



d12 Monthly

Issue 0
April 2021

OILS AIN'T OILS

Light up these non-
magical oils

TOWN OF DOLFAR

A nice place to visit...

Twisted Encounter Table by *Tale of the Manticore* podcast

Welcome to the first issue of D12 Monthly!

This magazine is aiming to be a helpful resource for all fantasy roleplayers - whether you play old school OSR or 5e (or anywhere in between).

I want to bring you quality and extremely helpful additions to your favourite D20 game.

Have Your Say

I would love your feedback! Go to the link below and complete the survey and tell me what you like, don't like, and want included in future issues.

Feedback: <https://bit.ly/d8monthly>

Happy gaming!

- Russ from YUMDM
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Acknowledgements

Art

Cover art: Dean Spencer

<https://www.drivethrurpg.com/browse/pub/8135/Dean-Spencer-Art>

Art on page 3: Samantha Darcy

<https://www.drivethrurpg.com/browse/pub/13018/Samantha-Darcy>

Art on page 2: Jeff Preston

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Art on page 6: Hodag RPG

<https://hodagrpg.itch.io/>

Art & map on page 7 & 8: Alex the Map

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Articles

All articles other than those mentioned below are by Russ from YumDM.

<https://yumdm.com/>

Corner Table: Tale of the Manticore

<https://taleofthemanticore.blogspot.com/>

Other

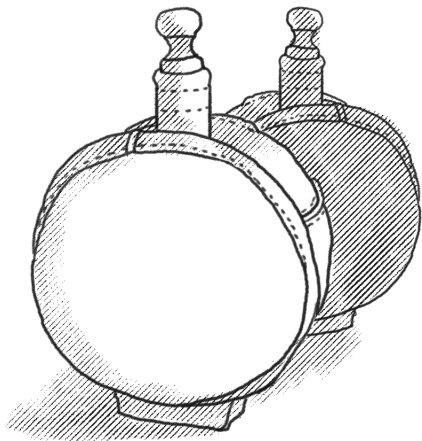
Layout: Thanks to *Dice Pencil & Paper* for the layout tips in his video.

https://youtu.be/Y6vwXhN_39I

Oils Ain't Oils

Non-magical oils that adventurers may find useful.

By Russ



Adventurers need all the help they can get - even of the non-magical variety.

These oils, made almost exclusively in the small town of Dolfar (see *Location, Location, Location* later in the zine), cost more than your ordinary oil flask. But then again, these oils are anything but ordinary.

All the oils are non-magical in nature, produced by using quality ingredients, some with unique properties.

The prices listed below assume that a regular pint of oil is 1sp (the price of a regular flask of oil ranges considerably between editions - from 6cp to 1gp).

Slowburn Oil

This oil burns much slower than regular lantern oil allowing one flask to last up to 30 minutes longer than a regular oil flask.

Price: 2sp per pint

Brightburn Oil

Burning hotter and brighter than regular oil, this oil creates a radius 10 feet greater than normal lanterns. This also has the added benefit of causing greater damage when used as a thrown incendiary, causing an additional D4 damage.

Price: 1gp per pint

Blacklight Oil

One of Dolfar's more exotic oils, blacklight oil burns with a shadowy light (an effect created from alchemically-treated Ash Fish¹ oil), allowing those with darkvision to see 10 feet further, while not giving off any normal light.

Price: 20gp per pint

1. The Ash Fish is found in the rivers of the north and is caught for a variety of uses: eating (although not the best nature has to offer), for its oils, and for the scales. The oils are used in many oils and potions, while the scales have been known to be used in many magical items.

Tinted Oil

Due to the mix of quality oil and crushed gemstones, when this oil burns it produces a coloured light. The colour varies based on the ingredients used. The most popular

colours available are: sapphire blue, ruby red, aquamarine green, and amber orange.

Each colour needs to be bought individually.

Price: 10gp per pint

Aromatic Oils

There are two types of these oils: Perfume Oils and Aura Oils.

Perfume Oils

These oils are purely cosmetic. Created for the rich and decadent who like their oils to smell less like oil and more like perfumes. Bought mostly by nobles and the rich, they are made by simply mixing high quality oils with flowers and other aroma-producing flora.

Typical perfumes are: lavender, rose, rosemary, saffron, as well as patchouli, sandalwood, and lemon.

Price: from 2gp per pint, although most are considerably more costly.

Aura Oils

The second type is aimed at adventurers and can reportedly repel or ward off certain creatures.

