d12
Monthly

NEW CLASS: THE SCOUT

THE NEW MEMBER OF YOUR PARTY

LOST & FOUND

LEARN SOME NEW NAVIGATION TECHNIQUES

WILDERNESS KITS
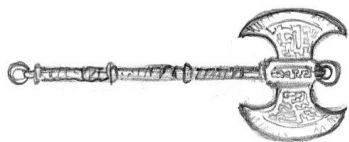
DON'T LEAVE HOME WITHOUT THEM!

Crafting in the Wild

Features

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Familiars

The Wilderness Exploration Issue

The wilderness has always been a dangerous place. From monsters, to bandits, to natural hazards, to inclement weather, to getting lost - it can take its toll on even the most seasoned of adventurers.

Just recently my adventurers were travelling from their hometown to a nearby dungeon (an old silver mine) when they came across a Medusa! A not so easy monster to battle when you are 1st and 2nd level.

Luckily for the adventurers, the Medusa was already engaged in a fight. The adventurers moved on, but they were sharply reminded that the wilderness is a harsh and dangerous place.

In this tome you will find ways to make your journey safer, plus ways to survive in the wilderness, a new class for OSE (Scout), Kits for more wild folk, a new monster, a simple weather generator, new spells for wilderness travel, plus a heap more.

I hope you enjoy this issue. And, as always, happy gaming!

- Russ from YUMDM
https://yumdm.com/
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Want to join this team and support the zine? I have a Patreon account:
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(Tiers are available to receive a physical copy).

Lost & Found

Navigation Techniques

Navigating the vast, untamed wilderness in a fantasy setting can be both a thrilling adventure and a daunting challenge. I have drawn from historical mediaeval navigation techniques to add depth and a certain amount of realism to your game, providing players with a richer experience.

Game Effects

Rangers, scouts, druids, and even barbarians know and use the following information, which helps them to navigate. Those with the navigation and astronomer secondary skills can also do this.

Celestial Navigation

Stars and Constellations

Mediaeval navigators often relied on the stars for guidance. Key constellations like the North Star (Polaris) in the Northern Hemisphere helped travellers find true north.

In your campaign, you can create unique constellations and celestial bodies for players to identify and use for navigation. Perhaps there's a "Dragon's Eye" star that always points west or a constellation that only appears during specific seasons.

Sun and Moon

The position of the sun and moon provided clues about direction and time. During the day, the sun rises in the east and sets in the west, while the moon's phases could help estimate time at night.

In your campaign world, you might introduce magical phenomena, like a moon that changes colour to indicate cardinal directions.

Landmarks and Terrain Features

Natural Landmarks

Rivers, mountains, and forests were crucial for mediaeval navigation.

Travellers would follow rivers downstream to find settlements or use mountain ranges as natural boundaries.

In your campaign, you can create legendary landmarks, like the "Whispering Woods" where the trees provide cryptic directions.

Man-Made Landmarks

Roads, bridges, and ruins served as guides for travellers. Mediaeval maps often included notable structures like castles or temples.

In your campaign, ancient ruins or enchanted stones might contain magical inscriptions that offer directional clues.

Tools and Instruments

Compass

The magnetic compass, introduced in Europe in the late mediaeval period, was a revolutionary tool.

In your campaign, magical compasses could be enchanted to point towards not only north but also hidden treasures, powerful artefacts, or the player's desired destination.

Astrolabe

This ancient instrument was used to solve problems related to time and the position of the stars.

In a fantasy campaign, an astrolabe could be a powerful artefact, capable of revealing hidden pathways or predicting future events based on celestial alignments.

Navigational Maps

Portolan Charts

These were detailed maps used by mediaeval sailors, showing coastlines, ports, and sea routes.

In your fantasy campaign, maps could be enchanted to reveal new details as players progress in their journey or change based on the time of day or season.

Itineraries and Pilgrimage Routes

Mediaeval travellers often relied on written itineraries and guides, detailing routes between cities and important stops.

Create ancient scrolls or books in your campaign that provide cryptic clues and partial maps, encouraging players to piece together their path.

Local Knowledge and Oral Traditions

Guides and Scouts

Hiring local guides who knew the terrain was common.

In your campaign, players might seek out guides who, if not treated respectfully, may give misleading information.

Oral Traditions

Stories and songs passed down through generations often contained navigational information.

