% to their next action. Stunned for duration of combat.
- 40-42** 2x damage ignores DR, and permanently drops armor's DR by 2, destroyed if reduced to DR0.
- 43-45** Foe receives an unhealthy dose of 2x damage, and as a consequence, is Paralyzed 1D rounds.
- 46-49** Bravo! A mighty strike sees foe Weakened for the duration of combat. Double damage, too.
- 50-53** Foes takes 2x damage, and is Stunned and Dazed for 1D rounds. How efficient.
- 53-65** That (2x damage) attack left him slack-jawed. Consider foe to be Immobilized next round.
- 54-57** Your foe is disturbed by this series of events. Drops weapon while taking 2x damage, and will be Dazed for 1D rounds.
- 58-59** Weak point in the armor. Ignore DR and hit for 2x damage. +10% to next attack vs. same foe.
- 60-52** 2x damage, foe knocked Prone, and bleeding at -3 BP/round. This is getting ugly.
- 66-68** Foe is Stunned for D5+1 rounds, and to add injury to insult, takes 2x damage.
- 69-71** Good grief. Not only 2x damage, but bleeding at -3 BP/round to boot.
- 72-74** He'll have trouble shaking that off. Foe is Slowed for 1D+1 rounds, and takes 2x damage. +10% to next attack vs. foe.
- 75-77** Efficient. 2x damage, and foe is knocked Prone.
- 78-80** Foe takes 2x damage, and drops weapon. You suspect the two are somewhat related.
- 81-83** Nicely done. 2x damage, and your foe is Stunned the next round.
- 84-86** Foe is Dazed for a round, and takes 2x damage. Ignore all DR from armor. Handy!
- 87-89** Not bad. 2x damage, and the foe is bleeding at -1 BP/round.
- 90-94** You slowed him down with that one. Foe is Slowed for a round, and takes 2x damage.
- 95-99** An ineffectual-looking strike somehow produces a hit worth 2x damage.

## WEAPON CRITICAL FAILURE

- 00** *Not only did your weapon break, but you are left wide-open for any and all enemies, who can add +20% to attacks against you next round...if you're still alive. Better hope they don't win initiative!*
- 01-08** *Weapon breakage! Your weapon is kaput. If this was an arcane weapon, look out....*
- 09-16** *You fall Prone and break something in your inventory (GM's discretion).*
- 17-24** *Your attack hits a nearby friendly target, if one is around. Either way, you're Stunned and Dazed next round.*
- 25-32** *The errors you have made are so overwhelming as to ensure you can make precisely 0 attacks until after next round. You may still flee or back up defensively, if needed.*
- 33-40** *A large chunk of your weapon bends or breaks, reduce the damage it causes by 1D.*
- 41-48** *People witness your ineptitude, -1DP for looking like a court jester on rocket skates.*
- 49-56** *You manage to injure yourself with your own weapon. Brilliant. Take 1D worth of damage.*
- 57-64** *Your weapon goes flying 2D spaces in a random direction.*
- 65-72** *Tweaked your ankle. Slowed for 1D+3 rounds.*
- 73-79** *Clumsy. You trip and are now Prone on the ground.*
- 80-89** *Wait, what just happened? You are Dazed for a round, and drop your weapon by your feet.*
- 90-99** *Whoops. -10% to your next action. This one obviously fails, badly.*

