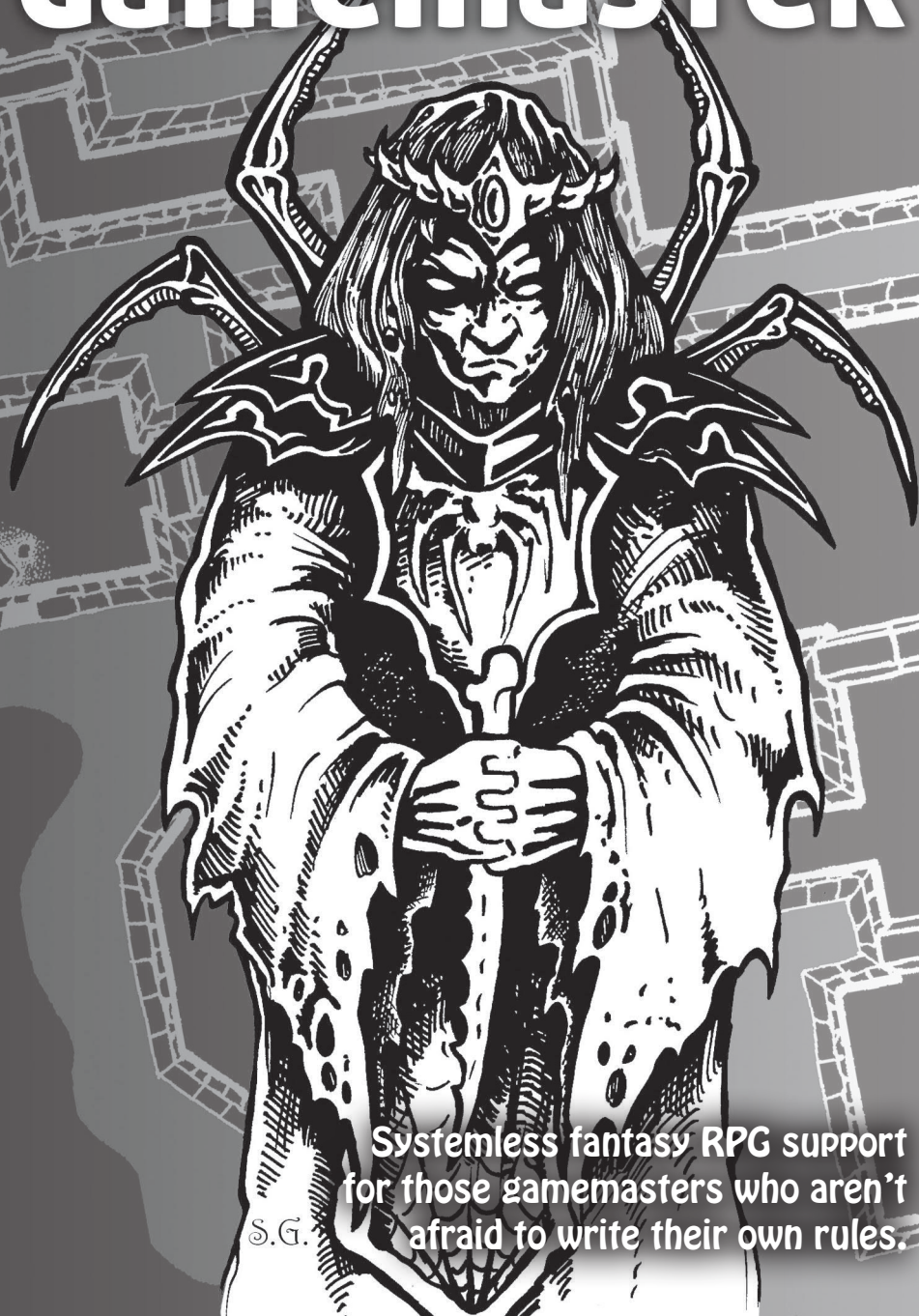


Delayed Blast Gamemaster

Issue #3



Systemless fantasy RPG support
for those gamemasters who aren't
afraid to write their own rules.

S.G.



INTRODUCTION

When I created the first issue of *Delayed Blast Gamemaster* in early 2019, I never expected that I would be sitting down one year later and writing a third issue. You see, *Delayed Blast Gamemaster* was never meant to be more than a fun distraction from my day . . . and then all of you went on to enjoy the zine and make it one of my most successful personal projects of the last few years.

Overall, since the Kickstarter campaign for issue one ended, over 1,000 of you have purchased the first issue of the zine. Thank you!

For this third issue of *Delayed Blast Gamemaster*, I considered jumping from B&W to color artwork. That decision lasted for about a day, and then I realized that a shift in style would just be wrong so I dumped all of the work and started over with the B&W design I had used for the first two issues. After all, why break what is working?

2

As always, the contents are intended for gamemasters to rework and adapt everything to best suit their campaigns. Nothing here is locked in; change it right now and make it your own!

TWO FOUR Dungeon encounters

Dungeons are the backbone of many fantasy RPGs, meaning that the gamemaster can never have enough encounter ideas for those deep and dark chambers.

2 Murderer. After kill-

ing several people in town, the giant of a man fled the guards and soon found his way into the dungeon where he has been hiding for a week. Living off of the rats and insects that he kills and eats, the murderer is trying to decide how long to remain hidden when the PCs enter the dungeon and make up his mind for him: It is now time to act.

The murderer is a powerful warrior who is most certainly a match for the party. If the group is not careful, they may find themselves the man's latest victims. If killed, the town will reward the PCs for proof of the murderer's death.

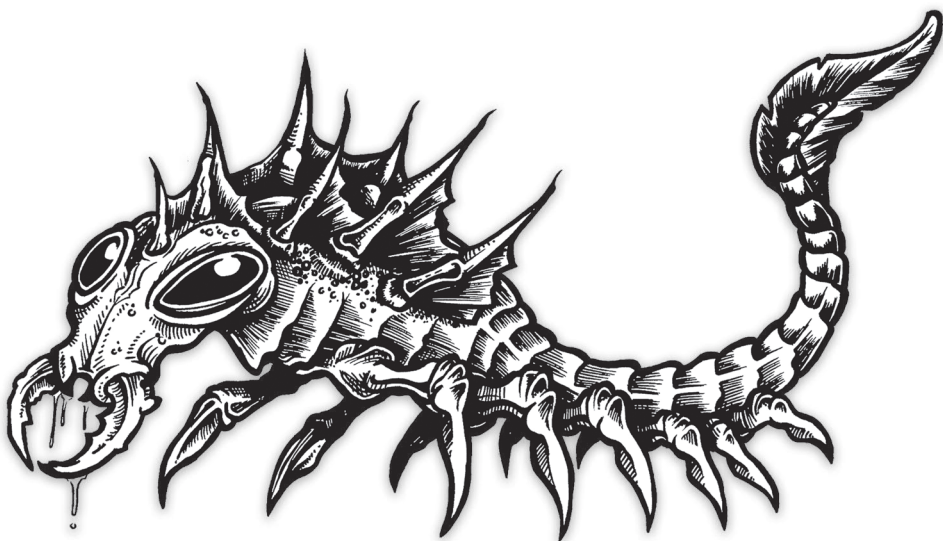


3 Chaos-Tainted Rats. These giant rats have been touched by the dark power of chaos magic, transforming them into spikey, bitey beasts of evil that are far more violent and aggressive than the usual rats that inhabit the dungeons. A swarm of rats ($2d6+3$) attack the party, the creatures biting at the ankles and legs of everyone that they can reach.

The rats exhude a magical fear aura that causes all who fail a saving throw to fight at a -2 penalty to attacks. A critical fail on the save leaves the victim stunned for 1d4 combat rounds. Whenever possible, the giant rats try to separate one member of the party from the others and concentrate most of their biting and clawing attacks on the chosen character.

Only death will cause the rats to disband and flee. If half of their number are killed, the remaining rats scurry into the dungeon where they remain hidden and try to avoid the dungeoneers. The rats have a network of tunnels throughout this level of the dungeon and they will be able to stay safe from harm so long as they stick to their tunnels. If the survivors see an opportunity to attack – such as one PC becomes separated from the others – they will strike.





4 Giant Insect. A shelf of books in one of the many dungeon chambers looks promising to the adventurers, attracting their eye the instant that they set foot in the room. While many of the books are fairly routine works of prose, poetry, and history, the party does find a single spellbook shelved with all of the other bound works.

Removing the spellbook from the shelf, they find that it is a thick, leather volume packed with $3d6+6$ lower level spells. None of the spells are especially exciting or unusual; many of them are arcane spells that the party wizard or mage will already know.

As the group investigates the book and tries to decide if any of the other titles on the shelf are worth grabbing, they fail to hear the skittering and scraping of the giant insect that lives behind the books. The thing is longer than the arm of the tallest member of the group and it is attracted to the discussion. The thing peeks out from behind the books.

If any members of the group are carrying potions, the insect can sense the magical elixirs and is drawn to potions. The insect considers magic potions to be a treat and will steal them whenever possible and consume the liquid. Potions do not have any effect on the thing other than to get it drunk.

5 Escaped Lizardfolk Gladiator. When in town, the adventurers hear rumors of a captured lizardfolk who was being forced to work as a gladiator in a nearby city. The people of the town are all excited and talking about how the creature reportedly escaped and that it is rumored to be headed their way.

In a nearby dungeon, shortly after they hear the rumors of the gladiator, the PCs encounter the lizardfolk who is hiding in the dungeon. The beast is frightened and only wishes to make its way back to its tribe. If attacked, the lizardfolk will only defend itself and beg the PCs to let it return to its people. The creature will do what it can to escape, but if forced it will kill to protect itself and to survive. Will the dungeoneers help the creature to find its way home, or will they slaughter and silence it then report their actions to the townsfolk?



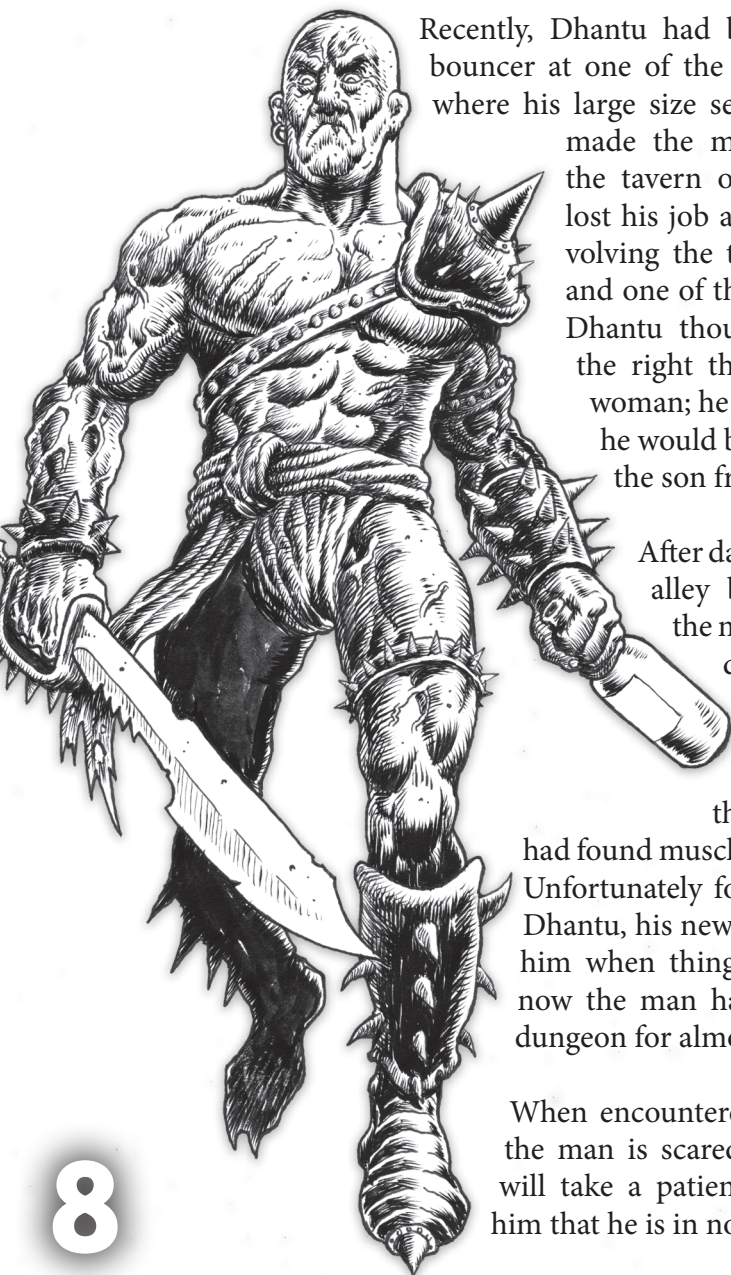


6 Mutant Drow. Umeydark Maeral was once like any other drow fighter, an evil creature who took pleasure in inflicting suffering on others. A recent accident robbed the drow of his natural look and abilities, though, and changed him into a grotesque mutant who was cast out of his homeland and threatened with death if he ever dared to return to the drow city of his birth.