Incorporate local legends and myths that hint at hidden paths, dangerous areas, or secret locations. Bards and storytellers in taverns could provide valuable hints if players take the time to listen.

Survival Skills

Natural Signs

Observing animal behaviour, plant growth, and weather patterns were essential survival skills.

In your campaign, animals might act as omens, leading players towards safety or danger, and plants could offer hints about direction or nearby water sources.

Pathfinding and Trail Marking

Mediaeval travellers would mark their paths with stones, carvings, or other signs. Encourage PCs to leave their own marks or follow the signs left by others.

We Go This Way
New Class: Scout

Requirements: DEX 9; CON 9
Prime requisite: DEX
Hit Dice: 1D6
Maximum level: 14
Armour: Leather only
Weapons: Any one-handed melee weapons, plus shortbows, crossbows, slings, and daggers
Languages: Alignment, Common

Scouts are adept explorers and trackers, skilled in navigating wilderness terrains and uncovering hidden paths. They excel in stealth, reconnaissance, and survival, making them invaluable members of any adventuring party venturing into the unknown.

Skills

Please see the article *Expanding D6 Thief Skills* in *Issue 13* of ***d12 Monthly*** for more details on this system.

The Scout has the following skills: climb sheer surfaces, hide in shadows, move silently, foraging, weather prediction.

A scout's skills all start at a 1 in 6 chance of success. These can be increased at first level and each level beyond this using skill points.

Skill Points

They receive 3 points at 1st level and 1 point per level after this.

Skill System

If you are using the traditional OSE skill system, for the skills climb sheer surface, hide in shadows, and move silently use the Thief progression. For foraging, using the Ranger chances.

For weather prediction use a simple 3-in-6 chance.

Weather Prediction

A scout can predict the weather in the area they are in for up to 48 hours.

Stealth

Scouts have a knack for moving silently and avoiding detection.

Tracking

Scouts can follow tracks in the wilderness as a ranger of the same level.

Survival

Scouts are experts at surviving in the wild. They have a chance of foraging in the wilderness.

Scout Level Progression

Level	XP	HP	THAC0	Saves D	W	P	B	S
1	0	D6	19 [0]	13	14	13	16	15
2	2,000	2D6	19 [0]	13	14	13	16	15
3	4,000	3D6	19 [0]	13	14	13	16	15
4	8,000	4D6	19 [0]	13	14	13	16	15
5	16,000	5D6	17 [+2]	12	13	11	14	13
6	32,000	6D6	17 [+2]	12	13	11	14	13
7	64,000	7D6	17 [+2]	12	13	11	14	13
8	120,000	8D6	17 [+2]	12	13	11	14	13
9	240,000	9D6	14 [+5]	10	11	9	12	10
10	360,000	9D6+2*	14 [+5]	10	11	9	12	10
11	480,000	9D6+4*	14 [+5]	10	11	9	12	10
12	600,000	9D6+6*	14 [+5]	10	11	9	12	10
13	720,000	9D6+8*	12 [+7]	8	9	7	10	8
14	840,000	9D6+10*	12 [+ ▼	8	9	7	10	8

* Modifiers from CON no longer apply.

Keen Senses

Scouts have exceptional perception. They surprise opponents with a 3-in-6 chance.

They can also detect secret doors when searching with a 3-in-6 chance. This increases to 4-in-6 at level 6.

Pathfinding

Scouts can lead a party through wilderness terrain, reducing travel time by 25%. At level 4, they can also automatically help the party avoid natural hazards such as quicksand, pitfalls, and poisonous plants.

Ambush

When attacking from a hidden position, and they surprise their enemy, scouts receive a +2 bonus to attack rolls and deal an extra 1d6 damage. This increases to +4 to attack rolls and 2d6 extra damage at level 9.

Into the Wilds
Wilderness Kits

These flavourful kits will help create a more lived-in world for your campaign.

Torchrider

Torchriders are elves that patrol the plains surrounding the Torchwood, a small forest that houses two clans of elves.

Requirements
Must be an elf from Torchwood.

Role
Torchriders patrol the area around their homeland from threats. They are skilled mounted warriors and scouts.

Secondary Skills
Torchriders tend to have the following secondary skills: Animal Trainer, Bowyer / Fletcher, and Explorer. They also know how to ride.