## SPELL CRITICAL FAILURES

- 00** *A tear in reality occurs, and an evil Rank 6 monstrosity is loosed upon the world. He is not pleased.*
- 01-04** *Resultant explosion causes everyone in 9 space radius to take 3D damage. Caster takes 2x that, being the epicenter of this epic failure.*
- 05-09** *Feeble-brained. No casting, and -30% to all LOG checks for 1D/2 days.*
- 10-14** *Take 2D damage, forget all spells for 1D days, and fall Unconscious for 1D hours. Happy?*
- 15-19** *Caster forgets entirety of Spellcasting knowledge for 1D/2+1 days.*
- 20-24** *Caster is Transformed into some common animal for 2D+5 hours.*
- 25-28** *50% to all casting for remainder of day, and you are Weakened for D5+1 days. You suspect this will impact your lifestyle*
- 29-31** *Caster takes 1D damage, and is lit up like a carnival for 1D+2 rounds. All enemies at +15% to hit caste.*
- 32-35** *It feels as if the magic has gone out of you. -40% to cast for 1D/2 days.*
- 36-39** *Kaboom! Everyone in 6 space radius takes 2D arcane damage.*
- 40-44** *Caster loses 1D BP and falls Unconscious for 1D hours.*
- 45-49** *Arcane mental block: that spell cannot again be cast for 1D/2+1 days.*
- 50-54** *Another spell from caster's list is cast instead, and indiscriminately, with no control. GM's discretion.*
- 55-59** *A small, enraged elemental is summoned instead of desired spell. Caster has no control over this near-mindless, violent being.*
- 60-64** *Something went horribly awry. You are Paralyzed for 1D turns.*
- 65-69** *That didn't feel good. You are Immobilized for the duration of combat.*
- 70-74** *Arcane energies tear at you. Slowed and Stunned until encounter ends.*
- 75-79** *You are knocked back 1D+1 spaces, and fall Prone. Fail.*
- 80-83** *Strength is sapped. You are Weakened for the remainder of combat.*
- 84-87** *Zap! You take 1D/2+1 BP of arcane blowback energy, and spell fails.*
- 88-90** *A dense cloud of acrid smoke obscures everything in a 10 space radius for 1D/2+1 rounds.*
- 91-94** *Along with spell failure, you are Stunned for the next round.*
- 95-99** *Spell just fails. Well, that could have been worse. No more casting this round, okay?*

# CHARACTER BACKGROUNDS

By Larry Moore

*Use the following player resource to help your imagination create your character's physical looks and childhood background. This may also help define the descriptors for your character. Post your results on the Dwd site, we'd love to hear where you grew up and why your character is adventuring today.*



## HEIGHT

- 00-19 tiny
- 20-39 short
- 40-59 average
- 60-79 tall
- 80-99 lofty

## HAIR COLOR

- 00-05 Ash
- 06-11 Auburn
- 12-17 Black
- 18-23 Blonde
- 24-28 Blue-black
- 29-34 Brown
- 35-40 Chestnut
- 41-46 Copper
- 47-52 Dirty blonde
- 53-58 Golden blonde
- 59-64 Gray
- 65-70 Black with streaks of white
- 71-75 Red
- 76-81 Silver
- 82-87 Strawberry blonde
- 88-93 White
- 94-99 Roll twice

## WEIGHT

- 00-19 skinny
- 20-39 thin
- 40-59 average
- 60-79 husky
- 80-99 obese

## AGE

- 00-16 youth
- 17-32 teen
- 33-49 young-adult
- 50-66 adult
- 67-82 middle-aged
- 83-99 old

## EYE COLOR

- 00-09 Amber
- 10-19 Black
- 20-29 Blue
- 30-39 Brown
- 40-49 Gray
- 50-59 Green
- 60-69 Hazel
- 70-79 Violet
- 80-89 White
- 90-99 Roll twice, once for each eye

## REASON FOR ADVENTURING

- 00-04 To go with someone you care about
- 05-10 Discover new things and places
- 11-15 Drifter, no home
- 16-20 Escape from something, someone, a purpose, calling, etc.
- 21-25 Forced (indentured, traveling with mentor, sentenced by law or religious beliefs, etc.)
- 26-31 Glory and fame
- 32-36 Help the helpless
- 37-41 Heroism, the world needs a hero
- 42-46 In search of the unknown
- 47-52 Just for the fun of it
- 53-57 Obsessed with danger, mystery and the unknown
- 58-62 Quest given by a mentor, church, king, family member, etc.
- 63-67 Revenge
- 68-73 Rite of passage, manhood, etc.
- 74-78 Searching for something specific; place, person, god, thing, etc.
- 79-83 Thirst for knowledge and wisdom
- 84-88 To kill things and take their stuff
- 89-94 To rule a kingdom of my own
- 95-99 Wealth, riches and glory

