

d12

Monthly

Issue 2

June 2021

THE DEATH ISSUE

DEATH RITES

HOW TO DEAL
WITH THE DEAD

LINGERING INJURIES

AN ALTERNATIVE TO
DEATH

NEW DEITY

ULLARL: THE DEITY
OF DEATH AND LOSS



DEAN SPENCER

We take one more look at the NPCs and locations in the small town of Dolfar

D12 Monthly is a helpful resource for fantasy roleplayers.

The Death Issue

Death is almost inevitable for adventurers.

Danger lurks around every dungeon corner or rocky hill, and can strike at any time.

But over the years, especially with the latest edition, PC death has become just an option.

Some gaming groups welcome death, seeing it as part of the game, while others find it ruins the story they are trying to build and so try to avoid it altogether.

And this shift can be seen reflected in the rules for death through various editions.

As the article *Different Ways to Die* later in this issue shows, the rules for death have changed with each edition, allowing adventurers to live longer by making it much easier to shrug off death.

Of course, DMs and players have been coming up with their own custom rules for death almost ever since the game started.

While playing some earlier editions, I have, for example, ruled a character dead when their HP reached negative their Constitution score (as opposed to -10).

I do think death needs to be a real part of playing the game, however. As without death, or more precisely, the fear of death,

there is less tension when facing encounters.

I think a lot of people share this sentiment as I see a lot of people looking at ways to make the latest edition more deadly.

But wherever you stand on the death debate, never forget that death isn't always an ending - there are many ways to keep playing after a death.

In fact, I was reminded recently of an entire campaign setting created for such an event: Ghostwalk.

Beyond this, there is one tried and true way of getting over a lost character: making up a new one you can love.

And, as always, happy gaming!

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

Sensitive Topic

This issue covers the topic of death. If you are sensitive to this subject then I suggest you don't read it.

About Me

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

Want to support this zine? You can over at Patreon: <https://www.patreon.com/yumdm>

Contents

Features

- 4 Death Rites**
Different ways cultures can handle the dead in your world
- 6 Different Ways to Die**
Death throughout D&D's history
- 7 Death-Defying Injuries**
Give an injury instead of death
- 8 Death in TTRPGs**
Ease the pain of losing a PC
- 10 Ullarl: A New Deity**
The deity of Death and Loss
- 11 Death-Dealing Artefacts**
Use at your own risk!
- 12 Spirited Away**
Where spirits go after death
- 13 Resurrection Risk**
It should never be as easy as casting a spell

Familiars

- 14 On the Ropes**
This month's non-magical items
- 15 Location, Location, Location**
We take one last look at Dolfar
- 17 Dramatis Personae**
Meet a cleric of Ullarl and some more NPCs in Dolfar
- 19 End Tables**
Easy-to-use random encounter tables for various environs

Acknowledgements

Art

Cover art: Dean Spencer

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

Art on page 4: Broke_AF_Games

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Art on page 6: Joyce Maureira

Art on page 8: David Lewis Johnson

Art on page 14: Samantha Darcy

(<https://www.drivethrurpg.com/browse/pub/13018/Samantha-Darcy>) Rotated image.

Maps & art on pages 15, 16, and 30: Alex

(<https://twitter.com/Geekoholick>)

Soldier image on page 17: Jeff Preston

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Image on page 17 and 19: Hodag RPG

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Death Rites

Dealing with the Dead in Fantasy Cultures

By Broke_AF_Games

As a civilised people, we not only define ourselves by how we treat the living, but also how we manage the dead. What follows are possible burial rites for various fantasy cultures.

Natural Recycling

Cultures that live among mountainous regions are stuck with minimal fertile ground that can be worked. Instead of using such precious land on the dead, it would be better to use it for the living.

A culture under these constraints develops a detachment from the link between spirit and body, and seeing the husk as a potential foul weapon against them, they choose to pulverize the corpse upon a peak or special tower so as to allow carrion birds to devour the dead more easily.

