

DECAHEDRON



ISSUE 3



DECAHEDRON

ISSUE 3

TRADING POST

Various



SUBMIT
CONTENT!

GAME OPTIONS

Various



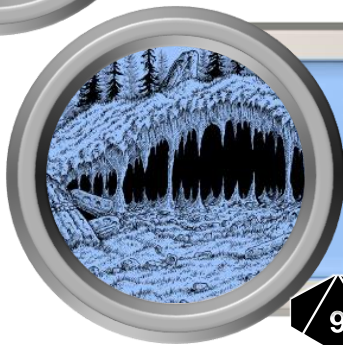
GAMING TABLE

Marcus Burggraf



CREATURE CORNER

Jeffrey Tadlock



ART CREDITS

Some artwork copyright Joe Calkins
of Cerberos Illustration
www.cerberusart.com

Some artwork copyright Shaman's
Stockart

Some artwork copyright Peter Szabo
Gabor of Eastern Raider Games.

Some artwork copyright William
McAusland

-- BBF Dice Bump --

Layout graphics and some artwork
Larry Moore and Chris Cortright

Back cover cartography illustrated
by Bill Logan.

* All artwork used with permission.

FOREWORD

Welcome to issue number 3 of a community
generated supplement for BareBones Fantasy RPG.

A very special thanks and dice bump goes out to all
the contributors in addition to our "local" BBF artists!

In upcoming issues please consider creating a
classified ad, advertisement or cartoon (much like
what we did in the Star Frontiersman).

ALL DRIED UP!

We are scraping the bottom of the submission barrel,
please consider contributing today. 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 w00t Moore

GAMER SPOTLIGHT BEN GORMAN

Ben Gorman is currently a stay-at-home dad
living in Florida and dotting after two young
daughters and gaming with his son while
feverishly trying to keep pace with his writing
hobby. Never officially trained in any writing
techniques, he spent most of his childhood
living in remote areas in Alaska. Much of that
time having been spent running trap lines,
mining for gold, running dog teams (sledding),
hunting and fishing.



ON THE COVER

Why would a skeleton
warrior need a fur coat?
Was it from a freshly
killed bear? Perhaps he
is distraught, trying very
hard to remember when
his flesh walked this
earth... or... maybe his
Mummy dresses him for
the weather.

Cover by Joe Calkins of Cerberos Illustration.

LICENSING

BareBones™, BareBones Fantasy™ Decahedron™, and Keranak Kingdoms™ are copyright 2012, and are trademarks of Dwd Studios. These trademarks are used under the Creative Commons Attribution-Noncommercial-ShareAlike 3.0 Unported License; (CC BY-NC-SA 3.0); Some Rights Reserved. To view a copy of this license, visit:

<http://creativecommons.org/licenses/by-nc-sa/3.0>

Or send a letter to: Creative Commons, 444 Castro Street, Suite 900, Mountain View, CA 94041, USA. For specific details, appropriate credits, and updates to this license, please see:

<http://dwdstudios.com/barebones/license>

PERMISSION IS GRANTED TO PRINT THIS PRODUCT FOR NON-COMMERCIAL USE.

TRADING POST

By Jim Alcalá Sales, Larry Moore, art by Chris Cortright

We all love gear! Below you will find two relatively easy to obtain items and two very unique items. In addition, we put together some examples to determine the cost of the Lighting Staff.

Try a work-in-progress [Google Sheet](#) and create your own magic object or potion. Share your creation on the [BBF D&D Forums](#). We'd love to hear from you.



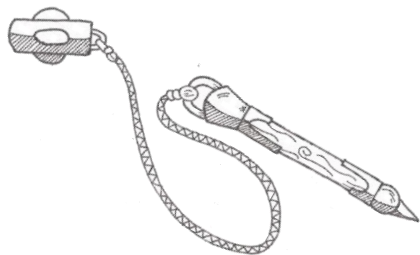
GATHI FLAIL

Crafted with a unique combination of metals in the forges of Dul'Gath, these specially tipped weapons ignore a normal shield's +20 bonus to physical resistance checks. Some dwarves hollow out a small section in the handle where a glass vial filled with toxin can be inserted. When the spike on the handle is struck against a foe, the glass breaks releasing the liquid inside through a small port.

Cost: 65gp (Gathi pay between 30-45gp)

Dul'Gath Dwarves

Long, reddish, braided beards and green eyes. They are known to dress in plaids and stripes (sometimes at the same time). They call themselves the **Gathi**. See [Keranak Kingdoms Setting Book](#).



LIGHTING STAFF

This quarterstaff, sometimes nicknamed 'boom stick,' is crafted from a rare wood found only in the Western Reaches. Tipped with magically imbued copper and adorned with feathers from a griffon, when struck on a solid surface it will shoot a lightning bolt towards the area the wielder points his index finger. In addition, the griffon feathers are known to absorb lighting-based attacks; *gain +30 bonus to resistance check that deal shock or lighting damage.*



%Hit, range (line 10), usage 1/turn, resist DEX-60 (for half damage), effect 2D electrical damage, knocked prone and stunned.