## DISTINGUISHING MARKS

- 00-19 None
- 20-39 Tattoo(s)
- 40-59 Scar(s)
- 60-79 Bold/Obvious Feature (nose, etc.)
- 80-96 Habit or Mannerism
- 97-99 Roll twice

## CHILDHOOD CONDITIONS

- 00-05 Abused by family
- 06-11 Apprentice by mentor who is your guardian
- 12-17 Foster homes (1D homes)
- 18-23 Guild raised
- 24-28 Gang raised
- 29-34 Head of house, worked for family to live
- 35-40 Indentured slave
- 41-46 Merchant raised
- 47-52 Pirate raised
- 53-58 Orphanage
- 59-64 Raised by another civilized race
- 65-70 Raised by the church
- 71-75 Raised in the wild (wolves, bears, etc.)
- 76-81 Sheltered, unaware of the world
- 82-87 Strict raised (parents or guardian)
- 88-93 Self-Reliant - out on your own
- 94-99 Unsupervised

## WHERE YOU GREW UP

- 00-09 Between large cities
- 10-19 City
- 20-29 Newly established colony
- 30-39 Nomadic
- 40-49 Outpost
- 50-59 Seafaring, seaport
- 60-69 Sylvan, rural
- 70-79 Town
- 80-89 Wilderness territory
- 90-99 Village

# HOME BREW

By Karlen Kendrick

*Everyone has their own way of doing things, and some GM's ideas – if shared – can inspire other GMs. This is a recurring article wherein GMs can share cool things they're doing.*

## TRUTH CARDS

*Here's a fun thing I've been doing with my games to get people in the right mood:*

*Give the players an index card. Every time the players want to make something up that should be true for the world or setting they just write it on their card and, BAM, it's a truth for the world that everyone should know. The players can put 2 Truths at first rank and then one additional Truth for every rank after that. The GM has the final say on whether a Truth can be added or not as all truths should fall into the realm of "Common Knowledge".*

*Example: Billy is an Elf Cleric that thinks that elves in this setting only need 4 hours of sleep to be fully rested since they are beings of Fey so he asked the GM for approval and then writes "Elves only need 4 hours of sleep" on his Truth card. Later, Billy's party is fighting a very powerful vampire when he remembers that he has a flask of Holy Water on him at all times. Things get desperate and Billy says that Holy Water repels and damages undead creatures like vampires. The GM thinks it's a good idea but thinks that Billy should choose from one effect or the other, so Billy chooses that "Holy Water damages Undead" and adds it to his Truth Card. Billy has only one level in Cleric at the moment so he has used up his starting allotment of Truths and must wait until he spends the DP to increase his rank to gain more Truths.*





# HAMLET OF GNAW BONE

By Zachary Houghton

*The Hamlet of Gnow Bone is created for use with Keranak Kingdoms, but may easily be ported to any setting.*

*It isn't easy being a peasant in the Reinaris Barony. That's why places like Gnow Bone exist, built by rebels to the kingdom, the dispossessed, bandits and outlaws. A perfect place for characters to hide or a place to launch their adventures.*

## MAP KEY

**A** This is the cabin of Willam Knoren and his four stout sons (Jon, Samel, Lew, and Milo). Failed leaders of peasant revolt three years past, they now live here, dreaming of the day they can bring justice back to the Realm.

### Experienced Warrior 60%

Furs DR1, Shortbow 2D+2, Handaxe 1D+3

*At least one of the Knoren clan is patrolling the only path into town, and visitors without legitimate business will be seriously "discouraged" from entering.*

**B** Gnow Bone's one common building, where residents gather for big decisions. It also functions as a community storehouse. Evenings often find folks gathering around here to share any spirits they might have.

**C** Home of Meri, a youngish widow who fled here with her husband to avoid the wrath of their local lord. Her husband Gerhard died not long after from the fever. She ekes out a living here from growing a few herbs and vegetables, and working for the Gullods (see: G). She's been practicing with a small throwing dagger, especially after a couple of leers from the Bart brothers (see E).