Equipment
All Torchriders gain a giant stag mount, which they are bonded to.

Special Benefit
Torchriders gain a +2 bonus to all perception-based checks while on plains, grasslands, and similar terrain.

Special Hindrance
Torchriders must check in with their leaders at least once per month (although more regular check-ins are ecouraged).

Wildkin

Wildkin are those who decide that the wilderness is where they belong and forgo the trappings and lifestyle of urban life. They give themselves 100% to the wild.

Requirements
Must be of chaotic alignment.

Role
Depending on their class, Wildkin can be aggressive wilderness warriors, beast-friends, or wild hermits.

Secondary Skills
Wildkin gain the following secondary skills as a bonus: Explorer and Huntsman. They tend to have the following secondary skills:

Animal Trainer, Bowyer / Fletcher, and Apothecary.

Equipment
Wildkin have no special equipment. Their weapons and tools are made from natural products (see article *I'm Going To Make It* in this issue).

Special Benefit
A Wildkin's base movement rate is increased by 10-ft.

In addition, they cannot be tracked in natural surroundings.

Finally, they gain the scent ability the same as some animals, being able to detect opponents within 30-ft by smell.

Special Hindrance
Due to their wild and chaotic natures, Wildkin receive a -2 penalty to any CHA-based checks or reaction rolls when dealing with anyone other than other Wildkin, animals, or elves.

Wildkin only ever keep what they can carry or find useful. As such they can only use weapons and armour that come from unprocessed materials (no metal), and generally only carry what they absolutely need to survive.

Wilderness Scavenger

The Wilderness Scavenger is adept at finding and repurposing items in the wilderness. They have a keen eye for useful materials and can craft makeshift tools and weapons from their surroundings.

Requirements
WIS 12 or higher.

Role
The Wilderness Scavenger's role is to locate and utilise resources that others might overlook. They can improvise equipment and find hidden caches of supplies.

Secondary Skills
Wilderness Scavengers gain the following secondary skill as a bonus: Huntsman. They tend to have the following secondary skills: Animal Trainer, Bowyer / Fletcher, Apothecary, and Explorer.

Equipment
Wilderness Scavengers carry a belt pouch or satchel that carries tools and minor items that will help them create items from what they scavenged.

Special Benefit
The Wilderness Scavenger gains a +1 bonus to all foraging checks*. They can also craft basic tools and weapons (such as spears, snares, or traps) from natural materials with a successful WIS check.
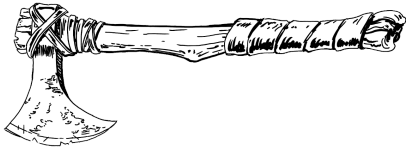
* This assumes you are using the D6 skill system in *Issue 13* of ***d12 Monthly***. Adjust bonus to the system you are using.

Special Hindrance
Due to their wild and chaotic natures, Wildkin receive a -2 penalty to any CHA-based checks or reaction rolls when dealing with anyone other than other Wildkin (see above Kit) or elves.

I'm Going To Make It
Crafting In The Wild

What happens when you are in the wilderness and all your magic is depleted and all your resources are almost spent?

You rely on your survival skills, and create what you need from nature.

Classes & Skills

So, which characters will naturally have the skills necessary for this sort of crafting?

Classes

I would give rangers and druids the ability to craft items in this way, using natural materials.

You could also stretch this to barbarians, if you so desire. Or give them limited crafting abilities, so they can only craft certain items - weapons, for example.

Secondary Skills

The following secondary skills could be useful to wilderness craft. It is left up to the GM as to whether a skill is relevant to the task at hand.

Toolkit

Before you head out all wilderness travellers should carry a wilderness tool kits containing a knife, cord, pouches, and gloves - all stored in a tough satchel.

Wilderness toolkits cost 10SP and give a +1 bonus to all relevant checks.

Cordage

Most wilderness crafting lies in creating strong, reliable cordage.

The character needs to look for plants with long, fibrous stems like nettles, flax, or yucca. Once gathered, the outer bark is usually removed, revealing the inner fibres.

These fibres are then scraped, soaked, and rolled together by hand or using a simple tool like a smooth stone. The resulting cordage can be used for an astonishing variety of tasks:

Binding: Secure tool handles, lash together poles for a shelter, or create a carrying harness for your pack.