% Hit - Use the warrior ranged or spellcaster score to determine chance to hit.

On a critical failure the bolt goes off in a random direction and may even hit the wielder! On a roll of 99 the staff's magic implodes causing all within 5 spaces to be knocked prone and then pulled (resist DEX) towards the staff one space each turn until the staff disintegrates into ash in 1D turns.

Cost: 2,200gp

Magical Object Value

Coming up with gp values for magical objects is up to the GM (see BBF-Core page 36) what follows are some examples for the *Lighting Staff*. **Do-It-Yourself:** 700gp, we summed points to 7 (moderate, minor, minor power and wearable) and based on the description has three special ingredients (rare wood, magically imbued copper, griffon feathers). After finding these items, buy 700gp in mundane ingredients and you are ready to craft this item! **Market Price:** 2,200gp (1,400gp + 800 (2Dx100, rolled 8)) **Quick & Dirty:** 3,000gp we imagine it would cost 1,000gp x a level 3 enchanter to craft. **Selling:** If the characters decide to sell this item, a common peddler may pay 1/4 to half, a well-travelled merchant 1/3 of the cost and a collector of magical objects may pay full price.

NECROMANTIC ROD OF DUCHESS SATANINE, THE IMPLACABLE

Engraved with necromantic etchings, the claw of a young black dragon holds the crystalized remains of a vampire lord's heart. Satanine was once a mighty enchanter, but fell to the trappings of necromantic power, a power that corrupts from the inside out. There is no more enchantress, she is long gone, nothing but a faded memory. The vampire lord she became has long since vanished as well, however her successful transformation went far beyond a powerful vampire lord, she was able to become a lich.

The rod grants the wielder +20 to spells that have a necromantic essence, determined by the GM. It also grants a +20 to enchanter skill checks when attempting to create magical objects and potions. Wielders beware; each time the rod is used there is a chance Satanine will become aware of its presence and seek it out. This is a one of a kind item; Satanine the Implacable currently seeks the rod for a terrible ritual and will send undead servants to fetch it.

Cost: Unknown

SLAUGHTER

Ancient Northland humans create these savage swords in a grim ritual handed down from their deities. They are engraved in an ancient english language only known to the Highlanders of the western Highland Valley.



Slaughter: +20 warrior melee, 2D+3, roll damage again unless foe makes a DEX-10 resistance check.

Drawbacks: Slaughter demands blood and unless the wielder delivers a killing blow during each encounter, he is at -20 to all attacks with the sword until a foe is slain or the sword is relinquished to another worthy soul. Slaughter is displeased when its wielder rolls a critical failure and may result in one of the following (roll 1D):

1-3) fly out of hand and strike the wielder for full damage, 4-6) force the wielder's hand to damage an adjacent ally, 7-10) stick in a foe's shield or nearby wall or tree and refuse to come out until the encounter ends.

The wielder of Slaughter tends to laugh manically while in battle, after all, you can't spell Slaughter without laughter.

Cost: Unknown





GAMING TABLE

By Marcus Burggraf

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!

Answer those pesky player questions like;

- "What do I find in the satchel that ogre was using as a barf bag?"
- "What in the tavern keeps pockets?"
- "I picked his pocket, what do I find?"
- ..and for those nasty hobbitises, "What have I got in my pocket?"

DOO THINGS FOUND IN A POCKET

- | | | | |
|----|--|----|--|
| 00 | iron key folded inside hand drawn map of a dungeon, signed M. B. | 19 | pewter ring |
| 01 | bundle of lute strings | 20 | torn out page of a spellbook |
| 02 | plan of a building showing hidden entrance | 21 | multicolored headband, rabbit's foot and chain, ball of yarn and needles |
| 03 | broken off wax seal with a Fendrake insignia | 22 | matching arm cuffs worth 10Dgp each |
| 04 | handful of pretty stones, one is very cold to the touch | 23 | tiara worth 50gp |
| 05 | roughly made wooden cameo of a young man | 24 | deck of well used playing cards |
| 06 | small wooden flute and string of wolf's teeth | 25 | finely braided leather bracelet |
| 07 | loose gold coins rattling around in pocket, roll 5D to determine amount | 26 | white gold ring still attached to mummified hand |
| 08 | pouch with half a dozen small wooden figurines | 27 | handkerchief with initials M.B. |
| 09 | set of gambling dice | 28 | necklace of seashells |
| 10 | letter beginning with "My Love, how I miss you." the rest of the ink is unreadable | 29 | worn religious booklet |
| 11 | key ring with big and heavy iron keys | 30 | letter beginning with "Congratulations, you have won the Lottery!" the rest of the ink is unreadable |
| 12 | half burned candle | 31 | cursed summoning dagger, summons 2 skeletons to kill wielder |
| 13 | bill for a dozen swords | 32 | coin with two heads |
| 14 | pocketbook full of pressed plants | 33 | rusted pocketknife |
| 15 | extra pair of underwear | 34 | sketch of a castle |
| 16 | eagle feather securing a pouch of nuts | 35 | small painting of two elderly persons |
| 17 | spell scroll | 36 | human tooth |
| 18 | small golden key, engraved with a unicorn horn | 37 | worn panpipe |
| | | 38 | pair of Iron handcuffs |
| | | 39 | pouch with one days ration of nuts and dried Fruit |
| | | 40 | half of a treasure map |
| | | 41 | deed to a house |
| | | 42 | parchment with an address on it |
| | | 43 | colorful crystal |