Maeral now sticks to the deep caverns and labyrinths of the world, daring to ascend to the surface lands only in the dark of night and *only* when he is forced to find a new place to call home. The drow fighter is angry at everyone and everything, always looking for a battle and hoping to cause as much pain to his opponents as possible.

When encountered in the dungeon, the once-pure blood drow will at first try to hide his deformities and trade info and supplies with the group. He soon angers and strikes, though, unable to restrain his true nature for long.

7 Dejected Brute. Indra Dhantu has always been big. As a child, he was taller and broader than the other children in the village, and he only grew bigger as he aged. Dhantu's size has always made him the focus of attention wherever he goes, and the shy teen was turned into an angry man after enduring years of ridicule by those who saw him.



Recently, Dhantu had been working as a bouncer at one of the taverns in the city where his large size served him well. He made the mistake of angering the tavern owner, though, and lost his job after an incident involving the tavern master's son and one of the serving wenches. Dhantu thought he was doing the right thing in helping the woman; he never once thought he would be fired for stopping the son from hitting her.

After days of sleeping in the alley behind the tavern, the man eventually wandered out of town where he met up with a group of dungeoneers who thought that they had found muscle to join their party. Unfortunately for the kind-hearted Dhantu, his new friends abandoned him when things went wrong and now the man has been lost in the dungeon for almost a week.

When encountered in the dungeon, the man is scared and angry and it will take a patient soul to convince him that he is in no danger.

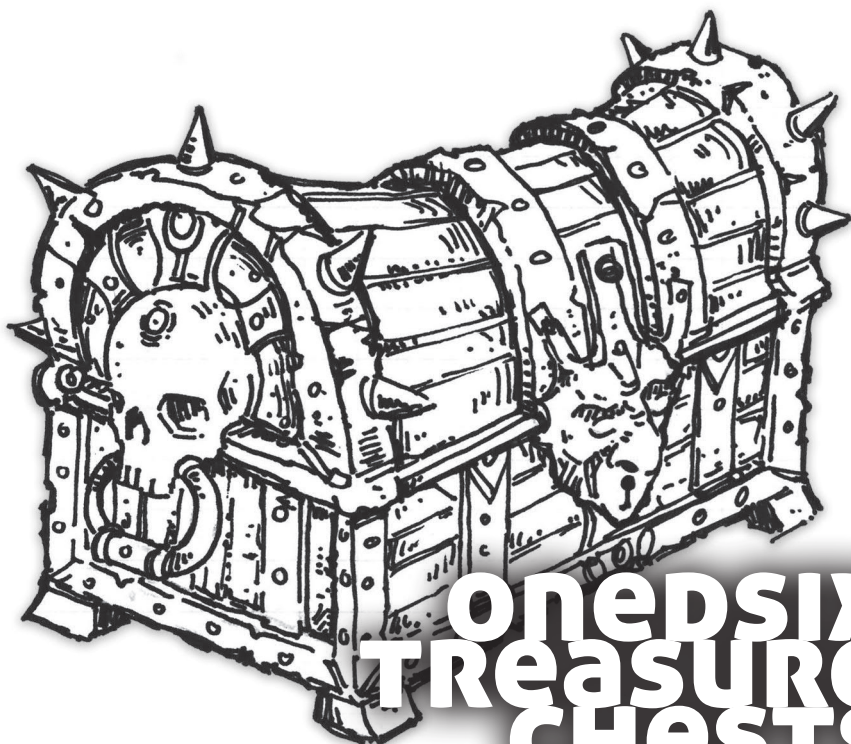
8 Half-Orc Warrior. The door slams shut ahead of the adventurers in the corridor, something else in the dungeon staying several steps ahead of the party no matter how hard they try to catch it. For close to an hour, the group follows this unknown creature and every time they get close it evades them.

The PCs are chasing a half-orc warrior who got lost in the dungeon a few hours ago and is looking for the exit. The warrior, Rurbag Wurgoth, isn't exactly afraid of the adventurers, but he has no desire to get into a confrontation with strangers in a dungeon. The half-orc is wounded – an encounter with kobolds did not go well for Wurgoth (though the kobolds suffered worse than he did) – and he is doing what he can to escape before being hurt even more than he already is.

If cornered, Wurgoth's first instinct is to strike out at the adventurers. If they treat him well, he will trade info with them and tells them about the kobolds that he defeated earlier. He suspects that there are more kobolds somewhere in the dungeon, but he has not yet encountered them.

He is willing to work with the PCs so long as they can help him find the exit.



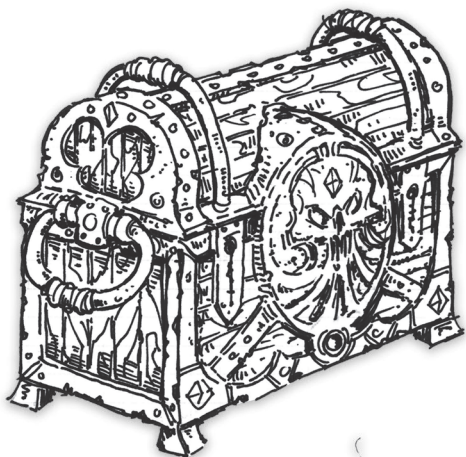


Onepsix Treasure Chests

Adventurers are always on the hunt for treasure, making it the gamemaster's duty to add entertaining and unusual treasures to most game sessions.

The following six treasure chests give the overwhelmed GM new treasure ideas that should leave the adventurers satisfied . . . for a few moments.

As always, your job as the gamemaster is to act as a gatekeeper when deciding what is and is not allowed in your campaign. Just because something was written and published doesn't mean that you must accept it in your game world. Every single one of these treasure chests, as with everything else in this issue of *Delayed Blast Gamemaster*, is yours to make your own. Do not use these as written if you have ideas of your own.

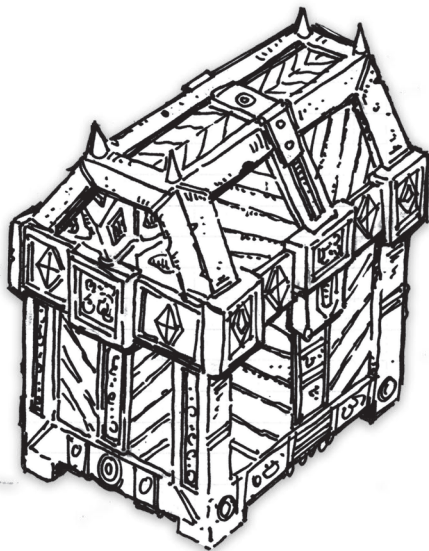


1 Havnok's Chest. This heavy chest is constructed of wood and iron and decorated with skulls, spikes, and the sculpted face of a stoic goblinoid (see facing page). Once owned by the wizard Havnoc, the chest was used to carry the spellcaster's books, spell components, and other tools of the trade. Havnoc employed a trio of halflings as servants and the three would often struggle to load and unload the heavy chest into the wagon that their master used to travel across the countryside.

When Havnoc was murdered by a band of hungry wolves, his servants fled the scene and abandoned the corpse of their master – as well as most of his belongings – and the chest has not been seen since. What arcane objects may still be inside the chest remain a mystery.

2 Explorer's Trunk. A plain wooden chest, quite massive and very heavy, is held securely closed with leather straps that are wrapped around the chest and fastened with metal pins. Once opened, the chest reveals an assortment of gear of use to many explorers and adventurers – wax candles, matches, a few torches, a coil of silk rope, iron rations, and whatever else the gamemaster feels is appropriate – all of which will no doubt be of value to the player characters.

The chest has no identifying marks and is fairly common, an item prized by many who make their living as explorers and adventurers. It is not special, but it is valuable to those who descend into the dungeons beneath the surface world.



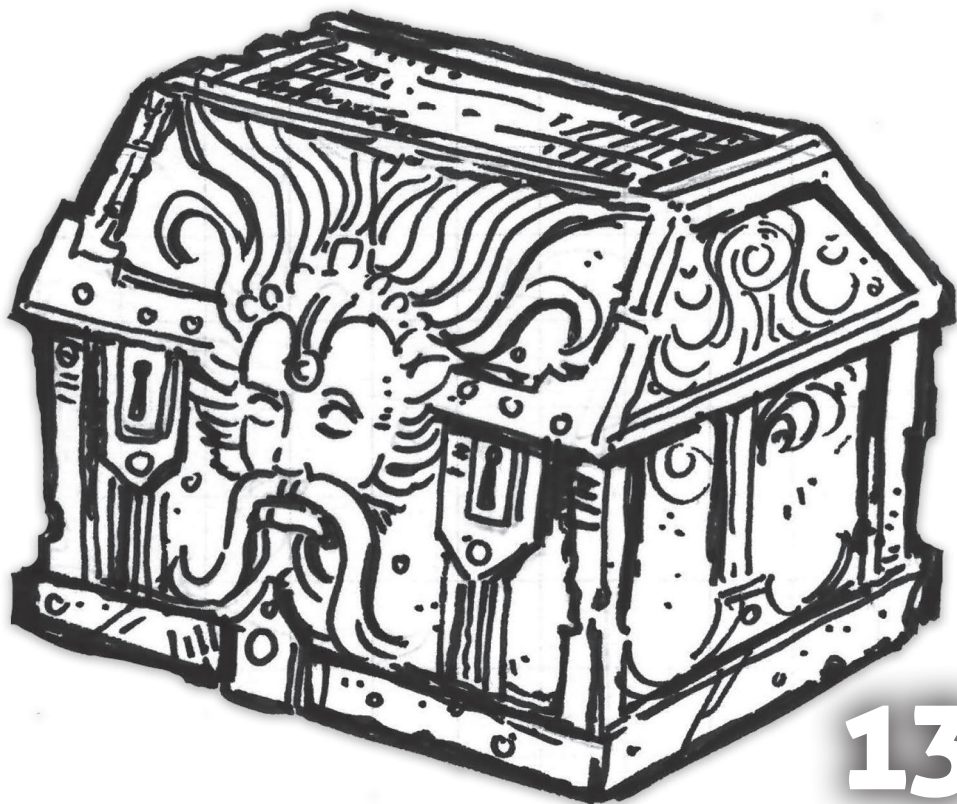
3 Chest of Songs. Designed to look like the armored plates of a dragon and decorated with many small gemstones, this chest is remarkably heavy and difficult to move. It stands as tall as most halflings and is without handles of any sort. The chest is sealed with a magical lock that may only be picked by a master thief, though a talented arcane spellcaster may possess the knowledge necessary to unlock the chest and open the lid.

Once opened, the chest unleashes a healing song that can be heard from several hundred feet away. All good-aligned characters and creatures within the affected area heal one point per combat round; evil-aligned characters and creatures must make a successful save against magic or suffer one point per combat round. The chest sings for $2d4+2$ rounds, or until it is closed. The chest is completely empty.

4 Armored Chest. A sturdy strongbox, this chest is crafted from the finest steel and is as durable and resistant to damage as fine plate armor. The chest is locked tight with a masterwork lock that cannot be opened without the key; attempting to unlock the chest by any other means triggers an internal trap that releases acid that eats away at everything contained within the chest. If the adventurers can locate the key, the chest could prove to be an invaluable part of their adventuring supplies.

5 Goblin Storyteller's Trunk. This average-sized chest is unlocked when discovered, the locking mechanism broken years ago when a dagger or other sharp object was jammed into the lock and snapped off. Inside are several loose sheets of parchment and a number of partially-filled notebooks, all of them signed by Zegz Vuil, and reading through the pages reveals that these are the unpublished works of an unknown goblin storyteller. Will the adventurers discard the papers and keep the trunk, or will they take an interest in the goblin's writings and soon find leads to many possible adventures?

6 Cleric's Traveling Chest. Made of silver and fine cherry wood, painted with bright colors, and decorated with sculpted details of men, monsters, and hammers, the chest is a smaller item only a few feet across at its widest dimension. If unlocked, (an experienced thief should have no troubles picking the locks), the lid opens to reveal a couple of small prayer books, $2d6+1$ scrolls (each a different cleric spell), as well as prayer beads and the holy symbol of a god of stars.



one six Late Night encounters In The City

In the early morning hours, after the taverns have closed, the city becomes a different place where evil runs wild and the town watch do all that they can to survive until the dawn of the new day.