It isn't easy being a peasant in the Reinaris Barony, ruled by the ruling Reinar family for generations. As a result, in a clearing in the woods on the western edges of the Reinaris Barony, you will find the rough huts and cabins of the hamlet of Gnow Bone. This small community of perhaps 70 souls is where the dispossessed, the outlaw, and the rebel all try to eke out a life, far from the indentured servitude the Reinar family would demand of them.

There are a few hints for getting along here: don't cause any trouble, don't ask questions, and keep a quiet profile. Folks do not want to open up. The Game Master should incorporate plenty of WIL checks (or other persuasion) to get Gnow Bone's denizens to divulge anything of note.

Don't expect to drop lots of gold here; folks don't have much, and what they do have is usually procured through bartering. It isn't an easy life in Gnow Bone, and despite the forest being rich in game and resources, every winter here is a challenge, and every spring and summer full of suspense that the Baron's forces will finally take the trouble to clear out these outcasts and malcontents once and for all.

**D** The cabin of Cunradus, who is the former Agister (Chief Forester) of the Baronial Forests. Having fallen out of favor into the twilight of his career, he was unceremoniously has slipped into alcoholism. For a bottle or flask of spirits, he will act as a guide if parties have business through the forest.

**E** A dirty hut belonging to the Bart brothers. Giso and Albert were poachers, sometime thieves, and general ne'er-do-wells who barely escaped hanging. Now they put their skills with a bow to work in an area rich with venison. They are loyal to one another, but otherwise fairly misanthropic.

**F** Residence of a drunken poacher by the name of Widrad. Generally soiled and unkempt, he lives with his teenage daughter, Ludmilla, a sorry slip of a girl treated little better than a lowly servant, and subject to much verbal abuse at the hands of her father.

**G** The Gullod family was smallholders who fled the specter of indentured servitude. They have been working on clearing additional land north of town, where several wheat and onion crops have met with middling success. However, they have some success tending an apple grove they discovered.

**H** This is the home of Everwinus, Gnow Bone's master moonshiner. His extensive still operation and resultant trade ensures the well-being of his growing family of four.

**I** Ludoldus the Loon's hut. A disheveled old man who seems to live extensively off what he forages in the forest, he is known for speaking in riddles, muttering (and occasionally shouting) to himself, and seeming oblivious to just about everything. However, he is considered largely harmless here, even if all the odd symbols he's etched into the sides of his hut are a little disconcerting.



**J** The aged one the villagers called the Monk lives here. He is a master herbalist, and proved pretty handy with a staff when a pack of feral dogs attacked. Rumor says he was once a Church Templar, but few would believe that of this pious, quiet, usually gentle man.

**K** The young man known as Tall Eginwolf lives here. Having run away from his lord after his parents passed, this lanky fellow has become a stout hunter and ranger in his own right. He is also considered the best in Gnaw Bone at trapping and skinning. He has a terrible fear of spiders, which has caused him to be the brunt of a few practical jokes from Lew Knoren, his good friend.

**L** This hut has set empty since the previous owner died of the fever last winter.

**M** The most recent addition to the town, a fellow going by the name Sifrid (he is, in fact, a deserter from the Baronial Army).

## GNAW BONE ADVENTURE HOOKS

1. The Monk is actually a former high-ranking *Templar of the Church of the One*, who is still offering a 500gp reward for his apprehension. It turns out he knows a terrible secret regarding his former order's Grand Master.
2. Baron Reinar will pay the characters 200gp each for the heads of the Knoren clan. However, if delivered alive for questioning, he will raise it to 400gp each.
3. One of the characters overhears in a tavern of the nearest town that someone ran off towards Gnaw Bone with an evil *Summoner Dagger* than belonged to Baron Reinar (see *BareBones Fantasy*, pg. 43). It could be a great evil to be stopped...or a fine prize in the right hands...

# COMING SOON!

*This is the first of a line of short stories written for the Keranak Kingdoms setting. Each story is filled with ideas, locations and places to ignite your imagination for creating your own stories and adventures. Read an excerpt below:*

## OATH OF THE DEAD

By Eric Johnson

The tremendous stone door did something that it hadn't done in a very long time. It moved. There was an accompanying stone on stone grating sound. A blade of light cut through the black to land on a centuries old tapestry. Dust particles could be seen dancing in their chaotic flight. The stale air made its frantic escape through the now open portal. It was accompanied by the smells of decay and death.

