

d12 Monthly

**WEAPONS
ISSUE**

Issue 16
September, 2022

**OPPORTUNITY
ATTACKS
IN
OSE**

**WEAPON
SPOTLIGHTS**

CHOOSE A WEAPON AND
FIGHT WELL!

DEAN SPOONER
**HOLY
WEAPONS**

MADE BY THE GODS!

Natural Weapons: Making weapons from beasts

d12 Monthly is a helpful resource for fantasy roleplayers.

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Acknowledgements

Art

Cover art by Dean Spencer.

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

Art on page 4,8, 11, 13, 14, 18 & 20 by Dean Spencer

Art of page 6 by Publisher's choice quality stock art Rick Hershey / Fat Goblin Games

Art on page 9 by Fer Sancho

Art on page 12 & 21 by Mr Lich

Image on page 16 by 15 by MagTeg

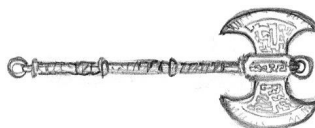
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Unless otherwise mentioned, all articles are written by Russ at YUMDM.



The Weapons Issue

Everyone has their favourite weapon.

Mine is the longsword. D8 damage (I loved rolling D8s) and D12 against large creatures (in AD&D) - could you ask for a better weapon? Or more iconic?

I have spotlighted a few weapons in past issues but devoting a whole issue to them was long overdue.

They are the silent heroes. And essential to any fantasy roleplaying game.

In this issue, weapons will gain some cool traits all their own, plus you will have some cool new materials to make your weapons out of, including the holy and unholy.

There are also a few new articles in this issue: from NPCs you can drop into your campaign, to a quick encounter, to the mechanic of the month - all of which, I hope, serves you well.

And, as always, happy gaming!

- Russ from YUMDM

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About Me

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

Thanks to my Patrons

Thanks to...

RollStats, Matt Kurowski, Jacob Alexander, ButterflyDefect, J. David Chrisman, Alex, Korg INC, NOLA Bert, GameCat, Kay Bee, Roll to Save, Lee Boden, DM Jangy, Joseph Hurley, Steven Bode,, William Mayorga, Daniel Chivers, Dave Manley, Darryl McCarthy, Michael Brewer, Jason Lemieux, Eric Scheid, Steven D Warble, Qyubey, Magelord Bjorn, KAM, Peter Lawson, Arthur Braune, Paul Vandyke, Michael Reuter, Gregory Kirkpatrick, Michael Spredemann, Aaron Seigo, Lordfulmine, Christy, allan wakefield, John Mettraux, Games With Dave, Jay Alan, Michael Gorsuch, nick welch, AjaxVibe, Father Goose, Christer Enfors, George Fuentes, Alan, Geena, Jean-Claude Tremblay, Simon Williams, Floyd Zoot, John Snow, Sean McQueen, Matt bayliss, Daniel Harkins, Carl Russell, James F. Kelley, glamgoat, and Ronald Easterday, Twi, Sándor Szivák, Jim "Wilmanric" Pacek, and Keith Parker...

... for making this zine as good as it is.

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zine? I have a Patreon account:

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(Tiers are available to receive a physical copy each month).



Gaw!

Natural Weapons



Weapons can be made from a variety of materials, which include the usual metals and woods, but can also include parts from beasts and monsters.

These items are not magical, but some do have magical properties. These properties extend from the monster it is taken from, rather than any particular magic infused into them.

Initials next to the weapon's name indicate originators of the idea, who are linked at the end of the article.

Axes

Shark Fin Axe

Taken from a megalodon and hardened, this axe head is then fastened to a wooden or bone haft.

Game Effect: This axe can be used underwater without penalty.

Axe Beak Axe

By JKS

The leg of an Axe Beak is fused with the talons gripping onto the skull of the creature, with the beak acting as the blade.

Game Effect: When charging, the wielder may make a free trip attack against the opponent in addition to regular damage if a successful hit is achieved.

Daggers

Dragon Fang Dagger

A dragon fang dagger is made from a single dragon fang, which is connected to a wooden or bone handle.

Game Effect: The damage deals an additional 1 point of damage of the same energy type as the breath weapon of the dragon when it was alive.

Spears & Javelins

Bone Devil Spear

By JKS

The stinger of the Bone Devil's tail forms the poisonous spearhead of this pale, chitinous polearm.

Game Effect: Each time a target is hit by this spear, they need to make a save versus poison (CON/Fortitude) or lose 1 STR point.