1 Suspicious Watchman. Most times late at night, the town watch are more likely to question you relentlessly than they are to avoid you, so it strikes you as odd when you spot a watchman turn away the instant he notices you and your companions. Curious, you follow the man and soon find him light a lantern, draw his sword, and duck into one of the alleys on the waterfront. A dangerous area of the city at any time of day, but particularly deadly at this time of night. You catch the watchman in conversation with two others who are clearly smugglers.



2 Werewolf. Screams followed by the sound of a body smashing hard into a stone wall pierce the stillness of the night, drawing your attention as you make your way toward the rented room you call home. On a side street in the city, your evening changes from one of leisure to one of violence as you run to the source of the screams.

You round the corner and stop, the werewolf in front of you ripping the arms from its victim and then turning to glare at you. Blood drips from its fangs and claws as the beast leaves the dying man behind it and starts walking toward you.

You and your friends grab for your weapons and prepare to defend yourselves when a woman runs up to you begging for you to capture – not kill – the monster. She explains that it is her brother and she asks you to help free him from the curse.

The town watch is coming and now you must make a decision: do you assist the watch in killing the beast, or do you try to help the woman and her brother?

Hurry, the town watch will be here soon and it is certain that they won't try to save the cursed man.

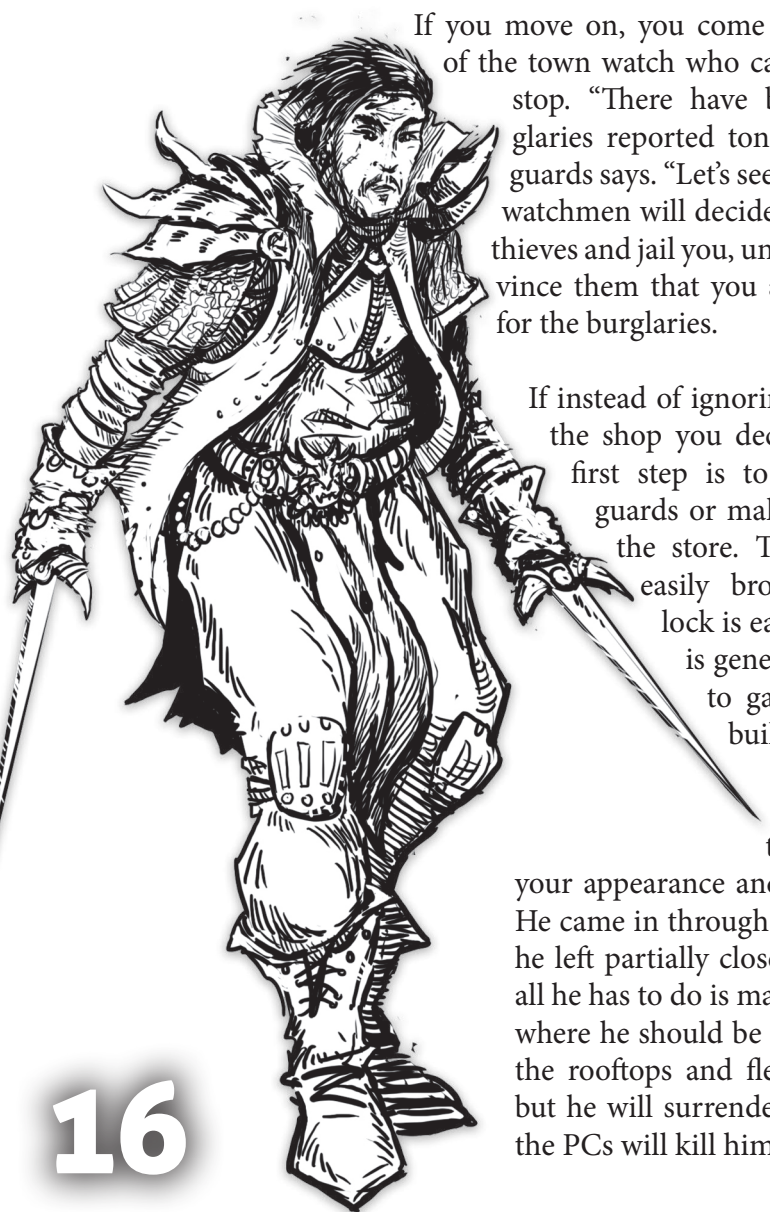


3 Thief at Work. Most businesses are closed at this time at night, so you are surprised that as you walk by, you notice a faint light moving in the cheese shop. Peering through the windows, you see a man with a torch inside. The way he is examining the different shelves and many blocks of cheese and crates of crackers, it is clear that the man does not belong. Will you take action and investigate the situation, or will you move on and ignore the obvious theft?

If you move on, you come across members of the town watch who call out for you to stop. "There have been many burglaries reported tonight," one of the guards says. "Let's see your packs." The watchmen will decide that you are the thieves and jail you, unless you can convince them that you are not to blame for the burglaries.

If instead of ignoring the activity in the shop you decide to act, your first step is to either find the guards or make your way into the store. The windows are easily broken, the door's lock is easy to pick, and it is generally not difficult to gain access to the building.

Once inside, the thief is startled by your appearance and tries to escape. He came in through a back door that he left partially closed, meaning that all he has to do is make it to the street where he should be able to ascend to the rooftops and flee. He will fight, but he will surrender if it looks as if the PCs will kill him.

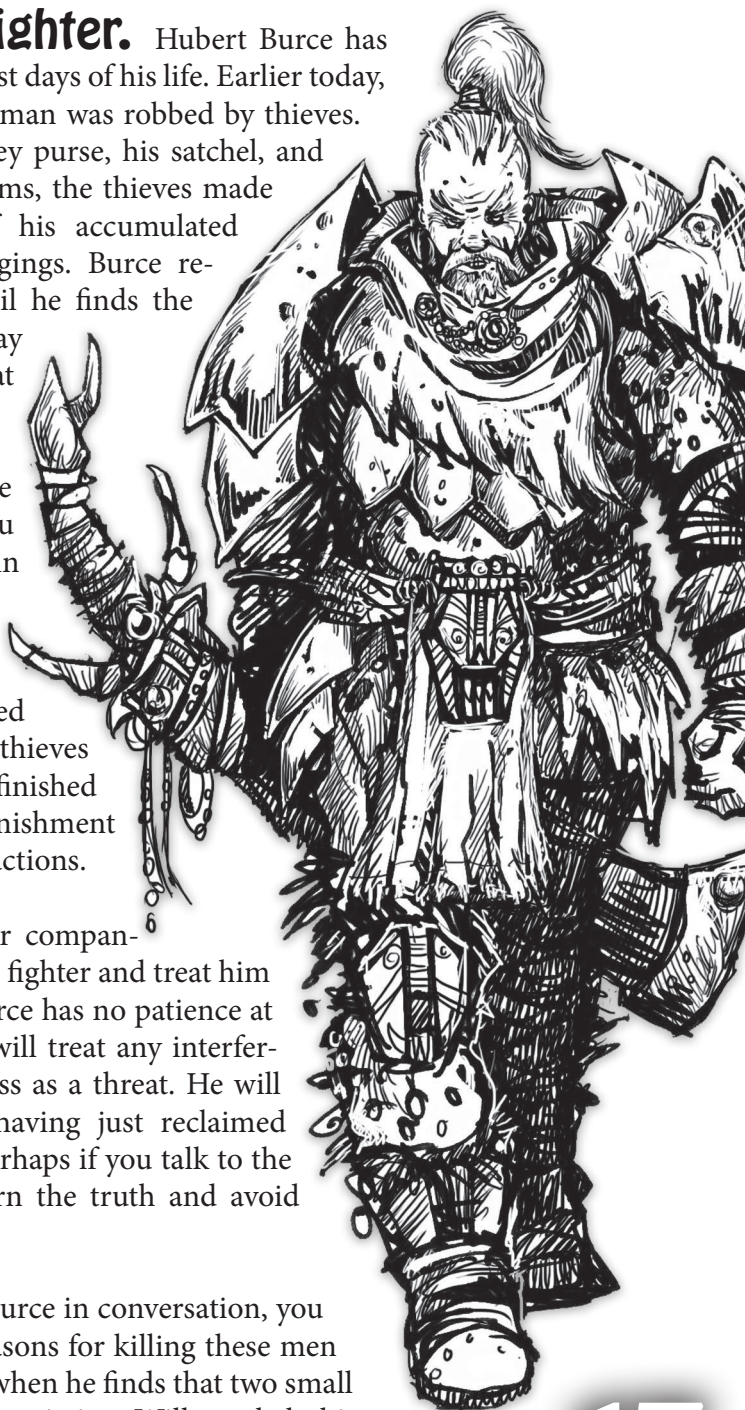


4 Angry Fighter. Hubert Burce has had one of the worst days of his life. Earlier today, before sunset, the man was robbed by thieves. They got his money purse, his satchel, and with those two items, the thieves made off with most of his accumulated wealth and belongings. Burce refuses to sleep until he finds the thieves and they pay for the injustice that he has suffered.

When you spot the fighter, what you see is a large man in armor murdering three smaller, younger men. Burce has managed to track down the thieves and he has just finished exacting final punishment on them for their actions.

Will you and your companions try to stop the fighter and treat him as a murderer? Burce has no patience at the moment and will treat any interference in his business as a threat. He will not back down, having just reclaimed his possessions. Perhaps if you talk to the man, you can learn the truth and avoid needless violence.

If you do engage Burce in conversation, you learn about his reasons for killing these men *and* you are there when he finds that two small healing potions are missing. Will you help him to track down the missing potions?



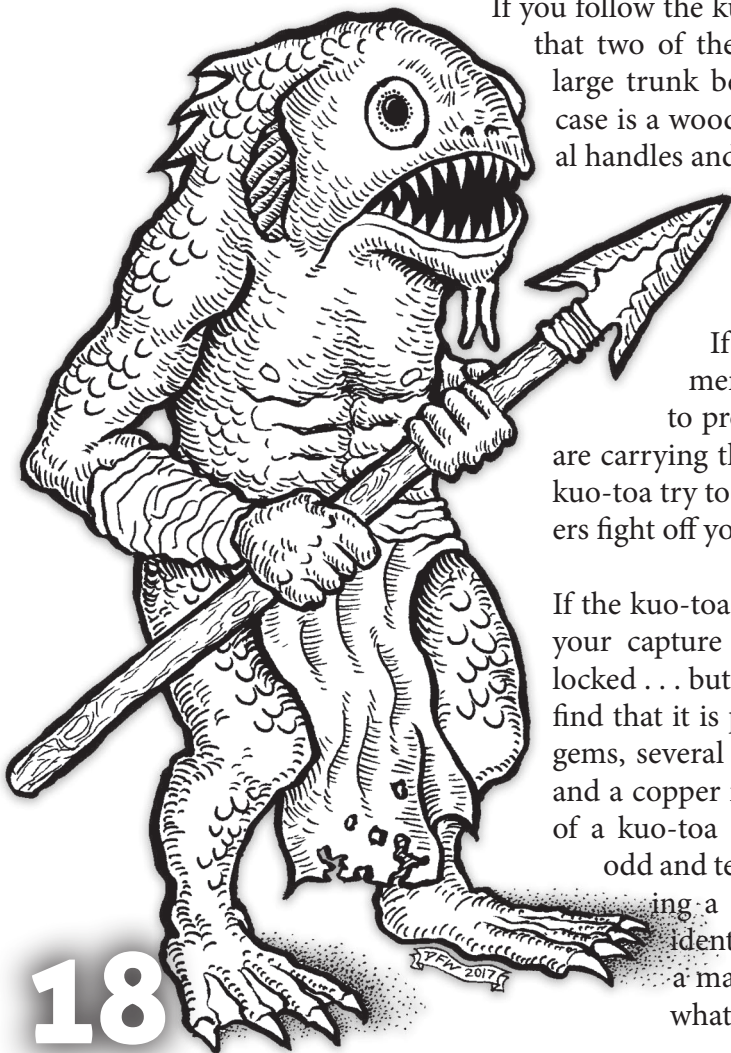
5 Fishfolk Intruder. Noises outside of the window snap you from sleep and you are instantly ready for the worst. Grabbing your weapons – there is no time to slip on your armor – you move to the window and look out, and there you spot 1d6+2 kuo-toa moving cautiously down the city street, their weapons at the ready.