Some creatures detest certain odours and much research (and a little deadly experimentation) has gone into the creation of these oils.

Each one can only be burned individually. If more than one is burned at the same time

in the same place, the odours mix and both lose their effect.

Each of the below will be in effect within the radius of the lantern light.

Rat Repellent

A mixture of peppermint oil and other ingredients, this oil will help repel rats, mice and other vermin, including giant varieties.

Game Effect: While in the light of the lantern, any rats, mice, or similar vermin are skittish (Wisdom save or be frightened in 5e, or -2 to morale checks in OSR games).

Price: 5gp per pint

Insect Impediment

Whether it is repelling regular (possibly disease-carrying) insects, or trying to stay alive against the dire or giant varieties, this oil mix may help.

There is a 50% chance that any insect (all insects are affected differently by different odours) will be vexed by the odour this oil gives off.

Game Effect: If affected, regular insects will be entirely kept at bay, while dire or giant varieties will be considered affected in some way (poisoned in 5e, sickened in 3e, or -2 to attacks, saves, and ability checks).

Price: 5gp per pint

Animal Deterrent

These oils come in a variety of aromas and each must be purchased separately.

They are usually made to order and will deter any animal of a particular type (dog, bear, wolf, lizard, snake, and so on).

Game Effect: an animal affected will become uneasy (Wisdom save or be frightened in 5e, or -2 to morale checks in OSR games).

Price: 15gp per pint

As DM, you have the final say as to the availability and cost of these oils.

Corner Table

By Tale of the Manticore

Twisted Encounter Table

Random tables allow the GM to be surprised by the game world along with the players. The idea behind Twisted Tables is to inject some chaos into the standard Wandering Encounter Table by mixing in a few 'flavour' entries and a few potentially lucky finds.

The table presented here is suited for a party of four low-level characters.

This table is also written for widely available OSR materials, so the variety of creatures is limited to what you might find in core OSR books. You may want to spice to taste.

Encounters in Mountainous Terrain

D20	Encounter
1	Exceptional terrain feature or extreme weather
2	3-6 Hobgoblins
3	2 <i>Harpies</i>
4	3-6 Fire beetles
5	<i>Special NPC(s) (ranger, hermit, wizard, etc?)</i>
6	An abandoned campsite, only 2 days old
7	2-4 Bugbears
9	3-6 Wolves
10	Rockslide
11	Wyvern
12	2-4 Wild goats (non aggressive/food only)
13	Brown/Grizzly bear
14	Mountain lion
15	2-3 Giant gecko lizards
16	4-8 Orcs
17	Strange symbols or totems
18	1 Ogre
19	Ancient graveyard/barrow mound
20	<i>Carriion birds circling a dead body... or is it alive?</i>

Items in italics can only be encountered once.



Shorthand Your NPCs

By Russ

NPCs are the bread and butter of role-playing games. But it can be difficult to conjure up memorable NPCs for your player characters to interact with.

A handy trick when creating NPCs is to use what I call the MAP method:

Motivation
Appearance
Personality

When creating an NPC, give them a short description for each of these descriptors.

For example, a cleric could have:

Motivation: Parishioners
Appearance: Overweight
Personality: Gregarious

Instantly you have an idea about how this NPC looks, acts, and what motivates them. And, in turn, as you roleplay them, so too will your players.

You can always add and develop them later, but this simple system gives you an easy to remember introduction.

The following format, which also includes some class, race & alignment information, will appear throughout this, and future editions, when mentioning an NPC.

Dolis the Pious (Hu M LG; Parishioners, Overweight, Gregarious)

Dramatis Personae

By Russ

This NPC exists in my own campaign world of Aythia, but feel free to place him where needed in your own world.

Quiss Wikman



Quiss is a private fellow who lives in the small town of Dolfar making various types of lantern oils.

He has two talents and loves in life:

making specialty oils and killing.

When not producing high quality lantern oils, he is working as an assassin for a select clientele.

Quiss has another secret: he is a wererat. And he likes using the abilities and powers he gets from his transformed form to good advantage when on assignment.

He uses his cover to great effect, using the excuse of going to collect ingredients for his oils while on assignment.

Quiss Wikman (Hu/WR M NE; Building his Fortune, Lithe, Private).

Location, Location, Location!

This location exists in my home campaign world of Aythia, but feel free to place it wherever necessary in your own campaign.