A listener inside the room could hear the voices outside. Some were heated, others were excited. Guttural utterances of strain were followed by more sounds of stone being ground. The door moved more. Four slender figures scrambled into the forgotten room.

"Hurry, let's get this shut," barked one in thick elvish.

"Push," grunted a feminine voice, also in the tongue of the elves. The tone of her voice indicated a control and maturity the other had lacked.

The stone protested as the door once again moved. The light fled the room. It became black once again. Their heavy breathing reverberated through the chamber.



## TRADING POST

*Creative GMs have to come up with a lot of stuff... NPC personalities, challenging encounters and stories, just about everything that isn't a player character. With all that to keep track of, you might run out of ideas when having to come up with new items. So here's a collection of items, both magic and mundane, that you can use in your campaigns. These are by various authors who submitted the gear – read each individually for submission credits!*

### NORD WINE

*By Christopher "Dra8er" Hardy*

Nord Wine (known locally as Blue Lightnin'). A quaff heals 10 BP of damage. Each bottle of Nord Wine has 3 doses.

If more than 1 dose is consumed, user must roll a STR Resistance Check or become mildly intoxicated and suffer a -10 to all actions for remainder of encounter.

**Cost:** 75gp

### NORD APPLE

*By Christopher "Dra8er" Hardy*

The Nord Apple is a blue apple magically grown. They use it to make Nord Wine, or apple cakes (Heal 5BP). One apple makes two cakes, it take three apples to make 1 bottle of wine. Eating the apple will heal 10 BP.

The apple's shelf life is typically 10 days in moderate weather; adverse heat conditions will halve the shelf life. After the 10 days nord apples spoil losing their healing properties and may cause sickness when consumed. Some scholars believe spoiled nord apples restore the BP of evil denizens, they have been found on numerous orc and goblin scouts.

**Cost:** 25gp



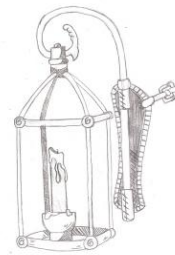
### DELVER LANTERN

*By Jim Alcalá Sales*

Made by Dwarves, these small lanterns last only three hours and shed light in 3 spaces. They come with a harness that allows them to be worn at waist level, leaving the hands free.

**Author's Note:** Lanterns last 6 hours and torches 2 hours in 5 spaces in my games.

**Cost:** 6gp



### GLOWGLOBE TORCH

*By Jim Alcalá Sales*

Made by halflings, these short wooden rods have a sturdy glass globe at the top with small holes for watering. As long as the ever-glow moss inside is watered, these torches will shed light in 5 spaces for up to 6 months.

**Cost:** 25gp

### BATTERING RAM, PORTABLE

*By Jim Alcalá Sales*

This heavy iron battering ram can be used by two people to add +20 to any STR checks involving such things as bashing down doors.

**Cost:** 50gp





## ELIXIR OF HEROIC DEEDS

By Christopher "Dra8er" Hardy

Brewed by mistake by Harvey Heathrow in Quinstown. Harvey and his brother Harold were to have a contest to win their father's fortune. Harold drank from the goblet Harvey spiked. Unfortunately for Harvey, it created the elixir of heroic deeds.

Today Harold enjoys the luxuries of his father's home and acreage while Harvey enjoys the comforts of his multi-thousand-gold-piece brewing empire.

Imbibing the elixir bestows a modifier of +10 to attack, +10 to damage, and +10 Body Points for 1D turns. It is possible to collapse when the duration ends if you have 10BP or less, but that's a pretty heroic deed, right?

**Cost:** 150gp



## OIL OF SLIPPERINESS

By Christopher "Dra8er" Hardy

Useful gag oil crafted in Rue Warren. The oil eventually found its way into adventurer's hands, who use it more for battlefield tactics than pranks. Complaints can be heard in taverns across Rue Warren about adventurers "mucking up the true purpose of our oil!"