Will you wake your fellow adventurers and set off in pursuit of these creatures who simply do not belong here, or will you elect to pursue them on your own? Hurry, the monsters are moving surprisingly fast and they'll soon vanish from your view as they make their way deeper into the heart of the city.

If you follow the kuo-toa, you notice that two of them are carrying a large trunk between them. The case is a wooden box with metal handles and no other features that you can see clearly in the dark of night.

If attacked, the seamen do all they can to protect the two who are carrying the case; those two kuo-toa try to escape as the others fight off your assault.

If the kuo-toa fail to escape and your capture their trunk, it is locked . . . but once opened, you find that it is packed with small gems, several dozen gold coins, and a copper mask in the shape of a kuo-toa face. The mask is odd and terrifying, and casting a *detect magic* spell identifies the item as a magical item . . . but what does it do?

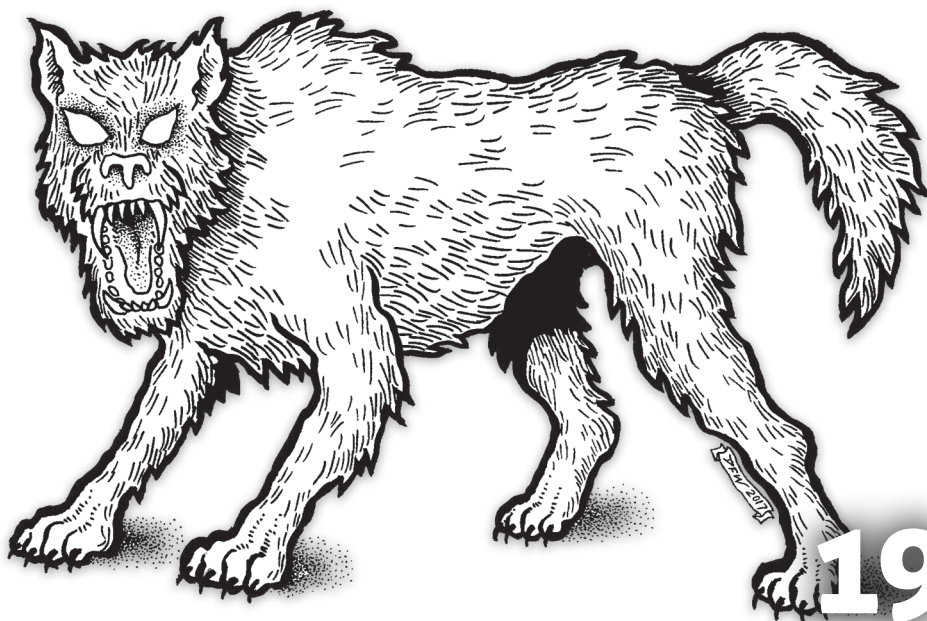


6 Strange Wolf. The white wolf is completely out-of-place in the city, its bright fur giving the creature an almost ghostly look under the light of the moon and the torches that hang from some of the many buildings. It is stalking something when you spot the beast, its body tensed as if it will pounce on some unseen object at any second.

And it does! The monster leaps and attacks, the shape of a giant flashing into view when the wolf impacts the invisible opponent. The wolf's teeth gnash and tear at the flesh of the invisible giant that, within seconds, is no longer invisible.

The sounds of battle attract nearby guardsmen who race in to deal with the commotion and you are left with a choice: do you aid the guard in dealing with this unusual scene and, if you do join in, is the giant or the wolf the true enemy?

Unless you act quickly, the wolf rips the giant's throat and kills it. If you do manage to stop the wolf before the giant is murdered, the man tries to convince you and the guards that he is no threat. He introduces himself as Andrei Golban and explains that the wolf was a being from another plane that he accidentally summoned; the giant is a wizard and he was trying to find and capture the wolf before it harmed anyone in the city.





The most important thing that the adventurers can find in the dungeon is treasure, so any monster that gets between the heroes and the treasure must be an evil and terrible beast, right?

one FOUR mimic encounters

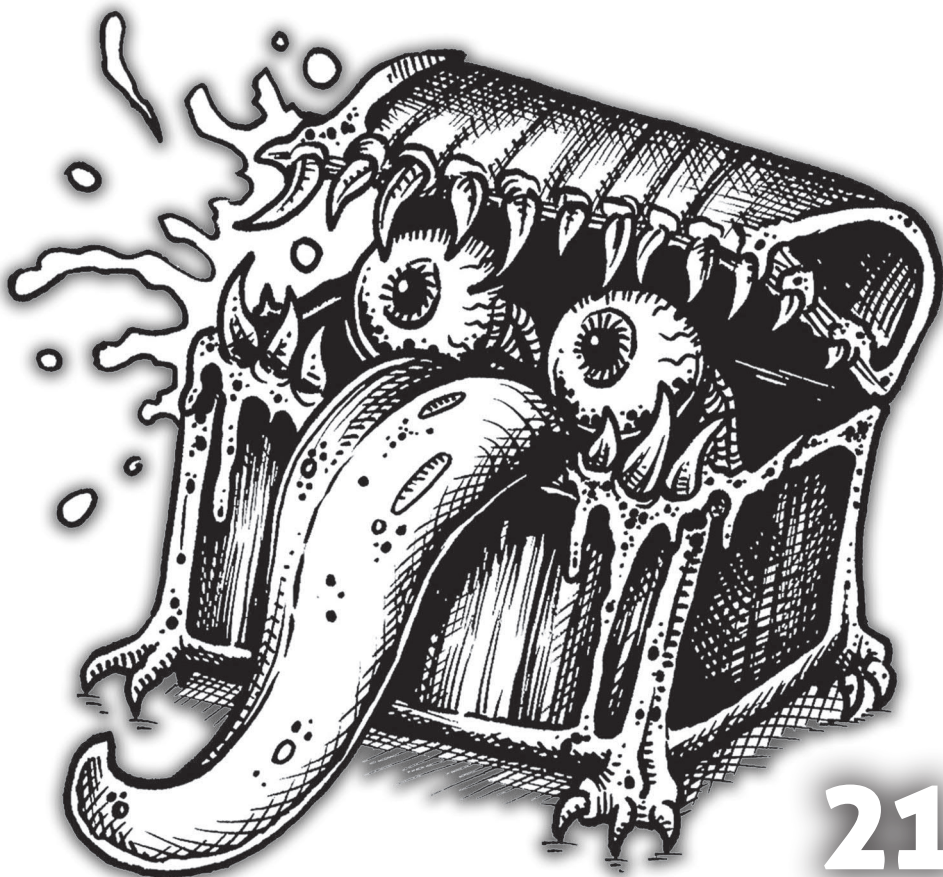
1. The treasure chest is closed tight, chains and heavy locks visible at a distance. As you approach the large chest, you see that it is a fairly standard wooden trunk. You reach out to the locks when the lid of the chest suddenly snaps open showing sharp, dagger-like teeth as the once-reward instantly transforms into a monstrous opponent. The chest sprouts heavy, stubby legs that end in claws and the thing leaps at you, snarling and snapping as it tries to bite onto your sword arm. The beast looks less like a chest now and much more like a monster.

2. There is only enough time to grab a small chest from the pile of treasures as you run from the unexpected monsters. Far, far too many of the beasts for you to face, so you choose to escape.

Once you reach safety, you turn your attention to the captured prize and start to investigate it for traps and any mechanism that will unlock the treasure. As you turn it over in your hands, looking closely at each surface, the chest becomes something other than what it was; eyes blink at you from the lid of the small chest as the baby mimic awakens and looks at you as if you are breakfast.

3. A long, thin wooden case is one of many objects stacked high in the pile of loot that you and your fellow adventurers collected in the dungeon. As you're dividing the spoils, the case springs to life and strikes, the mimic lashing out with a poisonous tongue that grants it a ranged attack. The tongue, if it is able, grabs at weapons and limbs, holding tight when it latches on. Tiny little clawed feet on the bottom of the case allow the beast to move slowly toward its prey.

4. The dungeon door opens wide and allows you to pass without incident as you descend deeper and deeper into the subterranean lair. Closing the door behind you, your attention turns to the chamber and you put the door out of mind . . . which is a mistake as the mimic monster detaches from the doorframe and attacks. The decorative face on the door turns out to be much more than simple decoration and those carved teeth are all too real as the beast snaps at your sword arm.



onepsix Documents

Paper may not sound like much of a treasure, but tell that to the dungeoneer who uncovers a treasure map or the thief who steals the deed to a mansion. Documents make for a fun change of pace from the usual treasures of gold, gems, and magic items.

1 Promissory Note. This faded and worn parchment sheet, dated two decades ago, promises that the bearer of the note shall be paid a total of 343 gold by Werathal Rubyhead, the dwarven lord of House Rubyhead. If the PCs make the journey to Deep Mine, the dwarven town mentioned in the note, they find that Rubyhead recently died and that his heirs are arguing over which of them deserves to become the new lord of House Rubyhead. Getting payment for the note could be difficult.

2 Map to the Unknown. This scrap of a larger map shows the starting point – Hightown – and directs the reader to follow the southern trail to the crossroads and then take the western road to . . . the map doesn't say, because it has been ripped in that corner. There are no dates, names, or other identifying marks on the map.

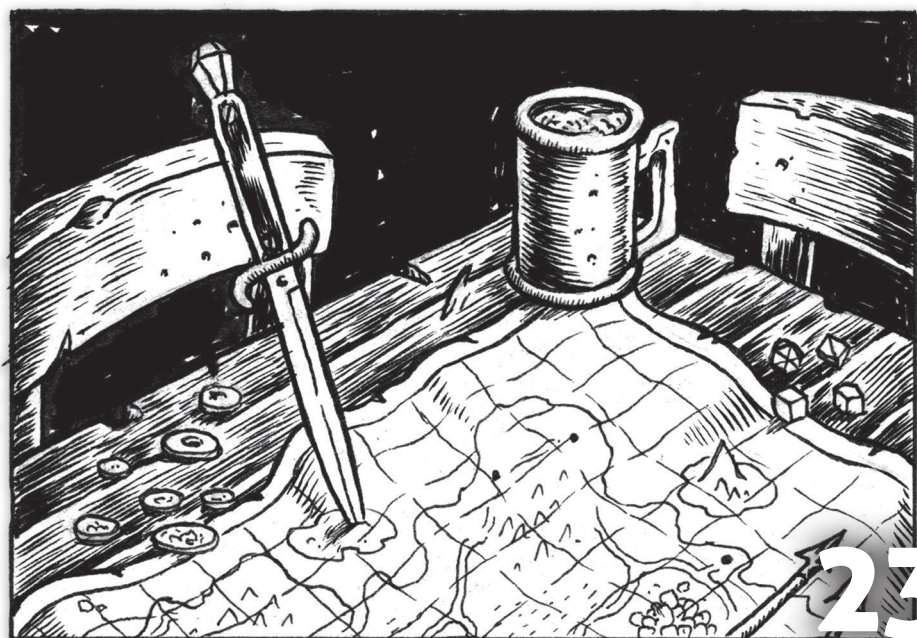
3 Letter of Introduction. This letter from Tisha Yesjor, written in an ornate and flowing style on fine vellum, promises the reader that the bearer of the letter is one of the elven noblewoman's greatest of friends and can be trusted in all matters. When the letter was first written is unknown, since it includes no date, and the accompanying envelope with the woman's address and more information is long gone.

If the PCs consult scholars and sages, they soon learn that Tisha Yesjor has been dead for almost a century. The elven artist was best known for her paintings; she specialized in paintings of dragons and spent many years sitting with the eldest of wyrms who call her a friend. The letter has some value to art collectors, including dragons, and the PCs could get as much as 50 gold if they sell it.

4 Secret Recipe. Written in a scratchy, tough-to-read hand on stiff parchment, this recipe is described on the page as “the secret chicken soup of Kypros Lazarou, head chef of the Laughing Inn.” The recipe, if shown to an expert in soups, is nothing special and looks to have been copied from the well-known chicken soup of Jori Leskinen, a famous soupmaster who died several centuries ago. This recipe is in no way special or unique.