Swordfish Javelin

Taken from a swordfish's jawbone, this javelin is hardened and used primarily as a ranged weapon.

Game Effect: It can be used underwater without penalty.

Swords

Remorhaz Fang Sword

By JKS

A shortsword made from the fang of a remorhaz bound to the hilt made from layering its hide.

Game Effect: The weapon deals an additional D4 heat/fire damage.

Sawshark Nose Sword

By JCT

A crenulated blade with sharp points can deal massive damage to its victims.

Game Effect: When attacking with the sword, on a roll of 1-2 the sword gets stuck or bound up and requires a move action to retrieve.

Whips

Displacer Whip

By JCT

This weapon is fashioned from a Displacer Beast's tentacle and displaces itself when used to attack an opponent.

Game Effect: The whip ignores any armour the target is wearing.

Whips

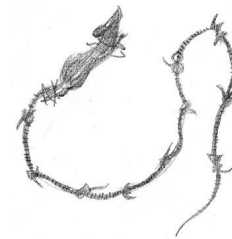
Whips can be used up to 20-ft away and can grapple foes from that distance. The wielder declares a grapple attack as normal, and makes a to hit roll. If successful, the target is grappled and must make a STR test to break free (free action to do so).

Manticore Tail Whip

By JKS

A multi-barbed whip with a flat end, covered in sharp tail spikes.

Game Effect: Once a day, the whip may throw out multiple barbs that have a range of 30-ft and can be coated in poison.



Rat-Tail Whip

This unusual weapon is made from the husk of a dead rat as the handle and multiple rat

tails are tied together.

Game Effect: If hit by this weapon, the victim suffers no damage but must make a saving throw versus poison (CON/Fortitude) or contract a disease (determined by GM).

Rust Monster Whip

By JKS

Made from the antenna of the rust monster, the whip is an orange-red in colour.

Game Effect: Any non-magical, metal weapon or armour this whip hits will fall apart immediately.

Table: Natural Weapons

Weapon	Damage	Type
Axe Beak Axe	D8	P
Bone Devil Spear	D6	P
Displacer Whip	D4*	S
Dragon Fang Dagger	D4+1	P
Manticore Tail Whip	D3*	P
Rat Tail Whip	1*	S
Remoraz Fang Sword	D12	S/P
Rust Monster Whip	1*	S
Sawshark Nose Sword	D8+1	S/P
Shark Fin Axe	D8	S
Swordfish Javelin	D6	P

* Whips can also be used to grapple opponents at range.

Making Weapons from Creatures

There are certain skills needed to be able to craft weapons (or armour, or other items) from monsters and beasts.



The crafter needs to have an understanding of how various beasts and monsters parts can be used and modified, and also the skill to do so.

In editions of the game with skills, the crafter would require the survival, knowledge (nature), or similar skill; plus a crafting skill like weaponsmithing.

They also require tools and raw materials. Time to create an item is the same as a normal version, but skill checks can vary in difficulty, and is up to the GM.

Thoughts on These Weapons

Some of the weapons listed have semi-magical abilities (like the displacer whip). You could place limits on these weapons, having them only work a number of times before the effects wear off.

Contributions

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The Scavenger

A Stealthy and Opportunistic NPC



Hidden away from the PCs is Drogoth, the parts collector.

He follows adventurers, shadowing them, remaining unseen, and picks over their kills after the adventurers have killed whatever it is they encounter.

Sometimes he works alone. Other times he employs some unscrupulous types to help him.

Drogoth will try his best not to encounter the PCs, and the characters, if Drogoth does his job correctly, will never meet him.

He waits in the shadows until the adventurers finish killing whatever they encounter and move on, collecting anything they leave behind, including (but

not limited to) creature parts, weapons, equipment - anything usable or sellable.

He then sells the creature parts and equipment to other interested parties.

Drogoth

Goblin Scout

Armour Class: +4 (light armour + DEX)

Hit Dice: 1-1 (3)

Move: 20-ft

Attacks: 1 by weapon

Damage: D6 (shortsword)

Special Abilities: Sneak Attack (+D6 dmg)

Morale: Weak

Alignment: NE

Pike

Drogoth's Pack Mule

As per regular mule/donkey.

Treasure

Drogoth will have D4 of the following treasure in addition to regular treasure.