Ancestral Reverence

Cultures who have a close connection with the spirits of their ancestors, will often want to keep them around.

While there are many forms of mummification to help preserve the corpse, some cultures do not enter them into burial chambers. Instead, they bury the mummified corpse beneath their house, often with the feet below the dinner table.

This allows the spirits to partake in the breaking of bread ceremony, but also the gathering of community. It's said in times of desperation, the ancestors will arise to defend their families.

Memento

Cultures that revere their ancestors, but do not want their ancestors mummified, may opt to cremate their dead.

However, in some cases the ashes are collected and beads created. These grey-black beads can be mixed with pigments to produce various colours. The beads are then added to a family's collective necklace that the matriarch protects.



Tribute

The Monsters are real and hungry. Out of the necessity of survival, a culture may divorce themselves from the notion of a corpse being tethered to their immortal spirit.

Desperate times call for desperate measures, and the body of the dead may be offered by families to a nested monster.

This practice can be an easy way to stave off attacks from Ogres, Giants or Dragons. The dead would be honoured for their bodily sacrifice and earn their name upon a monument in the city square.

Alternatively, in a realm of high magic, the shell may be offered to the state as an undying soldier for the collective army. An ever-shambling soldier may be adorned in functional or ceremonial armour and, if capable, carry a replica weapon of a family's weapon.

While the state would most certainly adorn the undying soldiers with their own heraldry, they may still have signets and death masks of the family.

Harvested

In some cultures, a body may be harvested for everything between luxury to necessity. Various organs are prized for various reasons, most notably within the realm of primal magic. Organs that influence base instincts and urges are the most prized component, such as the third eye (pineal gland) for its influence over the realm of magic or the heart for its ability to instil bravery in the one who consumes it.

Life from Death

A practice by faerie folk is to place their dead within a hollow of a tree, carved by their own hand. The tree will heal,

encasing and eventually absorbing the dead within it.

Humanoids have come to adopt this practice as an alternative to their norms where infants are concerned. The practice provides hope to the people that their child may become part of something bigger and remain tethered to the land of the living in some way or another, either remaining in spirit while being nourished by the presence of their family or being absorbed into the realm of faeries.

Pilgrimage

In communities where the connection of family is deeply instilled in the individual, the dead must make a pilgrimage to the place in which they were born. If they do not return to their birthplace, the spirit of the deceased cannot move on and wander alone and confused. A special form of pallbearer will cart the dead across the land.

These people become jaded as they are often required to communicate with the spirits of the dead. Some of these pallbearers learn the necromantic arts to ease the burden of carting or carrying the dead by having them walk the distance, or just enough power to silence the dead and allow themselves a peaceful sleep.

Customs on how people treat the dead and dying are endless and ripe for inspiration for adventure, whether it be for plot or atmosphere. Let the dead matter in your world beyond the number of bodies added to the BBGE's army.

Different Ways to Die

Death Throughout the Editions

Death has come about in various ways throughout the history of the game and each edition has handled it slightly differently.

This article summarises those various rules to give you some perspective and options when it comes to character death.



Basic D&D (including: OD&D, B/X & BECMI/Rules Cyclopedia)

Basically, once you reach 0 hit points or less, you are dead. Simple and deadly.

AD&D

The advanced edition of the game gives us the -10 rule. That is, when you drop to 0 hit points you are unconscious, but you don't die until you reach -10 HP, losing 1 HP each round you are unconscious (unless healed).

AD&D 2nd Edition

AD&D 2nd edition is largely the same as the first edition, but has some optional rules with regard to stabilisation through the *healing* non-weapon proficiency.

D&D 3rd Edition

Third edition has kept the unconscious at 0 and dead at -10 rule as well. However, they add in some rules around self-stabilising each round, giving you a 10% chance each round of becoming stable (and allows you to make checks every hour instead of every round).

D&D 4th Edition

Fourth edition introduces the death save, but also keeps the earlier edition negative hit points, in a sort of hybrid system.