Traps and snares: Twisted cordage forms the basis of various traps for catching small game. Loops can be set for birds, while nooses can be used for larger prey.

Fishing: Craft fishing lines, nets, or even rudimentary fishing rods using long, flexible branches and strong cordage.

Textiles

Some plants offer opportunities for making basic textiles. Wide leaves like those of

burdock or cattail can be woven into mats for sleeping or insulation.

In regions with cotton plants, the fluffy bolls can be harvested and carded (separating the fibres) to create rudimentary cloth for clothing or bandages.

Bandages

Natural fibres play a crucial role in wound care. Milkweed fluff, soft and sterile, can be used as padding for bandages.

Inner bark from certain trees, like slippery elm, can be shredded to create a makeshift absorbent dressing.

Poultices

The wilderness holds a treasure trove of medicinal plants. Research local flora beforehand, paying particular attention to their properties.

Plantain leaves, known for their anti-inflammatory properties, can be crushed and applied directly to wounds.

Poultices made from mashed mullein leaves can help draw out infections.

See *Issue 22* of *d12 Monthly* for simple rules on using herbs and plants.

Crafting Weapons

A sturdy staff, fashioned from a straight, strong branch, is a versatile tool. Its length provides leverage for defence and can be used to ward off predators.

With careful shaping and sharpening, the staff can be transformed into a spear for hunting.

For close-quarters defence, sharpened sticks or clubs made from hardwood can be effective.

Look for branches with natural knobs or thickenings that can be further shaped into a crude handle.

Stone tools play a crucial role in weapon crafting as well. Sharpened flints can be lashed to the end of a staff or club, creating a makeshift axe or pickaxe.

Beyond this, certain animal and monster parts can be used to make additional weapons (as well as other tools and structures mentioned in the article).

See *Issue 16* of *d12 Monthly* for examples of weapons made from monster parts.

Buildings

Building a sturdy shelter is vital for survival in the wild.

Look for natural formations like caves or rock overhangs that offer some basic protection. Supplement them with branches and leaves woven into a crude lean-to or windbreak.

For more permanent structures, consider techniques like bending and lashing branches together to create a frame, then covering it with leaves, bark, or animal hides.

Character Building
A Nomad Scout NPC

Alara Veyl

Alara Veyl grew up in the harsh and arid expanse of the Vast Desert, where life is as much about endurance as it is about skill.

Born into a nomadic tribe known as the *Sandstriders*, Alara learned early on how to navigate the ever-shifting dunes, find water in the most unlikely places, and avoid the dangers that lurk beneath the sand.

The Sandstriders are traders and guides, moving from oasis to oasis, trading goods, and offering their knowledge of the desert to those brave or foolish enough to cross it.

Trained as a scout and guide, Alara honed her skills in observation, stealth, and survival.

Her keen eyesight and quick reflexes made her an excellent scout, capable of spotting distant threats and navigating treacherous terrain.

Personality
Alara is calm and composed, with a quiet confidence that comes from years of living in one of the harshest environments imaginable. She has a practical, no-nonsense attitude.

Motivation
Alara is driven by a desire to preserve the history and culture of the people who once thrived there. She also aims to protect her tribe and other travellers from the dangers of the desert.

Quirks
Alara carries a small collection of ancient coins and trinkets found in the desert, each with a story that she can recount in detail.

She often wears a scarf over her face, both to protect against the sun and sand and as a personal ritual of focus and preparation before setting out on a journey.

Alara Veyl
Level 3 Ranger
AC 7 [12] (leather armour), **HP** 16, **Att** 1 × sword (1d8), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16, **AL** Neutral, **STR** 12 **INT** 9 **WIS** 15 **DEX** 16 **CON** 14 **CHA** 12.

Solo Spotlight
Encounter Chart

One aspect of wilderness travel which is often overlooked is actually getting to the wilderness.

This following random encounter chart is designed with that in mind as it has entries for encounters close to the settlement - and civilisation - plus entries for different areas further away.

While the table has 20 entries, it is arranged so that encounters that are more likely to appear closer to the settlement (patrols, for example) will appear at the top of the table. Those that would be more likely appear in the wilderness, are located toward the end of the table.

Simply choose the appropriate dice to roll, depending on where the PCs are located in relation to the settlement.

Determine Dice to Use

Simply choose a die to roll depending on the options below.