Table: Drogoth's Treasure

D6	Unusual Treasure
1	Manticore tail
2	Dragon tooth
3	Powdered skeleton bones
4	D6 Ghoul fingers
5	Damage breastplate
6	Quiver with 3 +1 magical arrows

From Beyond The Grave

Weapons Made from Undead



Necromancers are known for creating undead to further their foul deeds, but they have recently started using parts of destroyed undead, or failed experiments, to make unholy weapons.

Ghoul Finger Arrows

The necromancer uses the fingernails of the ghoul as the arrow head to deliver paralysis to those it strikes.

Game Effect: Anyone hit by a ghoul finger arrow must make a save versus paralysis or become paralysed for D6 rounds. In every other way it is treated as a ghoul attack.

Wight-Claw Mace

Using a severed hand and evil magic, the necromancer crafts a mace with the head of a wight's hand.

Game Effect: Delivers a loss of one level permanently to any it hits who fails a

saving throw versus Death (or Constitution).

Once affected by an attack or successfully saved, the individual is immune for 24 hours.

Mummy-Rot Sickle

This sickle's haft is wrapped in a Mummy's wrappings and is used to deliver a fatal disease to the necromancer's opponents.

Game Effect: Anyone hit by the sickle must make a saving throw versus Poison (or Constitution) or develop Mummy Rot disease (see boxed text).

Mummy Rot Disease

Mummy Rot affects the natural healing of the victim, which becomes ten times slower than normal. It also prevents any magical healing to affect the victim.

It is permanent until magic is used to remove it (Remove Curse, Cure Disease, etc).

Flaming Skulls

When these foul monstrosities are destroyed, the necromancer uses the inanimate skulls, which still hold fragments of negative energies to good use.

Game Effect: When thrown, these skulls will burst into a green flame and explode on impact, showering all within 10-ft in flaming bone fragments which will cause everyone to save versus spell or become

exhausted. If they succeed in their save they are merely *fatigued*.

Fatigued individuals suffer -2 to all ability checks and cannot run or charge.

Exhausted individuals suffer -6 to all abilities and move at half speed.

If using 5e, the individual gains one level of fatigue with a successful save, and two levels on a failed save.



Bottled Vampiric Mist

After a vampiric mist is defeated but before its essence is dissipated entirely, small amounts can be captured in bottles and used as thrown weapons.

Game Effect: Anyone within a 10-ft radius takes D3 Constitution damage as energy is leached from their bodies.

Dust of a Lich

This fine powder comes from the dusty remains of a lich after being destroyed. It is carefully gathered up and placed into hollow wooden tubes (used as blowguns).

Game Effect: When used as a blowgun, which has a maximum range of 10-ft, the wielder needs to hit the target which suffers *despair* as per *Emotion (Despair)* spell for one turn (10 minutes).

Despair causes the victim to suffer -2 penalty to saving throws, attack and damage rolls, ability checks, and skill checks.

Blowgun

A blowgun is a long hollowed tube which can fire projectiles and other substances via the wielder blowing into one end.

Cost: 2 gp Weight: 1-lb (or 1 slot)
Damage: 1 or 0; Type: Piercing
Range Increment 20-ft (projectile), 10ft (powder)

Bonus

Every necromancer needs some protection.

Skeletal Bone Armour

Skeletons are renowned for their resistance to slashing weapons. Skeletal bone armour is no different. Warn to protect against slashing weapons.

Game Effect: This armour is the equivalent to scale mail. In addition, anyone wearing this armour takes half damage from slashing weapons.

Quick Encounter

The Silver Flagon Inn

The Inn

A two-story stone building with a Silver Flagon painted on its sign. As you approach, the smell of wine and freshly roasted venison fills your nostrils. A carriage and four horses are hitched up in front of the inn, next to an old apple tree.

Innkeeper

Miael Ward, a fit middle aged man with a thick brown moustache who wears a sword at his side. Miael used to serve as a Guard Captain, but he took over running the Silver Flagon when his wife died a few years ago. Miael spends most of his time working with his daughter Cassandra, but hopes to take service with a worthy lord again someday.

Barmaid

Cassandra Ward, a pretty young woman with braided blonde hair and a modest red dress. Cassandra always greets her customers with a smile on her face. She hopes to take over the Silver Flagon from her father someday. Cassandra often attempts to persuade a muscular guest to chop wood for the fireplace.

Encounter: Noblesse Oblige

When the Players enter the Silver Flagon they will see an attractive Franconian woman with shoulder length black hair and a tight black dress seated alone at the best table in the inn. Four guards are protecting her. If the Players ask, they will learn that

the woman is Lady Marie of Anjou, the heiress of a large estate in Franconia.