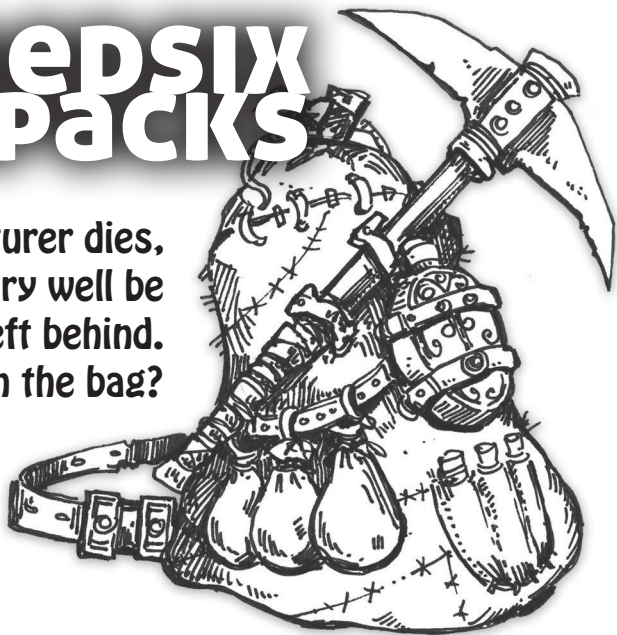
5 Deed to a House. Signed and notarized by one identified as Rigiljo Askur-Addu on the document, this parchment promises that the holder of the deed is the rightful owner of #2 Bright Way in the small settlement of Hightown. If the PCs make the journey to Hightown to check on “their” new property, they find that the building was burned to the ground a few years ago and a new home now stands in its place. How will the owner respond to the adventurers claiming ownership of this newly-constructed home?

6 Wanted Poster. A crude, rough sketch of a gnoll, under which is printed the name Xokk Fungusgrin, swears that the people of the village of Hamletstown will pay 50 gold for the capture and return of the gnoll. The poster states that the creature is wanted for cattle theft. Unfortunately, the poster provides no info on distinguishing marks.



Onesix Backpacks

**When an adventurer dies,
there may very well be
a backpack left behind.
What's in the bag?**



1. After a long day of hiking the wilderness, you and your companions come across the perfect place to make camp for the night. A natural clearing in the forest, easily defended if trouble should find you, shows signs that it has been used as a makeshift camp site by adventurers before you. The grass and weeds have been cleared, a rough firepit dug into the ground, making your decision to camp at the spot even easier.

You find a discarded backpack along the edge of the clearing. Poking through its contents, you find a rusted shovel, a few empty vials, 2d4+1 copper pieces, tattered clothing, and signs that mice or other small creatures have been gnawing at the bag.

2. This backpack was abandoned long ago, if the holes and eaten spots of the bag are any indication of its age. An empty waterskin hangs from the pack, and you immediately regret opening the waterskin as the foul, dead smell escapes and assaults your senses. The bag has several small pouches stitched to the outside, all of which have been opened and ransacked.

Inside the bag's main compartment, you find a worm-eaten journal that was drenched at one point, making it impossible to read any of the remaining pages. The only true item of value in the bag is a small ring with an emerald stone.

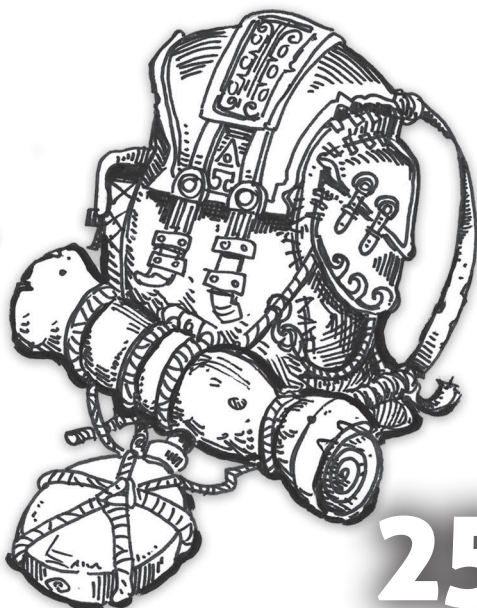
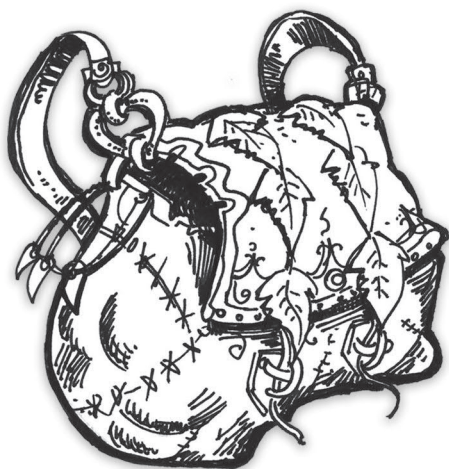
3. This heavy leather bag was dyed red, though the color has faded after time and the bag is far less vibrant in color than it once was. The backpack is small in size, created for a halfling or gnome.

The straps and metal buckles are all in perfect condition and, if it were patched, the bag would be a great tool for anyone who does not already own a sturdy bag.

Inside the pack, you find a wooden box inside which is a glass jar packed in straw. The lid is screwed on tight, and inside the jar is a bright green liquid that smells of roses and mint. An experienced spellcaster or adventurer will recognize the liquid as a greater healing potion.

4. Exploring the dungeon, your torchlight illuminates the corridors for the first time in decades. Soon, you and your companions come across a large backpack that is holding a wooden door open. The bag is covered in dust and cobwebs, and lifting it from the floor releases the door that slams shut with a loud bam.

Inside the backpack, you find blocks of stone that have each been sculpted to resemble a spellbook. Surprisingly, each of the $1d4+1$ blocks is lighter than you would expect and something about them feels off. A successful Intelligence check leads you to touch one of the sculpted details that causes the stone to open like a book. Each includes $2d6$ spells.



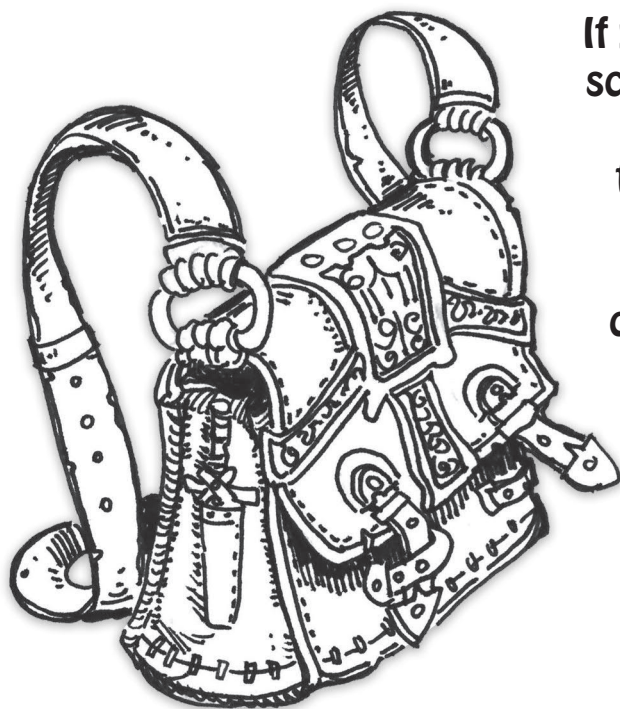
5. The large backpack hangs from the back of the corpse, making it slightly challenging to get at the pack and investigate it closely. The body is that of an elf, dead long enough that the creatures of the dungeon have stripped most of the flesh from the body; all that remains are bones, rusted armor, scraps of clothing, and this backpack that has most definitely seen better days.

The pack has several items hanging from it, including a wooden staff, a moth-eaten bedroll, and small bags of flour and sugar (both of which are infested with bugs and no longer of value). Opening the pack, you find that it was overloaded long ago with iron rations (so ancient that they've turned mostly to dust), a few metal scroll cases, and a parchment map showing parts of this very dungeon complex, as well as assorted other dungeoneers' tools like candles, matches, and a few small spikes.

The scroll cases (1d4-1, minimum of 1) each contain a magical scroll. The exact spell on each is determined by the gamemaster, though I suggest being kind here and making sure these are scrolls the PCs could use now.

**Please do not
overuse these
packs. Add one
to your game
only once
or twice
(ever).**





If you want to really screw with the PCs, make a backpack that they discover an exact copy of one of the player characters' packs. Then let them try to explain why there's a duplicate of one of their packs in the dungeon.

6. This discarded and forgotten backpack is found on the road between towns, signs in the dirt of the road suggesting that a fight happened not long ago. The pack is in excellent condition and must not have been laying on the road for long before you and your companions found it.

If you choose to investigate the area, you soon find fresh tracks leading into the wooded area to the side of the road. It looks like a number of goblins were here, and based on the tracks it appears that whoever they were fighting with has been captured and taken. Do you set off into the forest to rescue a stranger, or do you continue on your way?

Regardless of your choice, we know for certain that you open the pack and look for anything of value. The first thing you realize once the bag is opened is that this must have belonged to a messenger; the bag is stuffed with envelopes, flyers, and other documents that range from pamphlets discussing the latest news to personal letters between friends.

One document catches your eye: It is a letter from the mayor of a nearby town to his friend, the mayor of another town, reporting on goblin activity in the area.



Every fantasy town and city across the land has at least one tavern, right? Fortunately, here are another six taverns that you can turn to the next time the PCs walk into a new city.

1 The Smuggler's House. As far from the city center as you can get sits The Smuggler's House, an unassuming establishment frequented mostly by those men and women who wish to operate outside of the eyes of the authorities. Owned by Keith Callan, a young man in his twenties who inherited the tavern from his mother, this is a place where you can work hard, cut deals, and *mostly* avoid any unnecessary entanglements.

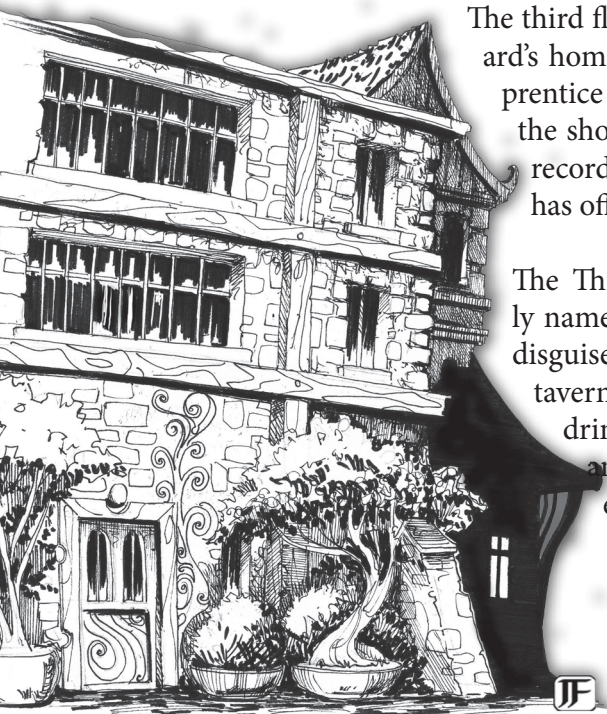
Callan's, as the sign outside calls it, does not look kindly on those who are unknown to at least one or two of the regulars. The tavern is willing to serve strangers, but the prices are always a little too high and the service a little too slow. The adventurers may spot the tavern while wandering the city and go inside, in which case they're unlikely to get to take advantage of the criminal side of the scene. If they're invited, though, they will soon find The Smuggler's House, as it is known in some circles, to be an invaluable source of info.

2 The Elf & Dwarf. Once owned by the dwarven adventurer Dodena Duskarm and her elven companion, Alavara Naebella, this small tavern has passed through many different owners in the 500 years since the dwarf and elf friends founded the business. These days, the tavern is owned by a cadre of businessmen from Hightown who rarely visit the tavern; they count on the hired staff to keep the place going and expect monthly payments.



The Elf & Dwarf is a bit of a local hangout, often as packed with regulars as it is those adventurers passing through town who have always wanted to visit the famed tavern. The food and drink are good and reasonably priced, and the staff do all they can to move any squabbles or brawls outside as fast as possible.

3 The Thirsty Dragon. This tavern is housed in the second floor of a three-story building near the city center. The first floor is a magic shop, run by an elderly wizard who grows tired of constantly saying: “Take the stairs on the back side of the building to reach the Dragon.”



The third floor of the building is the wizard's home, where he lives with his apprentice who is tasked with keeping the shop clean and keeping a careful record of all of the objects the wizard has offered for sale.

The Thirsty Dragon itself, reportedly named years ago when a dragon – disguised in human form – visited the tavern and very much enjoyed the drinks, covers the second floor and is a favorite with adventurers and dungeoneers who find the place perfect for sharing stories and important news.



4 The Chattering Skull. Housed in the basement of one of the city buildings, this small tavern caters mostly to those who work in the above floors and the nearby city offices. It is not an uncommon sight for the tax collector, executioner, and records' scribes to be seated at the tavern's small tables where all of them are arguing and shouting at one another about some bureaucratic issue or other.