- 44 magical wanted poster shows picture of whoever is holding it
- 45 sketch of a human man wearing a loin cloth
- 46 small painting of a child
- 47 sketch of a village
- 48 stone with a carved symbol
- 49 broken leather strap
- 50 stick of writing charcoal
- 51 bill for a suit of custom made armor
- 52 sketch of a tower
- 53 golden locket with a picture of a man
- 54 crudely carved wooden figurine of an animal
- 55 carving knife and finger bone
- 56 silver ring, when worn teleports wielder to place they are looking, 2D uses.
- 57 bill for a horse
- 58 black candle, when held continually oozes dark blood
- 59 piece of crumpled parchment full of numbers
- 60 rough sketch of one of the PCs
- 61 list of outstanding debtors and where to collect
- 62 small figurine carved from bone
- 63 roughly made wooden cameo of a young women
- 64 pouch made of human hair
- 65 bloody handkerchief
- 66 rough holy symbol to a dark god
- 67 dried elven ear
- 68 necklace of humanoid teeth
- 69 colorful insect shell
- 70 knot of colorful strings
- 71 dried up dead rat wrapped in a piece of cloth
- 72 iron ring with a hidden poison spike
- 73 small iron box full of a red powder
- 74 broken piece of chalk
- 75 small silver mirror
- 76 empty waterskin
- 77 letter beginning with "Dear Child, I am happy to hear you are better." the rest of the ink is unreadable
- 78 scarf
- 79 bag of marbles
- 80 locket filled with 1D tiny diamonds
- 81 lock of hair, comb and a small clay pipe

- 82 vial of blue liquid that heals 2D BP
- 83 small vial of rosewater
- 84 elven crafted brooch worth 1Dx10gp
- 85 small pouch filled with 1D gems worth 1Dx10gp each
- 86 half of a broken gold piece, whistle
- 87 golden locket with a picture of a fair elf maiden
- 88 quill, chance to get poked!
- 89 map of the immediate area
- 90 apple core, dried plum
- 91 1D/2 gems worth 2Dx100gp each
- 92 halfling scalp
- 93 silver letter opener with insignia and engraved initials M. B.
- 94 pouch with flint and steel
- 95 cloth game board with stone figures
- 96 piece of sheet music
- 97 gold coins worth 6Dgp
- 98 dwarf beard, handful of hair pins
- 99 parchment with location and name of one of the PCs

Use the following table to add some flavor to that item found in a pocket.

ODOR			
D00	Odor	D00	Odor
00-05	acidic	50-55	rotting animals
06-10	chlorine	56-60	rotting vegetation
11-16	earthy	61-66	salty, wet
17-21	manure	67-71	smoky
22-27	metallic	72-77	stale, fetid
28-32	moldy	78-82	sulphurous
33-38	ozone	83-88	urine
39-43	pungent	89-93	wet and salty
44-49	putrid	94-99	wet dog





GAME OPTIONS

Some very fine home brew tips from two awesome gamers. These options can enhance any game play.

VARIOUS RULES

By Jim Alcalá Sales

FAME RULES

Heroes are called to do things no one else can. They often stand against the darkness and brave the wild regions of the realm. These notable achievements follow the heroes everywhere they go. When the GM hands out development points, keep track of how many *Notoriety DP* you receive. Your **Fame** score is equal to $5 \times \text{Notoriety DP}$, therefore if you have earned 3DP for notoriety then your Fame score would be 15%.

Your Fame score represents how likely it is that someone has heard of you. How NPC's react to your character are based on many factors and circumstances unique to each encounter and is best dealt with by the GM.