As the night goes on, Lady Marie will insult the food, the decor, and the Kingdom of Mercia. Then she will dump the dregs of her wine on Cassandra's head, demanding a refill. Miael will confront Lady Marie, "You don't deserve your rank or title. Get out of my inn!"

She will reply, "For that, I will have you whipped."

If the Players do nothing, Lady Marie's guards will overpower Miael and beat him, leaving him tied to the tree out front. But, if they physically harm Lady Marie, the Players are risking execution.

Reward

If the Players manage to resolve the situation without physically harming Lady Marie, Cassandra will thank them and offer them a free night's stay whenever they come that way. Miael will also offer to serve one of the Players, if they ever gain an estate.

Need More?

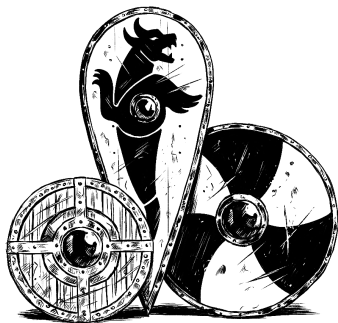
This was submitted by Blackwall, who is producing *Horde Wars*, a D12 TTRPG. And 30-40 of these mini adventures will appear in the rulebook (Kickstarter planned for 2023). You can see the first public demonstration at GrandCon in Grand Rapids, MI on Labor Day Weekend (USA).

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Shield Bash!

Using Shields as Weapons



Using a shield as an offensive weapon is a mainstay of fantasy action. Here are some rules to cover using shields as weapons.

Shield Bash

A shield bash is the main way to use a shield offensively. You forego its defensive capabilities for a moment and use it as a secondary weapon.

Game Effect

When using a shield as a weapon, you can no longer claim its benefit to AC for that same round.

If you are using the shield in addition to your primary weapon, you incur any penalties associated with using two weapons.

Weapon Tags

When used as a weapon, the shield has the following tags.

Melee, Obvious, Unobtrusive.

See the *Different Strokes* article in this issue for more information about tags.

Manoeuvres

Shields can be used for bash people backwards or to the ground. They have the following two manoeuvres.

Shield Rush

The wielder of a shield may rush an opponent, using momentum and the shield to force their enemies back.

The attacker needs to make a charge attack and succeed on their attack check. Then, an opposed STR test is made, and if the wielder is successful, then the opponent is pushed back 5-ft, plus an additional 5-ft if the wielder's STR is greater than the opponent.

Trip

You can attempt to trip up or bash an opponent to the ground, so they end up prone.

See the *Weapon Spotlight* article in this issue for more details.

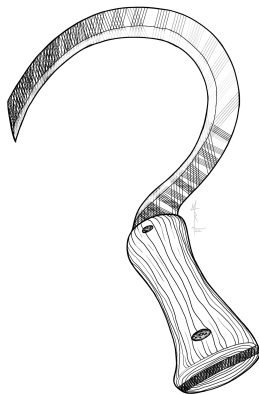
Table: Shield Damage

Shield Type	Damage	Type
Buckler	D4	B
Small	D6	B
Large	D8	B
Spiked	+1	B/P



Weapon Spotlight

This month we look at the sickle.



The Sickle

Sickles are primarily a weapon for druids and other nature-lovers, designed for agricultural purposes but usable in self-defence, if needed.

However, the basic design of the sickle has been expanded by some weaponsmiths and turned into weapons of war - the battle sickle and two-handed variety.

Table: Sickle

Weapon	Type	Damage	Prof.
Sickle	S/P	D4	Simple
Battle Sickle	S/P	D6	Martial
Two-Handed Battle Sickle	S/P	D10	Martial

Weapon Tags

Each of the sickles use weapon tags from the *Different Strokes* article in this issue.

Sickle

Light, Melee, Small, Unobtrusive

Battle Sickle

Melee, Versatile

Two-Handed Battle Sickle

Obvious, Two-Handed

Combat Manoeuvres

All sickles, no matter what size or type, have the Trip manoeuvre.

Trip

You can attempt to trip up or bash an opponent to the ground, so they end up prone.

When trying to trip an opponent, after making a successful attack, make an opposed check against your Strength versus your opponent's Strength or Dexterity. If your check is higher, the opponent is knocked prone. Those prone must spend their next move getting back up*.

See the *Choose Your Weapon* article in *Issue 15 of d12 Monthly* for rules on combat manoeuvres.