It isn't that others are unwelcome at The Chattering Skull, only that they feel uncomfortable when confronted with so much legalese and city gossip at once. The patrons of the tavern won't turn anyone away, but they also will not "dumb down" the conversations to make it easier for others to keep up with the rumors and latest news.

5 The Blind Mage. Sitting alongside a river several miles from the nearest city or town, this inn is the only tavern that many of the commoners who live on the farms in the area know of. Named for the owner, the blind mage – Natanael Genovese – this place is a safe haven for many locals when things go bad in the area. Genovese hasn't adventured in years, but the wizard faithfully keeps up with his profession and is not to be confronted unless you wish to be schooled by a blind man who can cast fireballs.

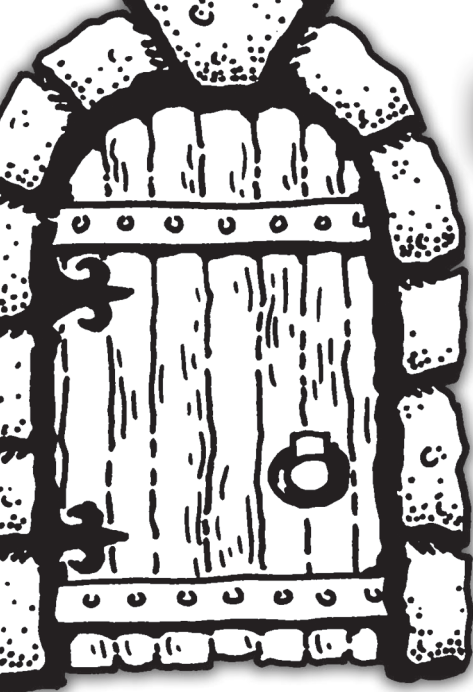
The tavern is the main building, with seven small cottages nearby that Genovese rents out by the night to travelers. He and his wife live in the back rooms of the tavern, and the two of them are kind and welcoming to any who mind their manners and don't try to disrupt the peace and quiet of the tavern and the surrounding lands.

6 The Forgotten Rest. A two-story building on a side street in the city, this tavern serves as both a source of drink, food, and entertainment and as the secret headquarters of a pack of ruffians who go out late at night and rob those unfortunate enough to be on the streets after dark. The owner of the tavern, Vancho Nunkov, knows about the illicit activities that are coordinated out of the second floor of the building, but he is willing to turn a blind eye to the operations as long as he is kept in the distribution of the wealth.

There are two rooms on the first floor that Nunkov rents out to travelers who wish to stay in the tavern for a night or two. His rates are reasonable and those who have spent the night here say that it is a mostly clean place and free of most vermin that plague some of the cheaper inns.

If the PCs happen to rent a room at The Forgotten Rest, they may be awakened late at night by the sounds of the ruffians returning from an outing in the city. How the adventurers react to the discovery of the band of thugs will guide the encounter. Do they confront the criminals and try to report their actions to the town watch, or do they attempt to sign on and make some extra coin at night?





DUNGEON OF many snakes

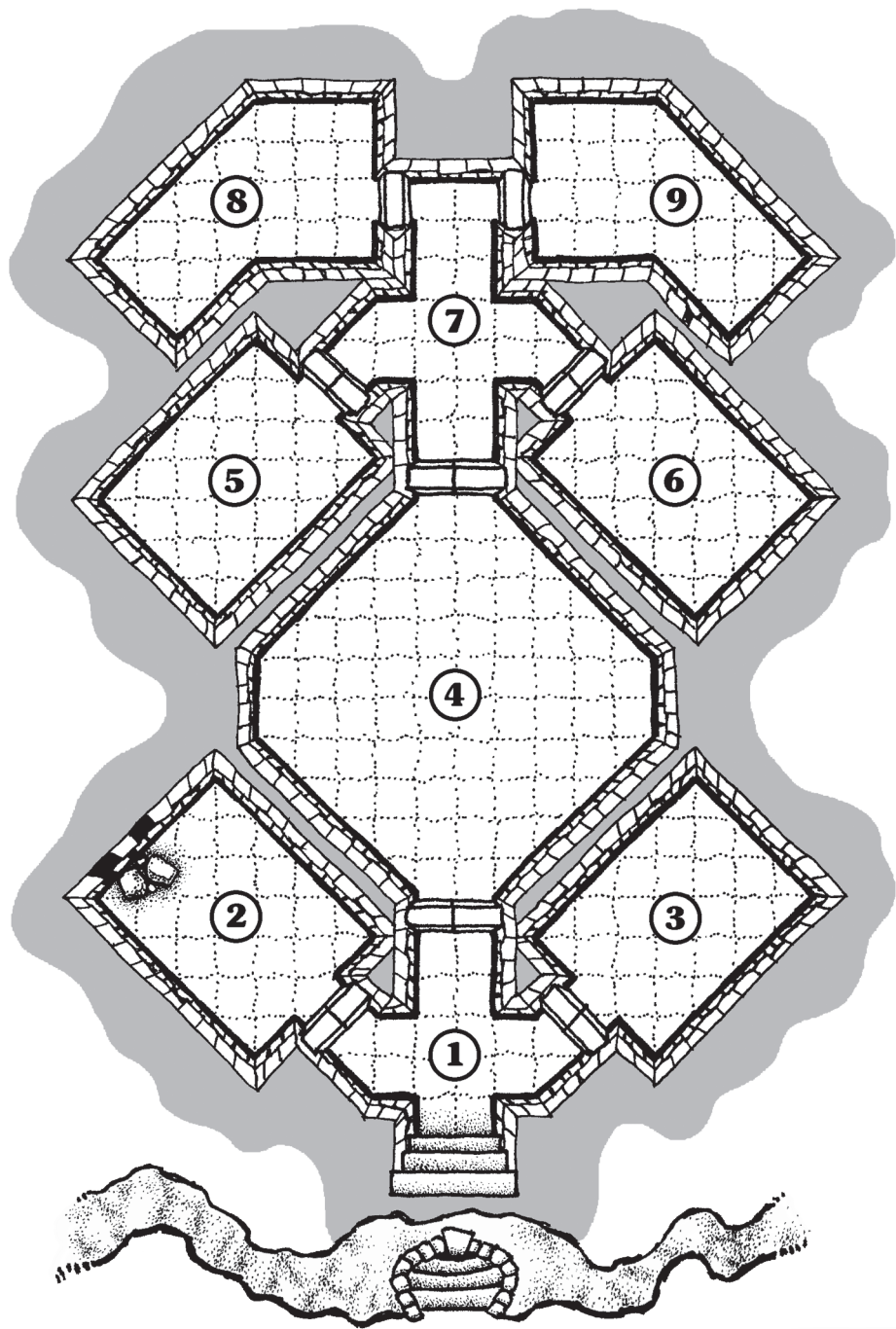
Are you one of those people afraid of snakes? If so, it may be best if you avoid stepping foot in this dungeon. Trust me, you do not want to visit this place.

Once the lair of the good-aligned naga, Gulad the Defender, this dungeon complex was invaded by evil snakefolk several years ago and the kind naga was imprisoned in her own home. The snakepeople have since made the lair their own, moving in almost a dozen of their kind and using it as a base of operations for the evil acts they commit across the land.

The snakefolk are accompanied by hundreds of snakes of all sizes and varieties, creatures that the snakefolk are comfortable with and treat as equals. The snakes are animals, and not sentient, and will act as snakes do in normal times. If the snakefolk are attacked, the snakepeople use a ring of snake control to command the snakes to attack intruders.

This dungeon can be placed anywhere in your game world. I recommend hiding the lair beneath one of the buildings in your city, even though this does make it more difficult for the snakefolk to come and go as they please. Perhaps the entrance connects to the city sewers?

The map on the facing page shows the layout of the lair. Following, I have presented a snapshot of each of the numbered areas. As with the majority of my works, the descriptions and information that follow are suggestions and intended only to trigger the GM's ideas. Everything that follows should be scrapped if you find an idea that better suits your campaign.



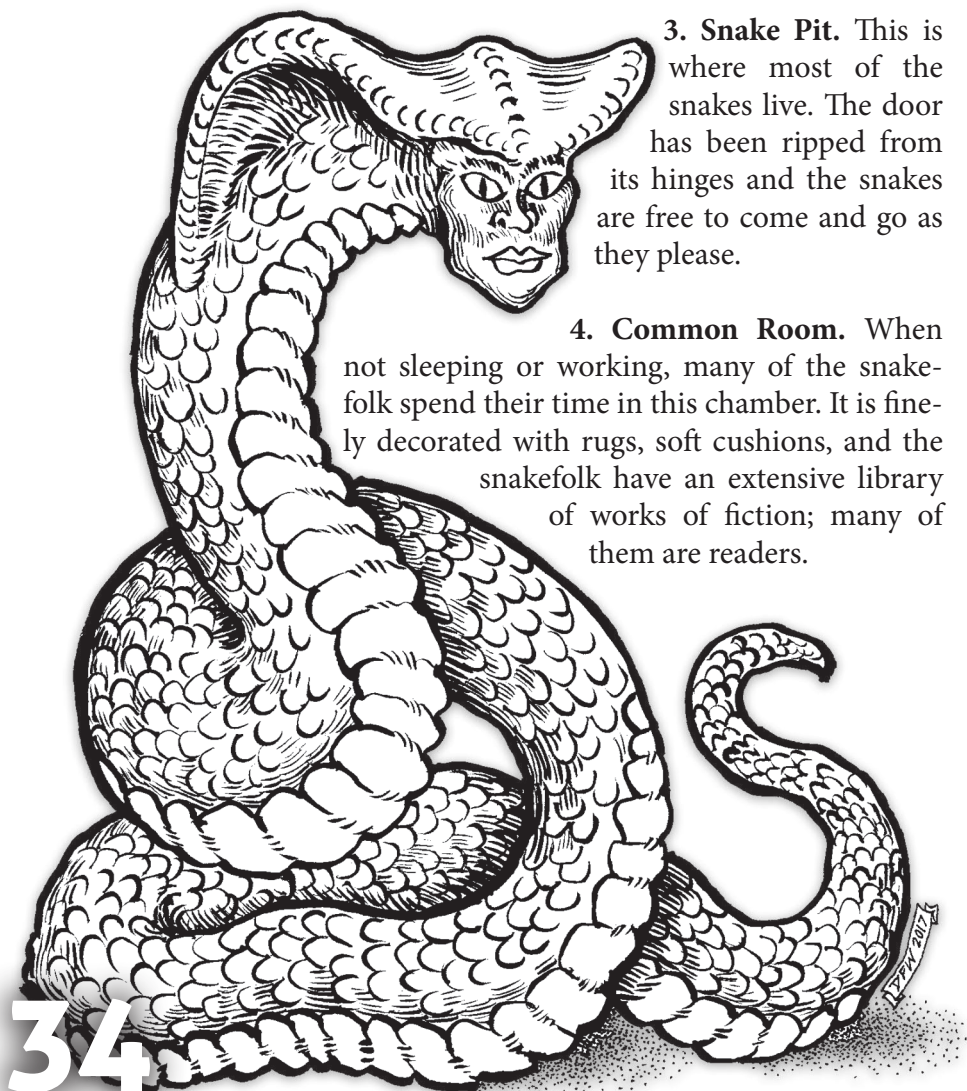
This is not a detailed dungeon that is ready for use. The Dungeon of Many Snakes is an inspiration point for the GM; you are expected to flesh out the details and make it your own.

1. Entry Chamber. Dozens of snakes move freely across the floor of the chamber, slithering out of the way and ignoring all who enter. Most times, a snakefolk guard is stationed at the entry. If he spots strangers, the creature uses a horn to sound the alarm. This will bring snakefolk warriors from areas 2 and 4.

2. Snakefolk Barracks. $1d8+1$ snakefolk live here, sleeping in hollowed out pits in the stone floor. The creatures keep their personal possessions in trunks in the room; these are mostly clothing, trinkets, and whatever copper and silver coins they have each collected.

3. Snake Pit. This is where most of the snakes live. The door has been ripped from its hinges and the snakes are free to come and go as they please.

4. Common Room. When not sleeping or working, many of the snakefolk spend their time in this chamber. It is finely decorated with rugs, soft cushions, and the snakefolk have an extensive library of works of fiction; many of them are readers.



5. Makeshift Jail.

Gulad the captured naga is kept here. The door is locked and the snakefolk feed their prisoner through a slot they have hacked into the door. The naga is weakened and has given up. Unless he is rescued soon, the naga will surrender to his situation and die.