Extent of Fame	Modifier
Hex/Town where famous deeds were done	Fame Score x2
Local Area/County	0
Region/Province	-20
Nation/Empire	-40
Foreign Lands	-60
Still Remembered in 100 Years	-80
Still Remembered in 500 Years	-100
Still Remembered in 1000+ years	-150

MUNDANE INGREDIENTS

Characters who wish to collect mundane ingredients for potion and magic item creation, remedies or other adventuring necessities can follow these simple guidelines. Collecting requires an alchemist kit, one hour of time and allows you to gather 1Dx10gp worth of mundane ingredients with a successful Enchanter or Scout check. Critical success grants 2Dx10gp worth, a critical failure exhausts the kit's supplies and you must purchase another. GMs can modify the amount gathered by subtracting from the rolled gp value. For example, "Due to limited resources in this area roll 5D instead of 1Dx10."

You may also gather mundane ingredients from freshly harvested creatures. Make a number of Scout skill checks equal to the creature's rank, success grants 1Dgp of ingredients. Critical successes gains 2Dgp worth and a critical failure indicates nothing can be harvested, not even meat.

SCHOOLS OF MAGIC

Use this option if you would like to introduce schools of magic in your game. A spellcaster may specialize in one of the schools below by spending 3DP. Specializing grants you +10% bonus to spellcaster checks for the associated spells in your school. However there is a -10% penalty when using spells different school.

School	Spell List
Alteration	Control Weather, Entangle, Repel, Transform, Transport
Conjuration	Protection, Summon
Destruction	Hinder, Offensive Strike
Illusion	Charm, Illusion
Mysticism	Dispel, Divination, Telekinesis
Restoration	Aid, Cleanse, Heal

TRADING POST

Below is a list of commonly requested items at my table.

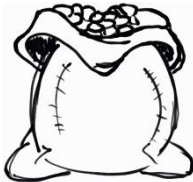
General Equipment	Cost
Clothes (simple/fine)	1gp/25gp+
Shoes (simple/fine)	2gp/5gp+
Boots (simple/fine)	5gp/10gp+
Tent (small/huge)	10gp/50gp
Meal (simple/great feast)	1gp/5gp
Room (simple/good)	5gp/15gp
Stable mount	2gp
Ale (mug/pitcher)	1gp/3gp

MERCHANT CASH FLOW

A common problem GMs struggle with is what to do if the players find too much treasure. I've read many articles about this and found a pretty easy and consistent solution: **Limit the cash flow of your merchants.**

Merchants have a limited amount of money; therefore characters can only sell a merchant up to what the merchant is either willing to part with, or has on-hand. Characters may have some expensive things they wish to sell but if the merchant doesn't have the money, they'll have to hang onto it. This may even lead to adventures where the players try and help the merchants become wealthier so that they have a means of dumping off more treasures or even finding a way to bury their loot.

Consider using the following table to determine how much gold coins a travelling merchant has on hand.



Travel Mode	Gold on hand
Foot	2Dx10
Donkey	4Dx10
Horse	5Dx10
Wagon	10Dx10
Cavalcade	10Dx20

* Wealth Modifier: above average x5, wealthy x10

Here is something I'm using in my campaign. You'll want to play with the numbers for your own game world's economy. Also think about how often the merchant's cash flow replenishes; is it every week, month, several months etc.

Merchant	Cash Flow (gp)
Poor	80 - 150
Traveling	150 - 500
Smalltime	1,000 - 2,000
Average	2,500 - 5,000
Well stocked	6,000 - 10,000
Wealthy	25000+

** These merchants typically replenish their cash flow every month. If the city they are in is large and has a major trade route it could be as often as each week.*

By limiting the money the merchants have you have tighter reigns on the character's coin count.

As an example, my players can come across some evil soldiers from another plane. These soldiers have very heavy but excellent weapons and armor that are worth quite a bit. Having merchants with limited cash flows limits how many suits of armor and weapons the party wants to cart around. And they'll then need to store these treasures and worry about thieves etc. The party can also play with the cash flow by selling some expensive items, then buying from the merchant to replenish his cash, and then sell more. Either way, they are getting what they want and you aren't making them so rich they can buy the kingdom. This only works of course if you aren't simply giving them coin in every treasure. Other items such as art, things made of expensive materials, gems and jewelry require them to find a merchant to convert it to cash.

Hide the Stash!

Make a Scout skill check to hide your treasure and wares. On a success the number rolled is the score a GM may use to see if thieves, animals, creatures or passersby find your hidden loot. If you failed your Scout skill check, there isn't a sufficient place to hide your loot. GMs should modify his roll based on population density in the area.

A-Z USEFUL HERBS

By Zachary Houghton

Not all treasure can be measured in coins and jewels, and not all healing is derived from the ministrations of a cleric or physician. Nature yields a bounty all her own, one that can be used for healing—or far darker purposes!

What follows is a list of 27 herbs for use in your BareBones Fantasy campaign. Of course, not all herbs on this list might be appropriate for your game, so GM discretion (as always!) is advised.