* This may lead to an attack of opportunity from the attacker (see the article *Not So Fast!* in this issue).



Have At Ya!

Improvised Weapons



When a bar brawl breaks out someone inevitably reaches for a bar stool or mug and you need to decide quickly how much damage it will do.

These weapons are classed as improvised weapons - items that are not made for the purposes of fighting, but nevertheless are.

Rather than list every single item possible, below you will find a table with four sizes of item - small, medium, large and huge - and the statistics for an improvised weapon of that size.

Included are also a list of typical items - and their sizes - you would find in various environments where fights may break out. This should allow you to figure out what size - and thus, what damage - an item does quickly.

Attack

All improvised weapons carry a penalty to hit as they are not designed for combat. The penalty is equal to -1 per size category (see below).

Damage

A wielder of an improvised weapon can make a decision to take the attack penalty above, but cause actual damage to the target; or not suffer any penalty to attack and cause subdual damage.

Subdual Damage

Some items cause subdual damage instead of actual damage. This is tallied separately to regular damage and when it reaches the current hit points of the creature then they are knocked unconscious for 2D4 hours.

Optional Rule: Each time a creature takes subdual damage this is also the percentage chance the creature will be knocked out instantly, regardless of how many hit points they have or how much damage they have taken.

Table: Improvised Weapon Size

Item Size	Damage*	Max Range
Small (S)	D4	30-ft
Medium (M)	D6	25-ft
Large (L)	D8	20-ft
Huge (H)**	D10	10-ft

* Plus STR adjustment

** Huge items require the wielder to have a minimum of 16 STR.

Thrown Improvised Weapons

Any item may be thrown with its size determining the maximum range.

Tavern / Bar / Inn

It's going to happen here at some stage.

Table: Tavern Item Sizes

Item	Size	Item	Size
Bench	H	Mug	S
Bottle	S	Lantern	M
Chair	L	Stool	M
Keg	L	Table	H

Temple

For when weapons would be blasphemous.

Table: Temple Item Sizes

Item	Size	Item	Size
Candle	S	Lantern	M
Candelabra	M	Lectern	L
Chair	L	Pew	L-H
Personal Holy Symbol	S	Table	H

Ballroom

For when weapons would seem rude.

Table: Ballroom Item Sizes

Item	Size	Item	Size
Bar	H	Goblet	S
Bottle	S	Lantern	M
Chair	L	Stool	M
Chandelier	L	Table	H



Cell

For the breakout.

Table: Cell Item Sizes

Item	Size	Item	Size
Bench	H	Manacles	S
Chain	M	Stone Block	M-H
Dirt	*	Stool	M
Irton bar	M	Torch	M

* Does no damage, but can blind victim on a successful attack.

Moving Wagon

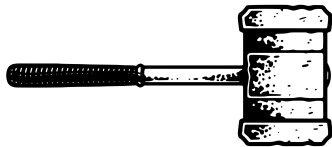
For when a weapon might not be at hand.

Table: Moving Wagon Item Sizes

Item	Size	Item	Size
Barrel	L-H	Lantern	M
Bottle	S	Wooden Pole	L
Coffer	M	Seat/Bench	L
Crate	L	Wagon Wheel	H
Keg	L	Wooden Blank	M-L

Different Strokes

Weapon Tags



Weapons in most fantasy games are usually only definitiated by the damage they do.

Issue 3 of d12 Monthly has an article on how the damage types - bludgeoning, piercing, and slashing - work against various armour types, but you can take this a step further by giving a weapon certain tags, or labels, that have various in-game effects.

Awkward

The weapon is heavy or difficult to carry. It may not be used in tight confines (5-ft or less).

Example: Longspear

Blunt

May be used by clerics.

Example: Mace, Flail

Brace

Bracing against the ground doubles damage against charging opponents.

Example: Spears

Charge

On horseback, moving at least 60-ft in a round and attacking doubles any damage done with a successful hit.

Example: Lance

Concealable

The weapon can be easily concealed on the wielder.

Example: Dagger, Garrot

Durable

The weapon is made from materials that are stronger or more resistant than most, doubling the strength of the weapon.

Example: Weapons made from Ashwood

Fast

The character acts first in each combat round.

Example: Dagger

Finesse

When making an attack, you use either your Strength or Dexterity modifier for the attack and damage rolls. Use the same modifier for both rolls.

Example: Dagger, Rapier

Heavy

A heavy weapon gives the wielder a free trip/knockdown attempt on the opponent.