6. Snakefolk Wizard's Lab.

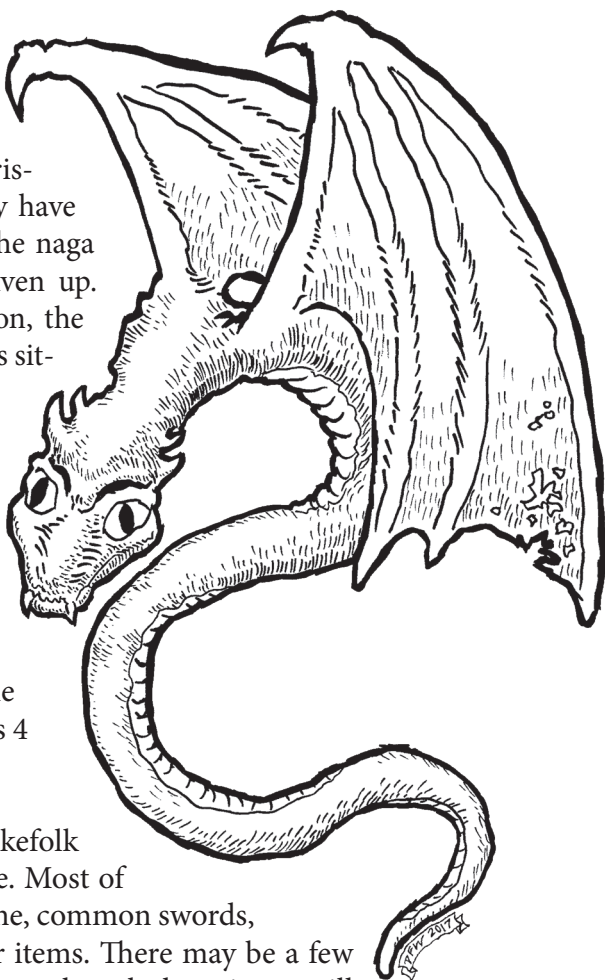
One of the creatures is a wizard and this is where he keeps his supplies. The wizard will rush to defend his home if he hears the sounds of battle in Areas 4 or 7.

7. Armory.

The snakefolk store their weapons here. Most of the weapons are mundane, common swords, maces, axes, and similar items. There may be a few magical weapons kept here, though those items will be the first ones that the snakefolk grab when they are forced to defend their home from the adventurers.

8. Snakefolk Barracks. This is where the snakefolk leaders live. It is similar in appearance to area 2, with the biggest differences that only two snakepeople – a male and a female – live here and that their personal belongings are more valuable than those of the other snakepeople who live in the lair. The leaders collect fine art; there will be $1d6+1$ paintings kept here that could each be sold to a collector.

9. Holding Pen. The snakefolk eat humans, elves, dwarves, and other races of the surface world. This is where they keep their prisoners before preparing the captives to be eaten.



TWOSIX DUNGEON ENCOUNTERS



I know, I know, there are dungeon encounters printed earlier in this issue. Well, here are more of them. Because you can always use more!

When the PCs take you by surprise and choose to explore a dungeon that was intended as background fluff, and not the focus of the adventure, you can use this table to randomly generate encounters. They'll never know how unprepared you really were for this session, right?

2. A number of giant spiders (2d4+1) live in webs overhanging the dungeon chamber. The spiders are poisonous, dangerous, and protective of what they consider to be their home. The spiders are arcane-touched beings, granted the power to communicate with each other through speech as well as a silent form of communication using their limbs to make elaborate gestures and signals. If confronted by overwhelming strength, the spiders will flee and seek to follow those who infiltrated their home, attacking at unexpected times from the shadows of the dungeon.

3. You come across a strange door in the dungeon, one that has a skull carved into the face and the name "Ylyndar Tragella" scratched out in the wood below the skull design. The door is locked, but not so well that a talented thief is unable to open it. If the door is opened and the name not spoken aloud, it leads to the next chamber of the dungeon that is empty save for broken furniture and assorted trash. If the door is open and the name said aloud, though, the next room is one dominated by a pool of healing water.

4. The dungeon room is destroyed, the walls crumbling and a large section of the stonework ripped from the floor. The damage is extensive, opening narrow gaps between the walls of the room and adjacent rooms. In the center of the floor, the missing stones reveal the level below which may or may not be occupied. Whatever destroyed this room is long gone, but it has certainly left a mark and based on the claw marks on all of the stone, it was a large and powerful beast.

5. The door to the chamber is unlocked and open, far more inviting than any dungeon room should ever be. The room is littered with rubble and trash, and scattered across the room here and there are loose coins. On one side of the room, a swarm of rats have made a home out of the scraps and tattered clothes and leathers that they've managed to collect. The rats explore the nearby rooms and corridors daily in search of food and new objects that can be used to fortify their nest. The rats are aggressive and hungry.



6. Several coffins are stacked on either side of the room, turning what should be a large chamber into a tight corridor of death. Each of the coffins is cheaply made – only the weakest of woods were used in the construction of the coffins – and all of them bear the initials “A.C.” If a coffin is opened, the adventurers find the cold and lifeless body of a male human that looks to have died very recently. There is no rot or decay and the clothed corpse looks as if it could wake at any moment. Each of the other coffins hold copies of the exact same body . . . but why?

7. There are giant spiders, yes, but then there is the colossal spider that blocks the stairs and prevents the PCs from descending to the next level. The spider is massive, standing taller than the tallest of the adventurers and much bulkier, and it completely prevents anyone from getting by it in the narrow stairway. If anyone can get close to the spider, they see that it has a crescent moon painted on its abdomen, though who painted the design and why is a complete mystery. The spider will not flee and fights to the death. If killed, it blocks the stairway and will have to be hacked apart if the dungeoneers are to get by the corpse.

8. Screams from somewhere deep in the dungeon attract the attention of the adventurers and, following the sounds, they soon come across 2d4+2 bandits who have captured and murdered a dwarf. The kill is fresh, the dwarf dropping dead as the party races into the room. The bandits turn to face the newcomers.

9. The PCs are fortunate; someone else has already explored this area of the dungeon and set off the death trap that severed their head and left the corpse to rot. The adventurers can see where the blade was released from the ceiling and swung down, lopping off the head of the corpse that is at their feet. But, they soon ask, where is the head?

10. A long corridor in the dungeon comes to an end, the passage blocked by carefully-placed stones; a dead end! A bit of searching soon reveals a trigger that opens the stone wall, causing it to slide upward out of the way to reveal that the passage continues on. Once the PCs are several feet into the discovered passage, the secret door slams into place with a loud thunk sound. Try as they might, the group cannot find a way to reopen the door. Their only choice is to continue onward into the unknown.

11. A large mass of gray, glistening slime covers the next door of the dungeon. The slime is a creature that consumes flesh, wood, cloth, and other objects that are (or once were) organic. It is also slightly acidic and damages metal, though it won't eat through metal nearly as fast as it will flesh and bone. It's a mindless goo that is drawn to the heat of the living and will continue to slither and crawl along the walls, ceiling, and floor of the dungeon as it chases down its next meal.

12. The ghost of a human woman is trapped in the chamber, unable to escape to the afterlife for as long as her dying wish remains unfulfilled. The spirit is kind and gentle, not a monstrous creature, and it asks the adventurers to remove her remains – which are in another room of the dungeon – and give them a proper burial in her hometown. She knows a little of the layout of the dungeon and can provide the PCs with advice and secret knowledge that may help them in finding her body. Once located, the PCs may find whatever belongings she was carrying at the time of life; perhaps fine armor or a magical weapon or some other item that may aid them in their quest to bury the body and to free the ghost.

onepEight dungeon CHARACTERS

1. Cursed Warrior

The beast advances, a mass of writhing tentacles with no central body that you can see as the thing slithers across the ground toward you and your companions.

This is what was once the human warrior Dudu Samium. Many years ago, the warrior was cursed by an evil wizard and he is now trapped in this unnatural, twisted form and desperately needs someone to break the spell and free him from this living prison. Can the PCs save the man?



2. Gruff Orc

Nagrub Prikdarok has been exploring the dungeons of the world for many years now, seeking fortune in those chambers beneath the surface world where only adventurers dare to tread.

When encountered, Nagrub is alone and wounded. He recently encountered a band of mushroom men who almost managed to kill the orc before he was able to escape. The wounds are slowing him down, though, and he needs magical healing if he is to survive.



3. Undead Wanderer

At first, it looks to be nothing more than your usual skeletal warrior, like the sort you may see in almost any dungeon in the land. When you get close to the creature, though, you are taken by surprise when it raises its arm in a recognized greeting.

The skeletal being identifies itself as Gallus Furius and says that it was once an adventurer like you. Through the magic of the thing's cloak, its consciousness has remained with the body since it died and it now wanders the corridors of this dungeon in a lifeless state. The thing is forced to wear the magic cloak until someone else removes the clothing; it cannot willingly remove the cloak.



4. Lionman

This bipedal lionman growls, a soft threat indicating that it is not to be approached. Somehow, the creature has become trapped in the dungeon, one of its great paws crushed under a fallen stone that pins the creature in place. It is weakened, yes, but it is still a powerful beast that should be respected and feared.

If the adventurers work to free the trapped beast, it thanks them and tells the group that its name is Anba Lu-Bau. If rescued by the party, the lionman is wounded and needs healing. So long as they treat Lu-Bau with kindness and help him to heal, the creature will become a loyal friend and will – when possible – assist them in their quest.



5. Mushroom Man

Looking as much like a plant as it does a man, the creature steps away from you and your companions, doing its best to keep a distance of 10' between it and you. The thing is nervous and frightened; its only experience with strangers was a bad one when a pack of gnolls assaulted it and its friends. The gnolls consider the creature's race to be an excellent treat that should be boiled in a pot with some meat.

The mushroom man cannot speak, but if it is treated well, it will motion to the party to follow it to a hidden chamber where the creature keeps a supply of fresh water and has stacked the treasures it has found over the years. It may grow to be an ally.



6. Walking Host

This is not a skeleton, though it inhabits the bones of a dead man. Speaking through the mouths of several serpents at once, the “voice” a bizarre layering of sounds that come together to form the words, the thing calls itself Turhan Muhtar and says that it was once a wizard who first entered this dungeon several years ago.

If attacked, Muhtar defends itself using its various snakes and tentacle-covered bodies that are interwoven through the bones. The tentacles and snakes lash out, biting and striking. The creature cannot move fast and, unfortunately for the group, still possesses Muhtar's ability to cast spells. It wants only to be left alone and will not pursue the party if they flee.



7. Stone Soldier

The statue moves suddenly, turning to face you and speaking. It calls itself Odilo Bernard and asks if you are here to save it from the goblin forces that inhabit the lower levels of the dungeon.

Odilo Bernard is a stone golem that was created only recently. Its master was using the golem as a bodyguard as he searched for treasure and power, and the wizard was killed by goblins only a few days ago. At the time of its master's death, the golem froze up in terror and was unable to react; the goblins soon decided it was a statue and left it alone as they carried the body of the wizard away. How will the PCs react to a golem that is violent, scared, and does not understand what is happening?



8. Finn Steitz

Wearing heavy armor, the skeleton turns to you with glowing eyes and hisses softly, dust escaping its grinning teeth as it rises from the stone throne that sits in the middle of the chamber. It is clearly more than your average skeletal warrior.

The monster tells you that its name is Finn Steitz and it was once master of this prison. Many, many years ago, the thing tells you, this was a dungeon filled with life as its superiors sent captured enemy soldiers as well as criminals to the prison where Steitz and his guards watched over everything. A necromancer's attack, though, forever changed the man into the thing you see now. And Steitz still feels it is his responsibility to imprison all who enter the dungeon.





CREATING TOOLS FOR THE GM

During the last quarter of 2019, I ran two Kickstarter campaigns to create a series of PDFs that were intended to inspire gamemasters. By the time that the campaigns for *A Dozen Sinister Rumors* and *A Dozen Troubling Rumors* came to a close, I was committed to creating a total of 30 different PDFs, each 14 pages in length. What had started as a bit of an experiment with the Kickstarter platform quickly turned into a remarkable and surprising success.

The idea for the *A Dozen . . .* series of PDFs isn't new, but is something that I first worked with way back during the *D20 System* days. Between 2002 and 2007, i wrote and published dozens – perhaps hundreds – of roleplaying game PDFs, and one of my works at that time was a series of short PDFs that each described twelve of some thing. Those earlier versions of the *A Dozen . . .* series were pretty basic, with each entry only occupying a third or so of a page, but the basics of the model that I follow today were locked down during that time. Today's take on the concept builds on the original idea for the series and dramatically improves things; today's *A Dozen . . .* series PDFs give every entry in a PDF a full-page to work with, which both provides me with more space to get creative and makes it easier for GMs to use the works; simply print the page you wish to use and dive into adventure.