The Scout skill is used to find herbs in any given region. In some cases, a modifier is shown; some herbs are harder to find than others. A Cleric or Scholar skill can be used instead, but with a -20 penalty. If the characters are in a region where the herb in question does not grow, no chance should generally be given to find said herb.

ALOM

Region: Hilly (temperate)

The pungent leaves of the alom bush are akin to smelling salts, and when put in front of a character's nose, will wake them from even the deepest sort of sleep. **8gp**

BRIZEN

Region: Plains (temperate), -10

The leaves of this small shrub are often used as stimulants which give a burst of energy allowing enhanced activity for a short time. When chewed, gain 1 extra action for 1D/2 turns. Immediately after the effects end, -20 to all actions for 1D/2 turns as their energy level crashes back down to reality. **50gp**

CULLINDIR BARK

Region: Plains/light forest (temperate)

Although somewhat bland, the bark of the cullindir tree is edible, and will substitute for a single ration or meal. Lost adventurers and travelers have often been saved by stumbling upon a cullindir tree, though they will be understandably very happy to get back to food with a bit more taste to it. **1gp**

DOGFLOWER, SILVER

Region: Sub-Arctic, -20

Known as "Ranger's Blessing", this bloom can be found poking through the melting snow during late spring in frigid climates. Once ingested or brewed gain Scout+20 for 2D hours. **75gp**

DOGFLOWER, RED

Region: Plains (temperate/cold), -10

Far more common than its northern neighbor, the Red Dogflower is also known as "Ranger's Bane". If ingested gain Scout-20 for 2D hours. **15gp**

ELUKK

Region: Plains/scrub (temperate/cold), -20

The juice of this winter berry is boiled and then applied to a weapon. Effect, 2D and 1D per turn for 1D turns. **75gp**

FLOWERING SLOTHWEED

Region: Plains/forest (temperate), -10

This lovely little red flower hides a nasty secret. It can be made into a poison paste that is used by warriors to apply to their weapons. Resist STR (-20 actions for 1D turns), effect sleep for 1D/2 hours. **40gp**

GRIFFONLEAF

Region: Hills (temperate/cold)

When properly distilled, this herb imbues the target with a quick burst of strength. Gain 10 STR for 1D turns after quaffing. Effects all stats derived from STR. **25gp**



HALSOTTA

Region: Desert, -40

The sap of this cactus seems to enhance arcane powers. When carefully prepared into the proper elixir, it allows a +10 to Spellcasting for 3 turns. Ingesting more than a single dose per day has the opposite effect; -20 to Spellcasting for the next day. **200gp**

INOTII

Region: Forest (warm), -40

Growing in warmer and subtropical regions, this mushroom has powerful healing properties. A single dose either ingested or brewed into a tea will heal 4D BP. **175gp**

JUWUKK

Region: Coastal (warm), -10

The blooms on this vine yield a low-grade poison. As a soluble paste, if it is placed in water, wine, ale, etc., it will cause 3D damage to the imbiber 1D/2 hours after consumption, and -15 to all actions for 1D hours. If applied to a weapon, it will do 1D/2 damage, wearing off in 1D/2 rounds. **30gp**

KANARKUS

Region: Forest (temperate)

This leafy herb, once ingested, helps the user focus. It subsequently grants a LOG+10 for 1D/2 hours. **7gp**

LARAWEN

Region: Forest (all)

This tiny flower may be made into an elixir capable of sending someone into a deep sleep for 1D hours, resist WIL. **11gp**

MAUVEBELL

Region: Plains (temperate), -20

When ingested this prairie grass completely neutralizes the effects of alcohol/drugs for 1D hours.

80gp

NOCTUM NARSUS

Region: Swamp/marsh (temperate/warm), -60

This small plant when made into a paste can either be ingested or coated on a weapon and will cause grotesque seizures and finally death in 1D turns. The only remedy is to have Palonshin administered before that happens. **700gp**

OLLONIR

Region: Mountain/highlands (cold), -10

The leaves of this spiky, gnarled tree can be boiled and made into a valuable healing elixir. When immediately applied to a dire injury, it can sustain the wounded party and bring them back from death's door. When used on a gravely wounded character, a successful STR check keeps the target alive with 1BP. **45gp**

PALONSHIN

Region: Mountain (cold), -60

The elixir made from this unassuming, near-impossible to find mountain bloom can cure any poison, and bring even the most grievously wounded bodies back to health almost instantly. If Palonshin is imbibed, the lucky character is back up to full health. Additionally, any adverse effects from poisoning or injury are completely healed. It may also be used to regrow limbs (1 dose/limb), which will occur over 1D hours of application. **1500gp**

QUIREL

Region: Swamp/lakes (any)

This foul-tasting aquatic plant acts as a mild healing agent when ingested, restoring 1D/2+1 BP. **9gp**

REGENT'S LACE

Region: Any (cold)