When you reach 0 HP, you are unconscious and are considered dying. At that point, at the end of each round, you make a death save: if you roll lower than 10 three times (on a D20) you are dead. But you will also be dead if you take more damage and your HP dropped to a number that equals half your maximum hit points.

D&D 5th Edition

Fifth edition simplifies the Death Save, giving you three of them. Meaning that if you reach 0 hit points, you make a death save each round (you need to roll a 10 or better on a D20, giving you a 55% chance of success). If you fail three you are dead, but if you succeed three times, you gain 1 HP and are no longer required to make more death saves (which reset if you drop to 0 HP again).

Although if you roll a natural 1, you would fail two death saves, and if you roll a natural 20, you would regain 1 HP and be on your feet again.

Death-Defying Injuries

Something More Dramatic Than Death

While death is a part of most games, wouldn't it be good to be able to emulate disfiguring injuries that are so often part of the fantasy world.

Instead of death, characters (or important NPC) may suffer a loss of a limb, an organ, or other debilitating injury.

This will not only allow the character to keep adventuring, but will allow the character to develop in unexpected ways, and give some great roleplaying opportunities.

When a character reaches 0, or fails three death saves, or whatever constitutes death in your version of the game (see *Different Ways to Die* article), you can roll on the Injury table (or simply choose an option that seems appropriate) to find the injury the character sustained instead.

The character is still mortally wounded and unconscious, but once rescued and taken back to civilisation they can heal, but also gain an injury.

With ability loss, feel free to come up with the actual injury based on the number of points lost and the wound taken. You could also lower or increase the die type used depending on the amount of damage sustained.

Injury Table

D12	Injury
1	Weakened: Permanently lose 2D4 Strength
2	Quivery: Permanently lose 2D4 Dexterity
3	Sickly: Permanently lose 2D4 Constitution
4	Stupefied: Permanently lose 2D4 Intelligence
5	Muddled: Permanently lose 2D4 Wisdom
6	Marred: Permanently lose 2D4 Charisma
7	Lose limb (1-2: hand; 3-4: whole arm; 5-6: leg)
8	Lose an eye: disadvantage* on ranged attacks
9	Lose an ear: disadvantage* on awareness/surprise checks
10	Jaw smashed: disadvantage* on checks involving communication
11	Hobbled: You move at half your normal rate, permanently
12	Numbed: disadvantage* on melee attacks

* Disadvantage may mean just that, or a -4 or other similar penalty, depending on the edition you play.

Final Note: If you don't like the idea of deciding whether a character lives or dies, have the player make a Constitution / Fortitude / Death saving throw and if they are successful they gain an injury instead of dying.

Death in TTRPGs

Easing the Pain

By Dungeon Theory



We've all been there, that moment where a character unfortunately goes down for the last time.

A stray arrow from an enemy archer, the BBEG's well placed fireball, or pickpocketing the wrong person's gold pouch. But whatever the cause, the point remains, what should the party and the DM do when death happens?

After all, a lot of players put a great deal of thought into their characters, so as DMs we should put some thought and consideration into them as well.

It's pretty well established that a lot of players get very attached to their characters, and that makes perfect sense.

In a thematic and literal sense, the character is a part of them because they put their time and effort into creating them. It's said that every creator leaves a bit of themselves in every creation, and that definitely holds true with characters. And seeing them die can affect everyone.

The player may be emotional. They may think it's unfair, or even feel angry about what has happened. After all, with some players it can be very well similar to experiencing death on a personal level.

There are a few things that can help handle these situations, but keep in mind, different players may react to this in different ways. People are varied, and the bonds players have with their characters are diverse.

For DMs, a good rule of thumb is to let your players have a rough idea of how likely that chance is before the campaign kicks off. Obviously, you can't tell them *exactly* how likely it is, due to the uncertainty of dice and the game in general, but you want to make sure you adjust their expectations as best you can.

We'll start with my personal favorite: a collective funeral for the character in the game.