MERCENARY FOR HIRE



He eyes your party as you enter the noisy, crowded town, keeping your group under watch as if trying to decide whether or not you are a threat. His manner makes you think that he must be a wanted man, a thought that is instantly erased when he stands up from his table and walks to yours. If he a danger? Is he a possible patron? Does he possess information that he wishes to sell to adventurers? You brace yourself for the unknown.

"Send Ebbsen," the man says as he holds out a hand in greeting. "Mercenary by profession, though I've not had work for well over three weeks now and it is time I get out of this town and returned to the field."

Ebbsen explains that there is a merc company camped four days ride from the town and he would like to join the party and he can meet up with the men and join their outfit. He asks only for a few copper each day—in advance—so that he can buy rations for the journey. The man explains that he wishes to sell his money earlier today and it is time that he move on.

Ebbsen also offers to trade knowledge for their company and he meets with them. The man talks of a dangerous not far from the mercenary camp, and will both take them there and join them in exploring the subterranean complex for a share of whatever treasures they may find.

If the adventurers accept his offer, Ebbsen then tells them he has not a horse and will need one of them to allow him to ride if the party has no horse, this is not an issue at all.

The dungeon that the man leads them to is small and mostly empty of treasure. Years ago, maybe, there were riches to be found, but the location has been explored so many times that anything of real value was taken long ago. Still, even without treasure it could be useful for the group to know a mercenary and be there to meet the merc company. It always helps to have dangerous friends.

» DOZEN FORTUITOUS ENCOUNTERS • PAGE 32

THE SHATTERED BONE



"I think it when that cursed elemental chanced on the story of the cathedral. For ever can such a monster in all of its, and nothing—not even a shattered arm—was going to keep me from getting as far away from that monster as I could."

The shaker is a man of high rank and privilege that the party immediately recognizes him as Seamus, nobleman and merchant and well known for his love for adventure... and long as it comes to the love of the adventure and telling the tale.

The priest of the cathedral and I saw some things. They thought that it was one too many things at the time and that they had to be right, it was a flaming elemental!"

If the party asks Seamus for more information, he tells them that he was in the cathedral a few weeks ago late at night when the monster appeared. He described it as a fiery pillar of flame, with a wicked mouth and long, scaly arms. He is not interested in taking them to the cathedral, but he will show them a map of where he encountered the beast... if they buy him another drink.

True, the cleric of the cathedral was fighting off an invasion the night that Seamus was hurt. A cult of unbelievers had infiltrated the cathedral, entering from the catacombs beneath the building and unleashing a few elemental that caused significant damage to the building's most private, secret chambers. The cleric was seeking aid, venturing to explore and clear the catacombs the cleric suspect that the invaders are still hiding beneath the cathedral. They say even if the party helps him, the catacombs to find—and deal off—any passage that connect the tunnels to the outside world.

Fake. Seamus is lying and broke his arm as a drunk and arrogant fall into one night. The loss of a good story led him to fabricate the event. He will not admit to his lie, though, no matter what evidence is brought before him.

» DOZEN DREADFUL RUMORS • PAGE 7

METEOR STRIKE



The sky turns bright as fiery rocks fall from the heavens, smashing and shattering the landscape. Everywhere around you, fires start and spread, the flames threatening to kill anything that survives the terrible destruction of the cosmic rain of stone.

Best set at night, a meteor strike can range in size from a single falling object to a storm of dozens of meteors dropping from the sky and making the area immediately around the player characters a heated fire no longer as the cosmic storm continues to drop.

A Single Meteor
Such an object can be one of any number of things. A few possibilities include:

- Cosmic stone, consisting mostly of iron that comes from far beyond this world. It may prove valuable to weaponsmiths who use the cosmic iron to craft powerful weapons.
- A gemstone, as large as a man's head and very, very valuable. Perhaps to make from a larger mass that is cobbling the world. If anyone who can claim that object itself will be instantly wealthy.
- A recognizable object, such as a shield or a suit of armor. The meteor is a magic item that has fallen from the heavens.
- The corpse of an unrecognizable creature from deep space. The beast's body will be of interest to scholars and mages alike. It is possible that parts of the body may be used in arcane spell components by some mages.

A Meteor Shower

A number of items, most often many instances of the same sort of thing. These burning, falling objects are usually only objects that cause damage. A large meteor could completely destroy a home or castle if it strikes with enough impact.

During the Fall

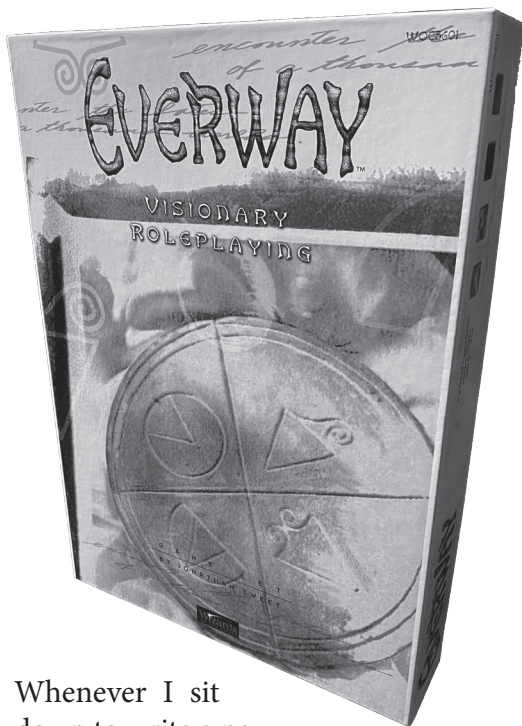
If it is a single object, the party is likely to see the meteor strike somewhere in the distance the item of no threat at all.

On the other hand, a meteor shower can be dangerous. If the meteor strike the area the adventurers are in, they may have to dodge the cosmic objects. A single meteor striking a PC could lead to death.

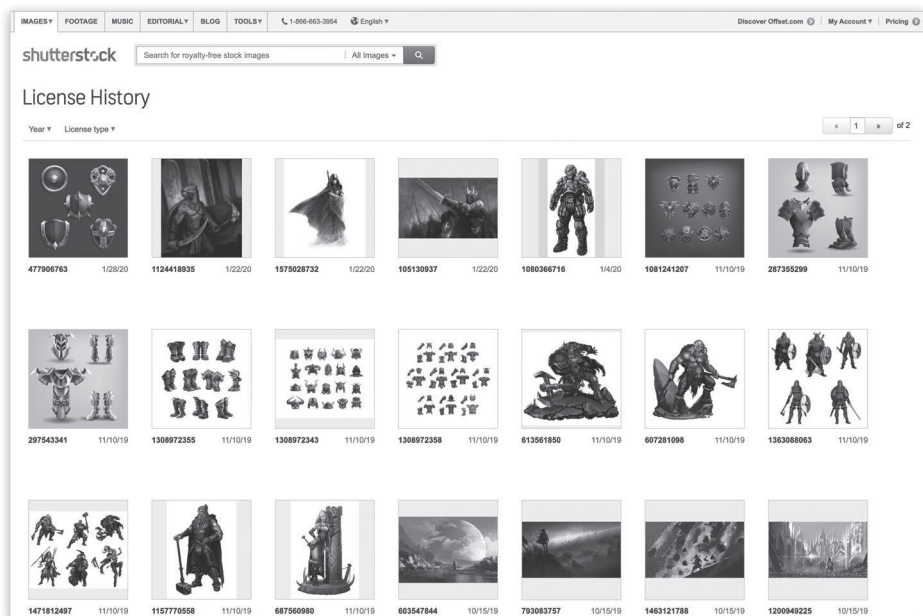
After the Fall

A number of items, most often many instances of the same sort of thing. These burning, falling objects are usually only objects that cause damage. A large meteor could completely destroy a home or castle if it strikes with enough impact.

» DOZEN STUNNING ENCOUNTERS • PAGE 10



Whenever I sit down to write a new entry in the *A Dozen* . . . series these days, I start by first selecting the twelve pieces of artwork that will form the backbone of the PDF. I explore numerous stock art sources, seeking out attractive illustrations that I feel will help to both inspire a GM and will trigger my own creative thoughts. In some ways, my process of writing these PDFs was formed decades ago, when I first encountered the *Everway* RPG and the game's Vision Card system of helping the players to better visualize the world around the PCs. For those of you unfamiliar with *Everway*, the game's loose, storytelling nature can be inspirational and is well worth tracking down. In the *Everway Gamemastering Guide*, the game's Vision Cards are identified as



Above: Screenshot of Shutterstock, just one of the stock art sources that I turn to when seeking out artwork for a new project.

just one of the tools that a GM may turn to when seeking out inspiration for adventures.

“It’s important that most vision cards represent scenes that the heroes are likely to see. If a vision card represents a secret wizard acting behind the scenes, you may never get a chance to show the card to the players.”

– Jonathan Tweet, *Everyway Gamemastering Guide*

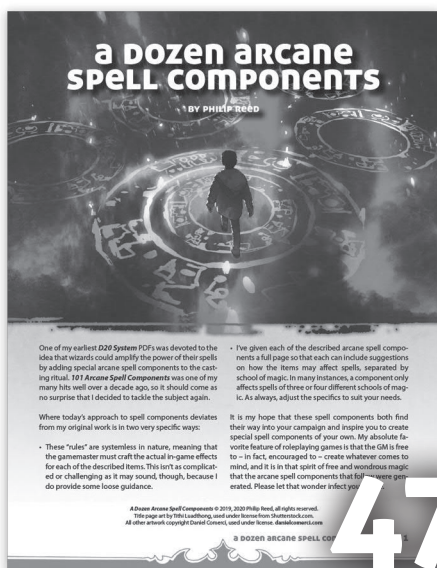
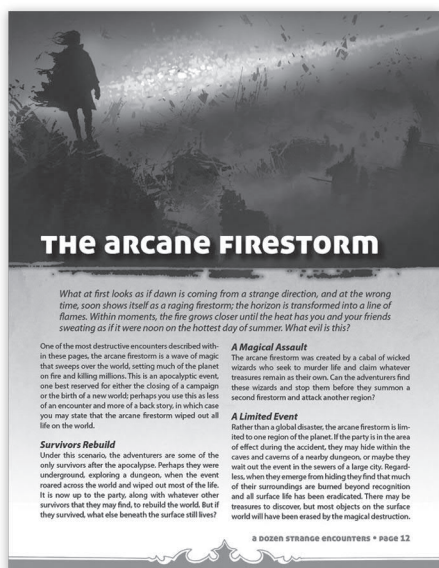
I cannot stress enough the impact that *Everyway* had on my own way of looking at crafting adventure hooks and almost all parts of creating RPG material for gamemasters. Turning to existing artwork is a fantastic way for you, the GM, to accelerate your creative process, and it’s a trick that I hope you’ll experiment with in your next game session.

Artwork alone won’t lead to the creation of one of the pages in the *A Dozen . . .* series of PDFs, though, and some time goes into research once I have tracked down the twelve illustrations that I wish to use in the latest PDF.

The books I turn to when researching a new project range from fiction to guides on creative writing to other roleplaying game supplements, especially those that were published back in the seventies and eighties when the hobby was new. Reading several pages of a story or an older RPG product usually slides my imagination into the proper place; once I'm in the right state of mind, the work tends to flow quickly as my brain jumps from idea to idea and I build as many tools for GMs as I can manage.

I rarely sit down and create all twelve pages of the work in a single sitting. Most often, I jot down notes – ideas for every page in the PDF – and then go back and build on my notes a line at a time. Sometimes, I find myself deleting an entire page of work if a better idea comes to me as I concentrate on the text. If I were a better creator, I would save the discarded work to turn to in the future for inspiration, but I already worry enough over duplicating past ideas that I fear keeping a document of failed works would only lead me to make bad decisions in future writings.

If everything goes well, a single entry in the **A Dozen . . .** series will take less than eight hours of work; and that includes the art selection and research stages of my process. More often, though, is that one entry will require twelve or more hours, especially when we take into account failed starts and the time I spend reworking the text. Regardless of how long it ultimately takes, completing a new PDF brings me joy. And I hope that my releasing a new PDF brings you joy as well.





About the Author

Philip Reed has worked in the game industry for over two decades, contributing to many different game lines over the years (though he regrets that he only managed to write for one of the old West End Games *Star Wars* supplements and never did get more work published for that line). These days, he spends most of his time working at Steve Jackson Games where he continues to watch as others there make very cool stuff.

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