D4 - Settlement outskirts
D6 - Farmland surrounding settlement
D10 - Travelling along road close to a settlement
D12+8 - Travelling the outer reaches of the settlement's boundaries
D10+10 - Travelling along the road in the wilderness

Then roll on the following table.

Table: Road Encounters

Roll	Encounter
1	Farmer with cart of goods
2	Cattle or sheep blocking road
3	Patrol on horseback
4	Goblin Sneak*
5	Merchant caravan
6	Noble travelling in carriage
7	Bandits
8	Falling tree blocking road
9	Group of Pilgrims
10	Giant Centipedes
11	NPC adventuring party
12	Wild boars
13	Orc warband
14	Pack of ghouls
15	Pack of blink dogs
16	Pack of wolves
17	Giant boring beetles
18	Pack of jackals
19	Manticore
20	Medusa

* A Goblin Sneak is a small band of goblins on a mission of some sort.

Terrain & Climate

I have tried to keep the wilderness encounters (numbers 13-20) fairly generic as different climates and terrains will greatly affect the encounters. Feel free to substitute these for various regions in your campaign world.

Creature Feature
New Monster: Gore Beetle

The Gore Beetle is a nightmarish creature of decay and destruction, often found lurking in dark, damp environments such as ancient ruins, crypts, and battlefields.

Description

Its grotesque form is complete with carapace body, jagged horns, and a leering visage.

The beetle's carapace is rough and pitted, with dark, oozing cracks. It has long, segmented legs that end in sharp, claw-like appendages, ideal for scuttling over rough terrain and gripping onto prey.

The Gore Beetle is roughly the size of a small dog.

The Gore Beetle feeds on carrion and decomposing organic matter, but it is also known to hunt live prey. It uses its powerful mandibles to rend flesh and its clawed legs to secure its meal. They hunt by scent.

While a single Gore Beetle is dangerous, they are often found in swarms, which can overwhelm even well-armed adventurers.

Habitat

The Gore Beetle prefers dark, damp environments, dwelling in places where decay is rampant and light is scarce. Common habitats include ancient tombs, forgotten catacombs, and the sites of great battles.

AC 4 [15], **HD** 1+2 (6hp), **Att** 1 × bite (1D6), **THAC0** 18 [+1], **MV** 120' (40'), Burrow 60' (20') **SV** D12 W13 P14 B15 S16, **ML** 7, **AL** Neutral, **XP** 15, **TT:** None **S:**14 **D:**10 **C:**14 **I:**8 **W:**12 **Ch:**10

▶▶ **Stench:** Gore Beetles have a smell that sickens: save versus poison or suffer –2 to hit, while in melee.

Table: Number Appearing

D6	Number
1-2	Single
2-4	Brood (2D4)
5	Colony (3D6)
6	Swarm (4D8)

Lore

Legends speak of Gore Beetles as the spawn of dark necromantic rituals gone awry, their presence a sign of corruption and foul magic. Others speak of Gore Beetles as having burrowed up from the Deepdark.

Spellcraft
New Spells for the Wilderness

Here are some new spells that are available to Druid, Ranger, and Bard characters.

Pathfinder's Mark

Level: 1
Duration: Special (See description)
Range: Touch

When cast, this spell allows the caster to create permanent marks on natural objects for use marking a trail or leaving warning signs.

- ➔ The marks themselves are permanent, but the spell only lasts 6 hours to place the marks.
- ➔ The signs are visible only to the caster and those they choose, appearing as faint glowing symbols.

Shelter's Embrace

Level: 2
Duration: 8 hours
Range: 30 feet

This spell conjures a small, semi-permanent shelter that can accommodate up to six people.

- ➔ The shelter can hold 6 medium-sized creatures.
- ➔ The shelter is camouflaged to blend with the surrounding environment, making it difficult to spot (-4 penalty to all perception-type checks).

Nature's Vigil

Level: 2
Duration: 8 hours
Range: Touch

The caster imbues a nearby plant or tree with a semblance of awareness, allowing it to alert the caster to any intruders or dangerous creatures.

- ➔ Any creature approaching within 60-ft of the object touched triggers the alert.
- ➔ Effect: The plant can communicate simple alerts (such as the direction of the threat) to the caster.