To some this may sound a little self-indulgent, but I've found that it lets your fellow players express in a positive manner what they liked about the character, giving the player some positive feedback that can help make letting go of the character a little easier in addition to giving them the confidence to make another, knowing their fellow players already like the kind of character ideas they have.

Another approach is to allow the character to have a verbal farewell by letting them stay conscious until death albeit immobile, letting them speak some parting words to the party.

Being able to speak to the party in character can not only be a wonderful roleplay moment, but to give the player a sense of emotional closure.

It may slow the game down a little, but it will help in the long run.

If it's a newer player, helping them make their new character can really assist in the

morning process, especially if it's their first character death.

Show them that you care about their old character as much as they did.

(Ed: You could also give the character an injury instead - see the *Death-Defying Injuries* article.)

As a player, I've personally found some approaches to character death that can actually leave a lasting impression on the game and guarantee that your fellow players not only never forget your character, but makes their passing a bit easier to swallow.

As the player, if the DM facilitates a last word scenario, don't be afraid to show your character's emotions. Regret, pride, laying it all out can help make the moment so much more impactful and in a way, giving you the release and proper send off for your character that makes letting go even be worth it.

This is always a hard subject to approach, and these are far from the only ways to handle it.

The key takeaway from it is this, the player's feelings on the character matter, and death hurts. But at the same time, it can be a point of growth for both the party and the player themselves, don't be afraid to address it, just do so with care and respect.



Ullarl

Deity of Death and Loss

Ullarl is a deity in my campaign of Aythia. He is the god of death and loss. Feel free to use him in your own campaign.

Ullarl [pronounced Ool-LARL] is a lawful neutral deity who is the symbol of death, and the loss it brings, throughout Aythia. And his priests take this role very seriously, providing funeral services, as well as education and support, to those who have lost someone.

Ullarl's most devout followers tend to be serious and taciturn individuals, only speaking when needed and usually to reinforce their God's teachings.

Ullarl is also the patron of undertakers and is prayed to by those who have experienced death and loss. His name is uttered at every funeral.

As the deity of loss, Ullarl also hears the prayers of those who have lost a great deal in life, be it emotional, material or livelihood. His priests believe this is a test of will, and that loss should be embraced and not shied away from. "With loss comes strength" is a very Ullarlan expression.

The one time when Ullarlan priests seem passionate and outspoken is when undeath is involved. All followers of Ullarl see undead as an abomination and something that must be destroyed wherever found.

Holy Symbol

Ullarl's symbol is a black disk on a deep purple field, but just as often a simple round black disc is used. The latter is also his holy symbol.

A Cleric's Role

Ullarlan priests and clerics are often called upon to perform death rites wherever they are, and they cannot move on until the dead have been given a proper send off. This even extends to the priest's enemies.

Followers of Ullarl are also encouraged to support those in times of death and loss and they are usually a good, neutral shoulder to cry on and are willing to listen.

Priests of Ullarl save most of their hatred for the undead and those who bring them into being.

Priests of Ullarl have no access to resurrection magics (and would never use them even if they had access) as Ullarl's teachings reinforce that once someone is dead, they should remain that way, as is the natural order. They will also only use spells that commune with the dead in the most dire of circumstances as they believe this disturbs the final slumber.

They have access to domains such as Death, Darkness, Life, and Loss.

Relations with Other Religions

There is some crossover with Vaal (the deity of revenge, pain and suffering) as loss can sometimes lead to suffering and pain, but Ullarl's priests teach that loss (and

death) are part of life and one should not be tempted towards these more destructive feelings.

Sometimes Ullarl and his followers are seen by other faiths (and the wilder population) as uncaring or too distant, but this is done on purpose so as to remain neutral.

Devout Orders of Ullarl

What follows is a couple of the more well-known orders within the Ullarlan church.

The Oath of the Living

This order is open to all priests and holy warriors of Ullarl. It sets them against undead and those who create and control them. They save their strongest attacks for those who would willingly consort with undead to use them to further their evil ends. They see all undeath as an abomination and against the natural way.