Example: Two-handed hammer

Light

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Example: Dagger, Shortsword

Masterwork

This weapon is made to the highest quality, granting it a +1 to hit bonus (does not stack with any magical bonus).

Example: Masterwork Broadsword

Melee

Used for close quarters fighting (5-ft or less).

Example: Longword, Spear

Missile

Thrown or fired weapon (greater than 5' distance).

Example: Throwing axe

Non-Lethal

This weapon causes subdual damage.

Example: Sap, Blackjack

Obvious

This weapon cannot be hidden or concealed.

Example: Polearms

Reach

The weapon can attack opponents up to 5-ft greater range than usual (10-ft for a small or medium-sized wielder).

Example: Ranseur, Longspear

Reload

Requires a round to reload between shots; can only be fired every second round.

Example: Heavy Crossbow

Restricted

This weapon is usually not available to, or is illegal to, non-military personnel.

Example: Varies by local area

Slow

The character acts last in each combat round.

Example: Two-handed sword, Polearms

Small

The weapon can be used by the wielder when being grappled or in tight, confined spaces.

Example: Dagger

Splash

On a successful attack, the container smashes and douses the target with the liquid. The listed damage is inflicted for two rounds.

Example: Flaming oil

Two-Handed

Requires both hands; the character cannot use a shield or a second weapon.

Example: Two-handed sword, Polearms

Versatile

This weapon can be used with either one or two hands. Used two-handed increases the damage die type by one (D6 > D8).

Example: Bastard sword, Spear

Unobtrusive

This weapon is not considered a weapon by most people and could be overlooked.

Example: Sickle, Staff

Volatile

The weapon may explode, leak, or otherwise be dangerous to those who carry it if it's mistreated or mishandled.

Example: Flask of Green Slime

Worn

This weapon is worn and cannot be disarmed.

Example: Metal Gauntlet

Not So Fast!

Opportunity Attacks in OSE



Old School Essentials (OSE) and older editions of the game don't have much in the way of attacks of opportunity, but these can be easily included and could add some dynamics to your old school combats.

Opportunity Attack

An opportunity attack is a free attack (outside normal action economy) made by a combatant when an occasion presents itself - their opponent is distracted, in an awkward position (climbing up a rope), moving out of combat, healing another, casting a non-attacking spell, and a few other cases (listed below).

Keeping it Simple

In keeping with the spirit of old school gaming, keeping it simple and fast is optimal.

While there is a large list of possible actions that could provoke an attack of opportunity, I would limit it to a few standard ones, and then make a call on individual cases during the game.

For example, you could rule anytime an opponent leaves combat*, stands from a prone position, or fires a ranged weapon when an attacker is in reach they provoke an opportunity attack.

Then, if a character tries to drink a potion while engaged with an orc, you may rule that the orc receives an opportunity attack against them.

Triggering an Opportunity Attack

For an opportunity attack to take place, the following must happen.

The Attacker is...

- ... aware of the opponent
- ... not stunned, bound, blind, or similar
- ... not surprised
- ... is within reach

And, the Opponent...

- ... performs an action that would distract them from an opponent
- ... or, moves out of combat* or past an opponent

* unless they use the whole round doing so.

Leaving it up to the GM to decide if an opportunity attack is warranted adheres to the rulings over rules spirit. Of course, you could have hard and fast rules for it as well.

Take That!

Hidden Weapons



Rogues, and some fighters, all over the known world have access to weapons they can keep hidden and whip out at a moment's notice.

Below are some of these stealthy weapons and some game effects for them.

Blackjack

A blackjack is a small club made from material like leather and filled with a hard substance. It is primarily used to knock out opponents.

Game Effect: Double to chance of being knocked out by someone using a blackjack or similar weapon, but only if the attacker has the surprise or rolls 5 or better than is needed to hit.

Boot Knife

A knife blade hidden inside the soul of the boot can be an effective weapon.

Game Effect: It is spring-loaded and is usable after a quick/bonus/free action.

Garrote

Garrots are strong cord or wire strung between two pieces of wood used to strangle someone. An item easily concealable.

Game Effect: The wielder must be able to surprise a victim, which would mean using some sort of stealth skill to get close to them before the garrote attack can take place. Once this is achieved, an attack role is in order. If successful, the opponent is automatically grappled and can be strangled. It takes as many rounds as the victim has CON to strangle them to death. However, for each three rounds of strangulation, the victim gains a fatigue level (or -2 to all ability, attack and damage rolls).

Hidden Knife

A well-trained rogue can easily hide a knife anywhere on their person.