When eaten raw, the flowers of this weed produce little more than a mild nausea. However, if cooked beforehand, these foul-tasting white blooms will impart Will-10 for 1D hours. **10gp**

ST. EXID'S BLOOM

Region: Forest (temperate), -10

This purple flower is often found near caves. It is much prized by healers. If ingested or rubbed on a wound, it will heal 1D+3 BP. **35gp**

TULURR

Region: Coastal (temperate), -40

More commonly referred to as "Mageweed", when this weed is burned, it creates a thick, roiling smoke that hinders Spellcasting. Range 15, effect -30 spellcasting checks while exposed. **150gp**

ULLO BERRIES

Region: Plains/valley (temperate), -10

A bushel of Ullo Berries may be fermented into a wine highly valued for its healing properties. The berries, however, do not do well in domestication, making their discovery in the wild a welcome find indeed. A bottle of wine made from Ullo Berries is considered extremely top-shelf, and a half bottle will heal 1D/2 BP (although the usual effects of alcohol are still in effect). A single bushel will make two full bottles of the wine. **50gp** (bushel), **35gp** (bottle)

VERDIF

Region: Any (warm)

The dried leaves of this warm-weather plant are noxious to all manner of insects and arachnids alike when burnt. It drives away swarms of insects, and even large or monstrous insects act with a -20 penalty when confronted with the acrid smoke of this bug deterrent. **3gp**



WARTBARK

Region: Forest (any)

The tea made from the bark of the wart willow is the hangover sufferer's best friend. It is a time-honored remedy for hangovers of even the most formidable kind. Gulping down a dose of wartbark will handily and quickly do away from with effects of an evening's carousing. **2gp**

XINROOT

Region: Swamp (warm), -10

When this dried root is applied to water or other beverage, it neutralizes any poison therein (with the exception of legendary poisons such as Noctum Narsus). A dose can serve to purify a single cask. **20gp**

YAWA

Region: Any (temperate/warm), -10

If ingested this mold will cause nausea, cramping, and diarrhea for 1D/2 days. Over that time, all actions are at -30. In small doses, it is prized by herbalists and physicians as a potent purgative. **30gp**

ZLOTHROOT

Region: Forest (temperate), -10

When the dried root of this herb is put into water, ale, wine, or the like, it is virtually tasteless and untraceable. A dose in a shared cask is enough to put 1D individual's to sleep for 1D/2 hours, resist WIL-20. **25gp**

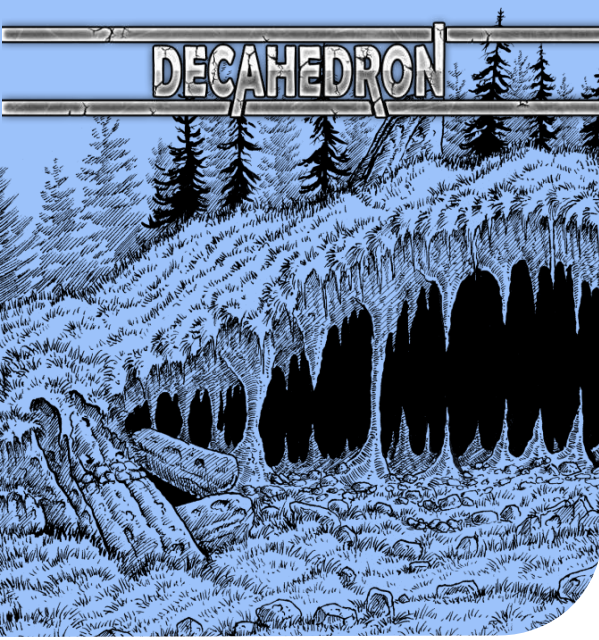


CREATURE CORNER

By Jeffrey Tadlock

Studies of the phenomena called "crystal aberrations" say they form from spontaneity and nothing else. But could it be that someone or something has found a way to harness the energies of the earth? Where do earth energies come from?

Jeffrey runs a blog/podcast site at <http://irontavern.com/> which is chuck-full of RPG goodness.



CRYSTAL ABERRATION

These crystal aberrations spontaneously form in rare circumstances when earth energies and crystal meld into one. Growing slowly over time, the crystal formations animate and begin to form symbiotic ties to crystal obelisks where they draw their growing energy. Left unchecked, a multitude of these crystal aberrations will form, their power growing stronger as they harvest more crystal for the powering obelisk.

A crystal aberration uses its crystalline fists as weapons when close to other combatants. The creature can also unleash a shower of fast moving crystal shards towards an attacker, peppering the victim with hundreds of thin, needle-like crystal projectiles. Larger crystal aberrations gain a fire surge ability which is used for crafting crystal power obelisks and as an offensive capability.

Upon the destruction of a crystal aberration the energy that formed it is released in a violent explosion of crystal shards. This utter destruction of the creature showers the nearby area in thousands of crystalline needle-like projectiles.