The Life Faithful

Called 'Souls', these priests believe that Ullarl will take those when their time is due, but while Ullarl lets us live, we should revel in this fact and allow life to continue to grow wherever possible.

This is a new but growing sect among the Ullarlan faithful and one that is much more appealing to the general populace.

See *Dramatis Personae* for an NPC 'Soul' from *The Life Faithful* sect.



Death-Dealing Artifacts

Use at Your Own Risk!

Below are three strange and unique items that will bring about death (or death-like composure) to those who try to harness their power.

The Gnarled Skull

Created by the undead druid, *Thornrot*, this twisted wooden mockery of a human skull has been used by cultists for over a millennia. Any blood of the recently dead poured into the skull becomes toxic. If the blood is then consumed by another living being, the being must make a saving throw vs Death (or Con/Fort save) or be slain.

Baldor's Fist

This mace has been carved into the shape of a bony fist. Once per week, the wielder may call upon the power of Baldor and instantly slay any who the mace successfully hits in melee combat. The victim gets a save vs. Death (or Con/Fort save) or is slain. However, each time this power is unsuccessfully used, Baldor exacts the payment from the wielder, who suffers a permanent loss of one point of Constitution.

Sigliv's Specious Shroud

Placed upon a person who is very much alive, it will appear that they are very much dead to any who gaze upon them. Even feeling for a pulse or listening for breath will not convey any sign that the person under the shroud is indeed alive.

Spirited Away

Where Spirits Go After Death

This is what happens in my own campaign world of Aythia. Feel free to use this as inspiration in your own campaign world.

In Aythia there are three parallel planes of existence: the Material Plane (where “normal” life exists), the Shadow Plane (which is a darkened mirror reflection of the Material Plane), and the Spirit Plane (or Spirit World).

It is this last one where spirits, once they depart the physical body of those who die*, travel to.

* Except elves as they have no soul and so no spirit to depart.

The Spirit World and Shadow Plane form the upper and lower planes, respectively; with the Material Plane in the middle.

In some areas of the Material Plane - the world of Aythia - there are places where these two other planes touch the Material, either causing a haunting (with the Spirit Plane) or a shadowy reflection (with the Shadow Plane).

Once the spirits leave the Material World, they tend to “cross over” into the Spirit Plane without issue, but sometimes if they have a strong reason to stay, they become an undead spirit. They can also sometimes become lost or have their travel there blocked by some (usually magical) means.

Sites can become haunted when the Spirit World and the Material Plane converge. This can be caused by a strong manifestation that can grow over time if not kept in check.

This is how haunted houses come into being - the former owner does not want to, or cannot, leave and their power and influence grows over time until it encompasses the entire property, cementing the connection between the Material and Spirit Worlds.

Benevolent Spirits

These are spirits that don't necessarily mean any harm, but are trapped on the Material Plane. Usually they will depart once a specific mission is completed.

This can include ghosts and spectres.

Malevolent Spirits

Spirits that are usually twisted and evil, either created in a horrific way or willingly wanting to cause death and destruction before they traverse to the Spirit World.

This usually includes shadows and wraiths.

Summoned and Conjured Spirits

Spirit can be brought forth from the Spirit World by powerful magic and communed with or forced to perform certain acts.

The church of Ullarl (see the earlier article on Ullarl) frowns upon communication with spirits or using them for any deed unless in the most dire circumstances. Those who do deal with spirits may draw the ire of Ullarlan priests.

Resurrection Risk

It Should Never Be As Simple As a Spell

Resurrection has been there since AD&D, and is something that, if your party has enough gold, could be handed out a little too easily.

Resurrection should be a BIG deal in any campaign. You just have to look at movies and literature when someone is brought back to life - it's a deal. And a big one.

Sure, you could handwave it and just have a friendly high-level cleric cast a spell, but where is the fun in that?

It could serve the campaign better if the other (still living) adventurers had to go on a side quest to find what was necessary to bring their friends back from the spirit world (and give the player of the dead character a chance to play something else).