Game Effect: The knife is easily accessible and can be used all in the same round. To remain hidden, make a contested check between the searches WIS versus the rogue's INT or DEX (which is higher).

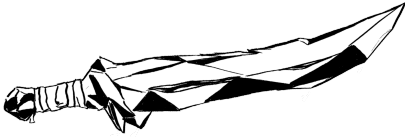
Table: Natural Weapons

Weapon	Damage	Type
Blackjack	D6*	B
Boot Knife	D3	P
Garrote	1	S
Hidden Knife	D4	P

* Subdual damage only.

** A garrote does damage listed under its description

Blessed, They Be Holy Weapons



Holy weapons gain their powers from the divine spark of the deity they have been created for or by.

Deities create relics and artefacts, while followers - clerics and artificers - create holy weapons that are imbued with a divine essence - blessed weapons.

Blessed Weapons

Blessed weapons are magical in a sense, but do not behave in the same way as traditional magical weapons do.

Detect Magic will not work on these items as they are imbued with a divine spark, rather than raw magical energies.

Spells like Know Alignment and Detect Blessing or Curse will detect a blessed weapon, however.

Mountain dwarves are prolific creators of holy weapons and many that are discovered are of dwarven make.

Humans however, especially those who are drawn to more warrior-like deities, also produce holy weapons for their frontline followers.

How it Works

Holy weapons have two automatic abilities, which don't need triggering, but all other abilities are triggered by casting (usually lower level) spells on to them, triggering greater powers (see individual descriptions).

Automatic Abilities

All holy weapons affect creatures of opposite alignment as if they were magical weapons. So, a holy weapon created for a lawful good deity would affect chaotic evil creatures.

In addition, all holy weapons may be used as holy symbols by a cleric of the same alignment and worship.

Mountain Dwarf Worship

Mountain dwarves worship their ancestors, drawing power from them in times of need.

Their holy weapons are generally handed down from generation to generation, with the oldest weapons being the most powerful.

Dwarven Holy Weapons

Spear of Alnoth

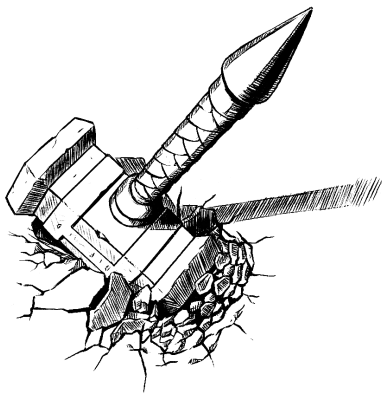
Alnoth was a frontline commander of the dwarven forces throughout the Northern Hoard Wars. From his base in the city-state of Ashmount, Alnoth defended the city-fortress multiple times from Northern Hoard attacks.

His main weapon of choice was his spear. Constructed from a deepwood* haft and tipped with a rocksteel* head.

* See the article Secret Ingredients in this issue for more information about these materials.

Game Effects

Doom Enemy: The wielder casts the spell *Bane* into the weapon and all enemies it strikes for the duration of the spell suffer a cumulative -1 to hit and damage rolls.



Rockspeaker

Rocksplitter once belonged to Regorn Blackmane and is a two-handed hammer, with a rocksteel head and bronze-scaled haft.

Regorn ruled over the Blackmanes during the Third Age (in the dwarven calendar) and was primarily involved in carving out the tunnels and caverns that now make up the city of Goldmantle.

Regorn is now worshipped by many Blackmanes, but during his long life he

worshipped Arhdor Trollbane, who lived during the dark times of the First Age.

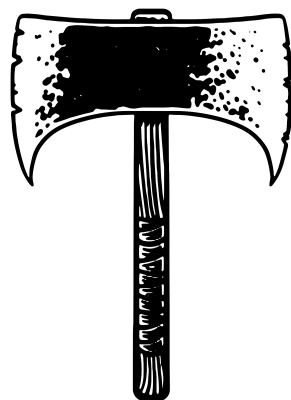
Arhdor was one of the founding Stonespeakers (known as rock druids in modern terms) who could communicate with the rock.

Game Effects

Rockspeaker has two main abilities.

Groundshudder: After the *Endure Elements* spell is cast on the hammer and it is smashed into the ground, it causes a mini-quake which rips up the ground in a 10-ft wide path, extending out 60-ft. Anyone caught in the path of the quake will take 2D6 damage and must make a DEX check with a -4 penalty (or DEX or Reflex save) or fall prone.