As the crystal aberrations become sentient, they often begin crafting obelisks to further channel the earth energies to themselves. The obelisks are formed from crystal harvested from rocks and then melded with heat into the obelisk structure. As the obelisk grows larger the crystal aberrations in the area will also grow and become more powerful.

This obelisk's power is one with the crystal aberrations. This symbiotic relationship between obelisk and chief crafter includes both crafter and obelisk being destroyed if either is destroyed. When either the obelisk or crafting crystal aberration is destroyed, both explode in a powerful blast of crystal shrapnel.

CRYSTAL ABERRATION

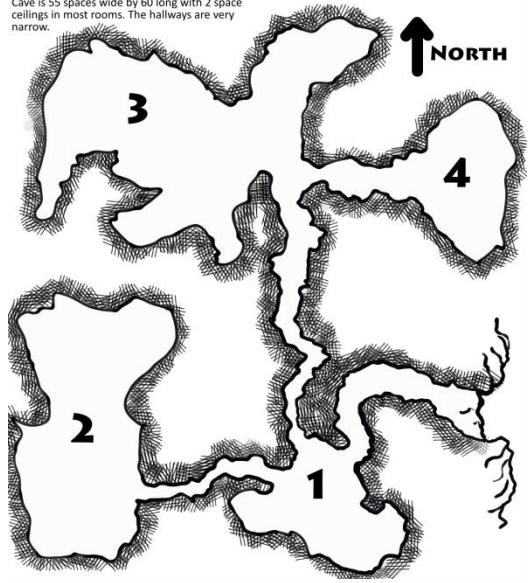
Sentient crystalline creature formed from crystal in the earth.

STR: 65	BP: 35	Rank: 2
DEX: 35	INIT: 1	Nature: Neutral
LOG: 20	DR: 5	Travel: 6 leagues
WIL: 70	MOV: 6	

- **Slam** - 65%, damage 2D
- **Exploding Body** - range 0 (burst 3), resist DEX (for half damage), effect 2D



Cave is 55 spaces wide by 60 long with 2 space ceilings in most rooms. The hallways are very narrow.



GREATER CRYSTAL ABERRATION

Sentient crystalline creature formed from crystal in the earth.

STR: 75 **BP:** 45 **Rank:** 3
DEX: 35 **INIT:** 1 **Nature:** Neutral
LOG: 25 **DR:** 7 **Travel:** 6 leagues
WIL: 75 **MOV:** 6

- **Slam** - 65%, damage 2D
- **Exploding Body** - range 0 (burst 3), resist DEX (for half damage), effect 3D
- **Fire Surge** - range 8, resist DEX (for half damage), effect 3D fire damage (bypass DR)

CRYSTAL OBELISK

Crystal obelisk function as the power source for crystalline aberrations.

STR: 25 **BP:** 60 **Rank:** 3
DEX: 0 **INIT:** 1 **Nature:** Neutral
LOG: 20 **DR:** 10 **Travel:** 6 leagues
WIL: 100 **MOV:** 0

- **Exploding Body** - range 0 (burst 3), resist DEX (for half damage), effect 4D

ADVENTURE!

By Larry Moore

A group of kids recently discovered a new cave entrance in the foothills to the west after an earthquake shook the countryside. They reported strange sounds and a walking diamond man that attacked them. Use the optional rumor table as to the cause of the earthquake or keep it simple.

1D Rumor

- 1-2 A dragon searching for the ancient egg-nest of a rival dragon.
- 3-4 Explosion from powerful necromancers' artifact.
- 5-6 The bones of long dead giant recently animated, whose movements caused the quake.
- 7-8 Dwarven sorcery attempting to open a new mine.
- 9 Unnatural event.
- 0 Yazirian Mining Guild, Expedition Alpha004

SECTION 1, ENCOUNTER 1: THE ATTACK

Players are either in town or have started investigating, it doesn't matter, and someone gets attacked! Four crystal aberrations per character seek the person with the most metal. If the character is wearing armor, they will attempt to subdue the target while removing armor. If they are down 50% of their forces one of the creatures will pick and carry as much metal as possible back to the cave, even if a character is still inside. **Expected outcome:** The aberrations use subdual (non-lethal) damage only. If a character would be reduced to OBP, instead they remain at 1BP no matter the damage inflicted. It is expected at least one character or NPC is carried off to the cave.

SECTION 2: THE CAVE

The cave entrance is unremarkable unless you rolled a rumor which might affect the look of the entrance. Characters notice several small piles of rock discarded off to the side.

ENCOUNTER 1: DIGGING IN THE DIRT

Several aberrations are excavating the north tunnel in an attempt to widen the passage. They are dumping rock and small crystals into a wagon and once full will exit the cave.