Below lists several ideas on what the PCs would have to find or where they would need to go to get what's needed to bring their companion back from the dead.

This, of course, assumes resurrection is allowed at all in the campaign. That's always up to the DM.

Below are seven various challenges the PCs can go on so they can get their companion resurrected.

Go Forth

Travel to a hard-to-get-to location with the body for it to be placed on the sacred altar of the gods, or dipped into the Lazarus Pit, or wherever.

Retrieve McGuffin

Travel somewhere dangerous to get a rare ingredient needed to cast the spell.

Some Cajoling Required

Travel to someone powerful enough to perform the spell and convince them to cast it.

Mission from God

The priest will perform the spell needed, but the adventurers will need to do a favour for the church (before or after the spell is cast).

Ritual

A long ritual (a day or even a week) needs to be performed and someone wants to stop it - can the living adventurers stop them from stopping the ritual?

Laws of the Land

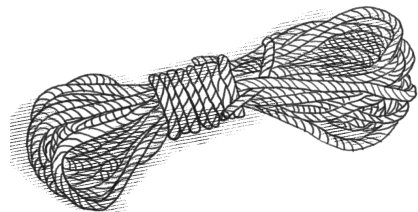
The church of the death god makes, and tightly controls, laws around resurrection and so the adventurers will need to travel across the border to get it done, or go underground.

The Pay Off

The only person the adventurers can find to perform the ritual is an evil priest who asks the PCs for something more than they would like to give - will they go through with it? (This would work really well if the dead character was a Paladin.)

On the Ropes

Non-magical ropes that adventurers may find useful.



Ropes are a useful piece of equipment for adventuring, but not all ropes are created equal. All prices are per 50ft of rope and based on regular silk rope costing 10GP.

Lockweed Vine

Lockweed is a coarse scrub grass that grows all over the north and is often cursed for its ability to tangle a traveler's feet. But it has found a useful purpose within the Snowmelt River region.

By binding the long blades of grass together in opposite directions you get a bond that is almost unbreakable via direct pulling. Combine this with twisting several of the blades together and gluing them with sap and you can create a sticky and strong rope.

These rope-vines are used to moor boats up and down Snowmelt River.

If used as a lasso or to bind someone, the stickiness and strength of the vines gives a -2 penalty to anyone trying to break free. It also grants +4 (or Advantage) to climbing checks.

Price: 20GP

Giant Spider Silk Rope

Supplied by giant spiders but harvested and created by a handful of brave alchemists, these ropes are both rare and expensive.

One example of this is located west of the town of Riverbend where there is a small forest which holds a Giant Spider farm of sorts, run by an alchemist who has not been seen in town for some months.

These ropes are much harder to cut and can carry much more weight than a normal silk rope - double both. They are also much lighter, weighing just 3 pounds.

Price: 50GP

Shaba Rope

The Shaba tree has long been famous for its resistance to being burned. Disliked by wilderness travellers for this reason, others have found uses for it.

Found throughout the northern and midland regions of the Freelands growing in small groves, the Shaba tree's bark is also strong yet subtle. It has found use by mages and druids alike to transcribe nature-based spells to produce scrolls.

Treated with an oil-sap mixture, the bark becomes stronger and can be made into lengths of rope.

Shaba rope has fire resistance.

Price: 25GP



Location, Location, Location!

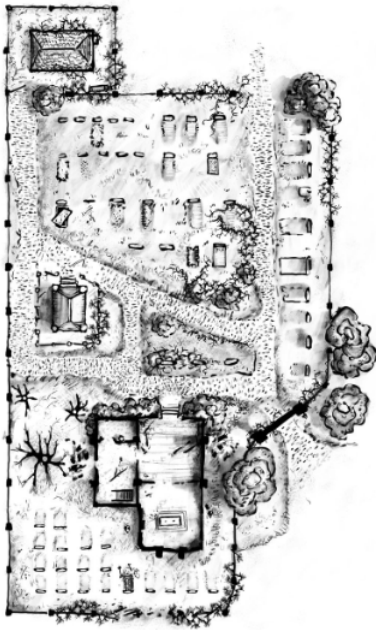
This concludes our look at the town of Dolfar, continued from Issues 0 and 1.