Commune: If the pointed haft is rammed into the ground and a *Bless* spell cast onto the hammer, the spirit of Regorn Blackmane will answer questions from the caster as though a *Commune* spell was cast.



Secret Ingredients

New Material for Making Weapons

Silver-tipped weapons are often used against lycanthropes, but weapons can be made from other materials which give them extraordinary abilities.



Ashwood

Found exclusively in the Ashwood Forest, along the Ashtrail Road, this wood is controlled tightly by the less-than-friendly elves of that region.

It is highly prized by mages to make staves and wands, and also by woodcarvers for its unique hue and durability.

Game Effect: Ashwood is very durable, doubling the toughness of any item made from it.

Deepwood

Deepwood grows in the Deepdark* and is much sought after for weapons and building materials due to its lightness and durability. It is dark russet in colour with unique patterns swirled over it.

* See *Issue 8* of **d12 Monthly** for more on the Deepdark (also sometimes known as the underdark).

Game Effect: Any small or medium weapon made from deepwood gains the finesse tag (see *Different Strokes* article in this issue).

Gold

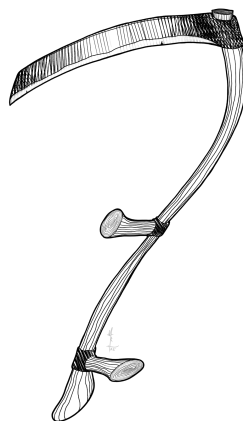
Gold-tipped weapons, much like their silver counterparts, are rare (mainly due to their cost), but can affect spirits the same way as silver affects lycanthropes.

Game Effect: Any gold-tipped weapon will hit incorporeal undead as though the weapon was magical.

Rocksteel

A dwarven secret, rocksteel is a combination of stone and steel, mixed in just the right qualities

Game Effect: Rocksteel has the benefit of affecting earth creatures, such as elementals, as though the weapon was magical.



Mechanic of the Month

Initiative = HD

This is a new segment for the zine showcasing a cool mechanic I have come across in a TTRPG (or perhaps a board game) that is worth thinking more about.

This one appears in *RedHack*, which is one of a series of hacks that showcase how the designer likes to play.

From *RedHack*:

Pick Hit Die and Initiative Die

Pick d4, d6, d8, d10, or d12. That die will be used for both Hit Die (HD) and Initiative Die (ID). It is a sliding scale.

Higher HD is better; it means a PC will have more health and heal more quickly during rest. Full HD is added to a PC's CON Score to determine Hit Points (HP).

Lower ID is better; it determines turn order in combat. IDs are rolled at the start of combat, with lower numbers acting before higher numbers.

My Thoughts

I really like this idea.

I like that the player gets to make a choice that will affect such an important part of the game.

This also allows for those classic tropes like the slow, but stout barbarian or the quick, but frail rogue.

Similar Mechanic

It reminds me of a similar mechanic I used for an unpublished solo game I created where I used the AC for initiative.

That way, the more armoured you were, the slower you were.

Both have a similar idea - giving players an important choice to make: slow and tough or faster and more fragile.

RedHack



RedHack is by *TheNatOne* and can be found over on DriveThruRPG:
<https://www.drivethrurpg.com/product/389663/RedHack>



Shop-Keeper

Margaret "Mags" Quinton

I ran a little contest amongst my patrons and fans to give the shopkeep on the cover a name and background. One of my patrons - Father Goose - penned this one.



Mags was born the only child of a simple blacksmith. She grew up in a small village far from civilization and learned her father's trade from a young age.

Then war came to the land and young mags felt the call to arms. After a dreadful winter campaign, Mags mustered out and set out to see the world

and find adventure. She found herself fighting alongside a small company for a time, but after a few years they had amassed a small but comfortable bit of wealth and disbanded, each content to settle down and enjoy their spoils.

Mags, however, was not done with the adventuring life, and so she hired some help and set out again. Unfortunately, her new hirelings lacked the instincts of her former companions and after an encounter with a manticore, Mags was the only one to survive.

Her wounds never quite healed right, and within a few months she was forced to retire.

Taking her share of the wealth from her previous exploits, Mags opened a shop and began making and selling weapons.

Mags is a seasoned adventurer, and while her past injuries make it impossible for her to live a life on the road, her instincts are still sharp and her reflexes still cat-like.

Woe be it to any fool who would attempt to assault, rob, or swindle Mags!

But if you are seeking good steel at a fair price, Mags may just have what you're after.



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