Dolfar

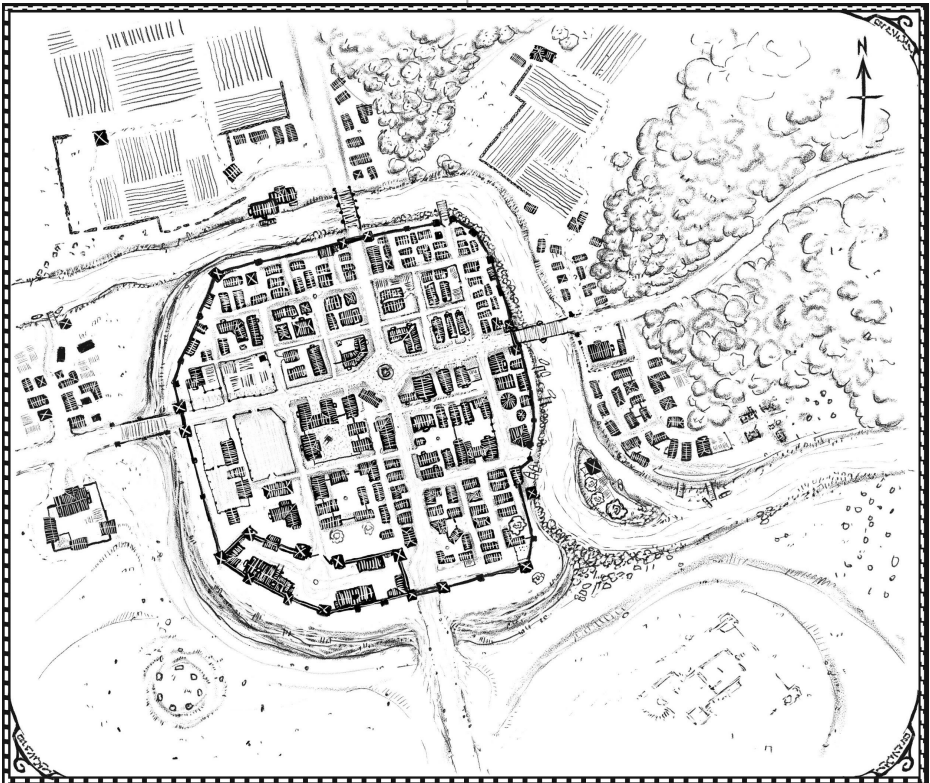
Dolfar (meaning far meadow) was originally built as a place for outriders to gather and meet in relative safety. Since that time, it has grown into a small town of around 600 souls, including a loose network

of outriders who have formed to protect the area from the many dangers of the north.

It sits along *Snowmelt River*, some 12 miles north-east from the large town of Riverflow.

The local economy is driven by the sale of oils, fish, nuts, as well as meat and skins from hunting.

The town has two structures that dominate the centre of it: a large tavern and a monument.



The Last Stand Tavern

When they are in town, the outriders congregate at the *Last Stand* tavern to share knowledge of their exploits.

This is a good place for adventurers to have a drink at as it won't take much for the constituents to start talking.

Currently, the *Outriders of Dolfar* (as they are known) are worried about the increase in sightings north of the town of weird creatures in and around the site of a great magical battle which was fought between two feuding wizards about 20 winters ago.

Halvar's Monument



The town is built around a statue to a dwarven wizard - Halvar Firstsworn - who helped settle and protect the settlement when it was first established, some 200 winters ago.

It is believed that his spirit still

protects the town.

To this day, "by Halvar's beard" is a popular local idiom when something odd occurs.

Lantern Oils

Dolfar is also famous for its lamp and lantern oil, which it manufactures from fish oil, as well as from walnuts and hazelnuts, which both grow locally (see *Oils Ain't Oils* earlier in the zine).

Personalities

Quiss Wikman (Hu/WR M NE; Building his Fortune, Lithe, Private) is a human wererat who lives in Dolfar as an oil maker (see *Dramatis Personae* earlier in the zine).

Harvik (Hu M CG; The People of Dolfar, Scarred, Taciturn), the current mayor, is a retired outrider who lost his leg to a troll attack some years back.

Astil Steelhand (Hu F NG; Prove herself worthy, Long braided hair, Impatient) is the current, and recently elected, leader of the *Dolfar Outriders*.

Golgar Longstrider (Dw M Cl LN; Faith, Short greying beard, Mercurial) is the local dwarven priest of Dusrin, the god of travel. He presides over a small church which has a cadre of messengers for hire.

Don't forget to give feedback:

<http://bit.ly/d8monthly>