Dolfar

Dolfar is a small town along the Snowmelt River. A perfect homebase for adventurers.

Graveyard

Not far from the town of Dolfar is a small cemetery, which holds the town's dead.



Given there is no representative from the church of Ullarl in Dolfar, the local Dusrin (Deity of Travel and Messengers) church

looks after the cemetery and provides those who die a proper send off.

The centre-piece of this graveyard is the mausoleum of Halvar Firstsworn. The dwarven founder and protector of the town is buried in a dwarf-built sepulcher.

The graveyard is not cared for as well as any Ullaran priest may like, and is overgrown in areas with lockweed* and other scrub grasses, but townsfolk do visit the cemetery often, remembering their loved ones.

* As its name suggests, the long spindly blades tend to grip together and all walking through patches of it must make an easy Dex/Reflex save or be tripped up by it. Although it does have it's uses (see the *On the Ropes* article).

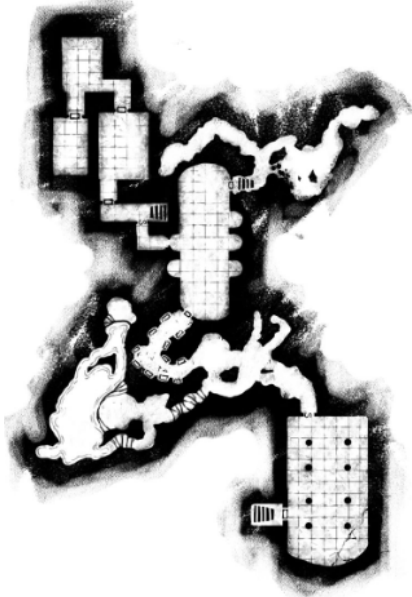
Buildings

Other than the sepulcher, there is a disused church building and a small house, which was built for a sexton. The latter is currently being occupied by a vagabond by the name of Gorm (see *Dramatis Personae* below for details).

The church has seen better days and is also unoccupied, used more for secret meetings and rendezvous than legitimate services these days.



Underground Tunnels



As part of the initial build, the original priest of Ullarl built an underground temple so his alternative worshipping would go unnoticed.

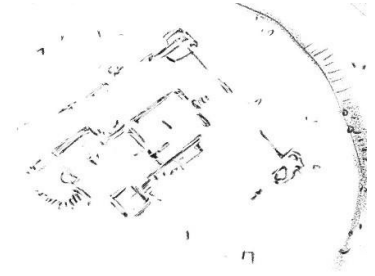
Since that time, other occupants have expanded on the initial temple chamber by adding in other secret tunnels and chambers.

The exact nature of this mix of natural and man-made tunnels and chambers is not known as no-one in town is aware of them beyond the initial temple chamber.

You can find larger versions of these maps on my website.

Old Fort Hill Ruins

The ruins of the original fort of the Outriders of Dolfar holds a long forgotten secret.



Known by all townsfolk of Dolfar, during the long winter nights, howls can be heard coming from the Old Fort Hill.

This is written off as to the fancies of the winter winds from the north, but deep down, the townsfolk know the truth.

Any old-timer of Dolfar can tell you that when the current town was being built much of the old fort's stone was used for its construction.

What isn't well known is that the workers on site discovered an ancient tomb that was built long ago.

After three men perished within its dark tunnels a decision was made to cave-in the entrance and never speak of it again. What lurks down there is only known by a few and they are reluctant to talk about it.



Dramatis Personae

These NPC exist in my own campaign world of Aythia, but feel free to place them in your own world.

Grieve Ganrill



Ganrill is what is known as a *Soul Seer* within the ranks of the church of Ullarl. A Soul Seer is a leader within the new sect of the Ullaran church, known as *The Life*

Faithful.

He joined the church after he was overwhelmed by the death of his wife and newborn during childbirth. Since then, he has risen through the ranks quickly.