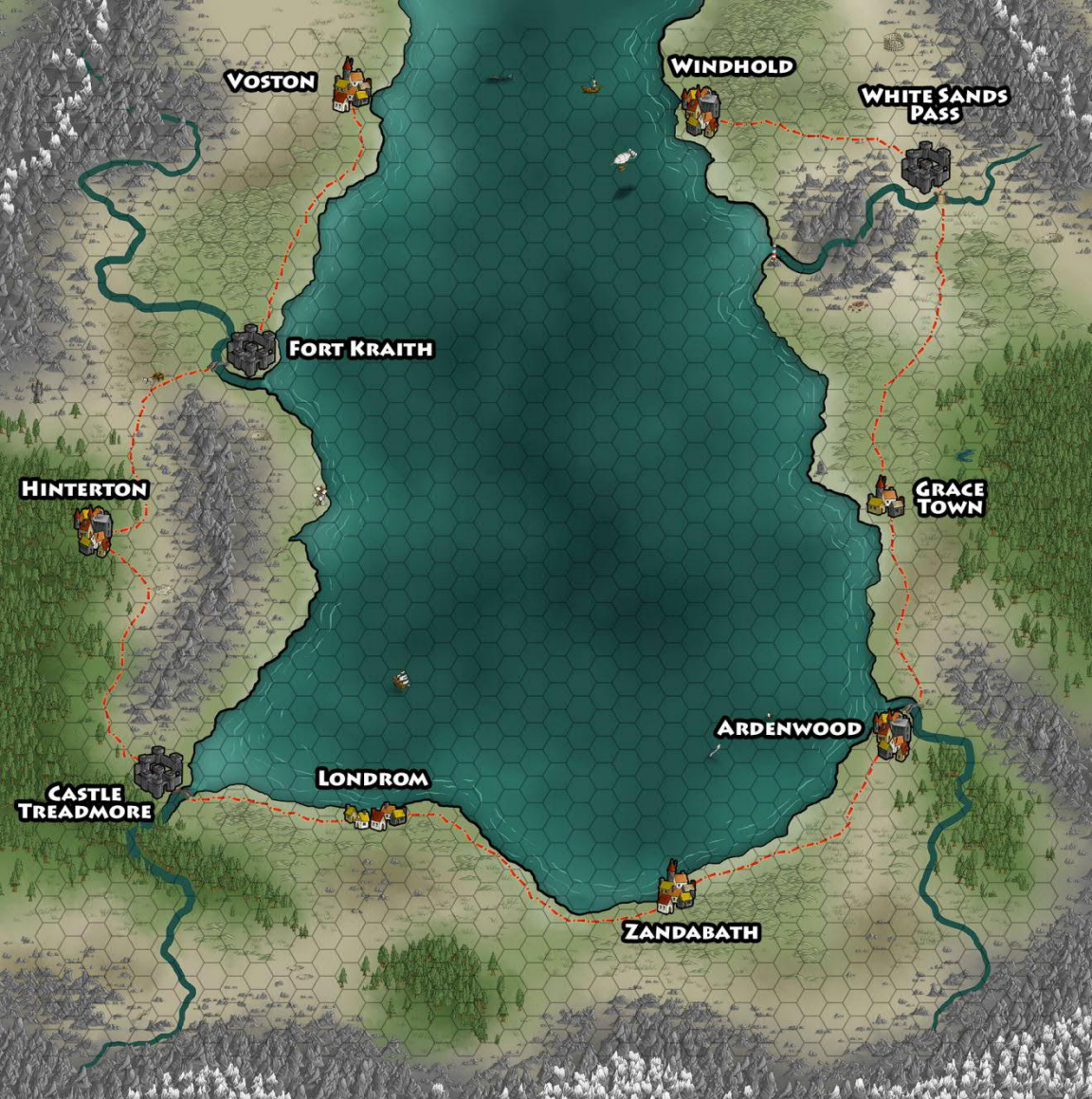
ENCOUNTER 2-3: ROOMS OF WONDER

The walls, ceiling and floor of this room are lined with large and small crystals. Some of the larger crystals are forming aberration heads, while others are forming appendages. In Room 2 a single greater aberration taps crystal(s) with a metal object that glows, in Room 3 there are 3 greater aberrations.

ENCOUNTER 4: THE OBELISK

"Drum, drum, drum goes the ominous obelisk as it pulses from the earth's energies." This room features a single large obelisk in the center; it appears that every crystal found in the room was used to create it. An Enchanter may be able to redirect, overload or channel the energy emitted, however if it is destroyed, all aberrations will exploded causing catastrophic damage to the surrounding area.





TENTTOWN BAY

A collection of ten independent towns bowing to no king, the merchant houses of the region deal swiftly with pirates and bandits as they compete for glory and profit. Adventurers can make a name for themselves spying or doing odd jobs for one of the merchant houses or for the Lords of Tenttown themselves.