The Liquid can be spread across a surface, object, or person. Makes it impossible for object or person to be grasped, held, hugged, squeezed, etc. If spread across surface, covers a 2 space by 2 space area which cannot be traversed without slipping off or falling down. The oil's effect lasts duration of encounter.

**Cost:** 25gp



## POTION OF SPEED

By Christopher "Dra8er" Hardy

Some claim this is actually a potion of time distortion, not speed, allowing the consumer to increase the rate of the passage of time around him, giving the appearance of speed. Wizards debate its implications today. Rumor says that continual use of this potion will cause rapid aging.

Quaffing this potion grants the drinker twice his normal MOV rate and allows a free second action (free of multi-action penalties) each turn. It lasts 1D turns and leaves the drinker hungry.

**Cost:** 75gp



## LIQUID FIRE

By Christopher "Dra8er" Hardy

When this vial is broken the liquid inside bursts into flame. The fire is so hot it will inflict 3D damage to any creature struck. If hurled, anyone or anything within 1 space of the point of impact will suffer 2D damage. Anything damaged will continue to burn for 3 turns, suffering an additional 1D per turn. Anything flammable will continue to blaze until consumed or put out.

Liquid fire is often sought by dukes, barons, and kings to control a battlefield. It is often called Zibal's Fire, for it is a priest of Zibal that blesses this cleansing fire.

**Cost:** 200gp





# CAER URDAK

By Jim Stryker

*Three days due east of Stavengard, in an area of the sea that is supposed to be landless, there is an island. Shrouded in mist, and not much bigger than Lor Warren, Caer Urdak is home to the enigmatic Dragon-kin. Bred by the ancient grand dragons, it is their sworn duty to guard the secret resting place of the Grand Dragons.*

**T**here is a single city, also called Caer Urdak by its inhabitants, and it is home to nearly 10,000 Dragon-kin, kobolds and lizardmen. Built into the high cliffs, the city is an architectural marvel. Vast stairways twist and turn up the cliff face and arched bridges span impossible distances between monolithic towers. The harbor is home to a vast fishing fleet that helps keep the island fed.

The island itself is home to a variety of sea birds, goats, sheep, and sparse vegetation. The tombs of long dead dragons dot the island. They are all well-guarded deathtraps designed to foil tomb robbers, and more importantly, rival dragons. In fact, with the exception of the slumbering Grand Dragons, no true dragons live on Caer Urdak.

Dragon-kin society is highly structured, at least on the surface. At the top are the ruling dragon priests, called Keepers of the Oath. The Keepers are selected from the hatcheries of the Warrior class. Those young dragon-kin who show a talent for magic are taken away and raised to be Keepers of the Oath.

Below the Keepers, are the Defenders of the Oath, the dragon-kin warrior class. They guard the hatcheries where the young are born and reared, and they guard the Dragon Tombs that dot the island.

Their greatest duty is to guard the sleeping Grand Dragons, and only the greatest of dragon-kin warriors are selected to be Guardians. Only Dragon-kin

can be priests or warriors. They make up the Oathbound nobility of dragon-kin society and remain aloof and separated from the lower classes. Family lines are not kept among the upper classes. The children are raised communally in the great hatcheries.

Dragon-kin, kobolds and lizard men make up the Artisan class. Skilled trades necessary for the support of the Oathbound. The Servant and Labor class are at the bottom of the Caer Urdak social ladder. Comprised entirely of kobolds and lizard men, they do the work that no self-respecting dragon-kin would do.

Unlike the Oathbound, Artisans, servants and laborers are expected to raise their own progeny. As a result, their loyalty to the Oathbound was waned over the centuries. The conflict between duty to family and duty to society has led to unrest. Human fishing fleets have begun encountering the dragonkin fleets, and it's clear that the strict isolationism of Caer Urdak cannot continue. Many Artisans see contact with the outside world as a great opportunity, while the Defenders see only a threat.

Recently The Keepers of the Oath have agreed to allow limited contact with the outside world. They hope to better understand what threats the outside world may pose, and to distract an increasingly unruly artisan class with the promise of new opportunities .