Ten years ago, during an internal schism between two factions within the church, Ganrill became the new Regional Soul Seer of the northern Freelands.

He jealously guards his position knowing what some others within the church think of him and the new sect.

Grieve Ganrill (Hu M LN; *Holding on to his position, Scar over right eye, Sanguine*).

Personalities of Dolfar

The following NPC write-ups use the MAP method, which is found in Issue 0 of this zine.

Gorm (Hu M CG; *Survival, Grizzly, Abrupt*), is a vagabond who is currently in Dolfar, and has learned a secret he could part with if offered the right incentive.

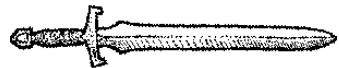
Hiva Gutman (Hu F LG; *Life on the water, Smells like fish, No-nonsense*) is the head of the local fishers' guild. She has been complaining to authorities about depleted fish stocks for a while now.

Gibman (Dw M CN; *Being left alone, Dressed in rags, Discreet*) is a beggar on the streets of Dolfar. He has been here for over 10 winters now and most know him. Gibman, unbeknown to anyone else, sees and hears many secrets about the citizens of Dolfar.



Adard Swordson (Hu M LN; *Law, Rough, Regimented*) is a career soldier and head of the local militia but his position is tenuous after

he lost a duel with a local landowner.



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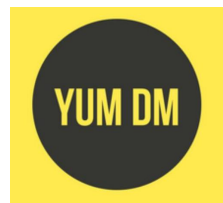
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End Tables

Sometimes you just need to generate an encounter quickly and easily when the characters are in a particular area.

The following tables are designed to give you that quick, easy table in various locations. Feel free to expand or change the following tables to suit your campaign.

Crypts

Filled with bodies of those long dead, these hushed places can be dangerous.

Encounters in Crypt (Roll D6)

Day	Encounter
1	D6 Skeletons
2	D6 Crawling Claws
3	Ancient trap (working or not)
4	Unexplained tapping coming from one spot and then another
5	Rat Swarm
6	The ceiling or pillar collapses



Ruined Temples

Dusty and forgotten long lost temples that were once home to cultists.

Encounters in Ruined Temple (Roll D6)

Day	Encounter
1	Skeletal body of a long-dead priest
2	2D4 Giant rats
3	Unexplained winds whip through the ruin
4	Unholy scrawl on wall which gives a warning
5	Rat swarm
6	A Spectre!

Ruined Wizard Towers

Home to a once powerful mage, the tower has since crumbled.

Encounters in Ruined Wizard Tower

Day	Encounter
1	D6 Dire wolves
2	Wild magic zone
3	An ancient magical trap
4	Green slime
5	Golem guard still active
6	A Lich! Are they evil?



Small Cave Networks

Sometimes a cave is just that - a small series of connected chambers.

Encounters in Small Cave (Roll D6)

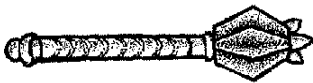
Day	Encounter
1	Mated pair of black or brown bears
2	Flock of Stirges
3	2D10 Bandits (Roll D6: 1-3: Human, 4: Halfling, 5: Half-Orcs; 6: A mix)
4	2D4 Orc marauders
5	D4 Shriekers who can cause a cave-in
6	Spider-Eater

Underground Graveyard

Like its surface cousin, this is a graveyard to dead creatures which inhabit the area.

Encounters in Underground Graveyard

Day	Encounter
1	The burnt remains of Trolls
2	Quasit who lost its master
3	1-6 Skeletons
4	A Shrieker
5	Broken gravestones
6	A Xorn



Light Woodlands

Lightly wooded forests abound throughout the countryside and can hide dangers.

Encounters in Light Woodland (Roll D6)

Day	Encounter
1	D4 Devil Monkeys
2	A dead treant
3	Pack of deer
4	2D4 Wolves
5	Primitive idol or statue
6	A group of adventurers



Devil Monkey about to attack a lone traveler