Commune with Nature

Level: 3
Duration: 1 hour
Range: Self

By casting this spell, the caster enters a trance, attuning themselves to the natural world.

- ➔ They gain detailed knowledge of the surrounding area within a 6-mile radius
- ➔ The caster can ask up to three specific questions about the terrain, plants, animals, or other natural features.
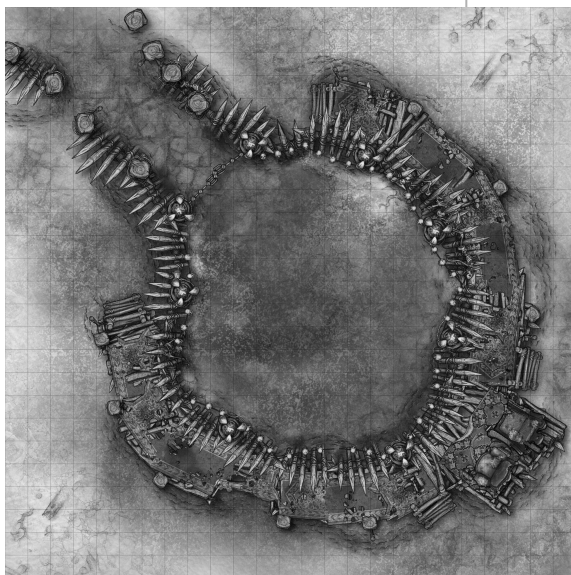
Adventure Location
Fighting Pit

In the rural area of Bald Hills sits one of the most popular fighting arenas in all of the Northern Freelands.

It consists of nothing more than a series of four pits, which features some of the most violent organised fighting.

Contestants either win and live, or lose and either die or become severely injured.

Hooks

1. PCs are captured and forced to fight
2. PCs are looking for a contestant or frequent audience member
3. Someone the PCs know is being forced to fight in the pits & they need to rescue them

Combatants

These individuals are those the PCs might watch or fight against.

Urd the Unclean

Level 2 Barbarian
AC 7 [12] (leather armour), **HP** 12, **Att** 1 × Bardiche (1d10), **THAC0** 19 [0], **MV** 90' (30'), **SV** D10 W13 P12 B15 S16, **AL** Neutral, **STR** 12 **INT** 9 **WIS** 11 **DEX** 9 **CON** 13 **CHA** 14,

Khargrun the Savage

Level 4 Duergar
AC 3 [16] (plate mail + shield), **HP** 12, **Att** 1 × short sword (1d6), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D6 W7 P8 B10 S10, **AL** Chaotic, **STR** 11 **INT** 10 **WIS** 14 **DEX** 7 **CON** 9 **CHA** 12

Bloodthirsty Thuvin

Level 1 Fighter
AC 7 [12] (leather armour + shield), **HP** 8, **Att** 1 × spiked gauntlet (1d4+1), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16, **AL** Chaotic, **STR** 16 **INT** 8 **WIS** 14 **DEX** 8 **CON** 11 **CHA** 11

Bogri the Brutal

Lizardman
AC 5 [14] (natural), **HP** 8, **Att** 1 × spear (1d6), **THAC0** 17 [+2], **MV** 60' (20') / 120' (40') in water, **SV** D12 W13 P14 B15 S16, **AL** Neutral, **STR** 13 **INT** 9 **WIS** 10 **DEX** 8 **CON** 13 **CHA** 10

Class Acts (Druid)
A List of Animals a Druid Can Shapechange Into

The Druid's shapechange ability is a powerful feature of that class, but what exactly can the Druid transform into?

According to the *OSE Advanced Players' Guide*, there are a few conditions that need to be met:

1. Form of a reptile, bird, and mammal

2. Twice the bulk of the druid's form

3. All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back

I would add the following condition as well:

4. The druid must have seen the animal to transform into one.

I add this as it is impossible for a druid to have seen every single animal in the world, especially in insular mediaeval-based societies.

This can lead to complications and the keeping of lists of animals encountered, but the following is an easy way to handle it.

Using the main terrains in the game as a guide, the druid can select one (or two, at the GM's approval) types of terrain in which they know most animals.

Terrain Types

Here is a list of the usual terrain types in alphabetical order.

Arctic	Lake/River
Desert	Mountains
Forest	Ocean
Hills	Plains
Jungle	Swamp

The following lists show animals for each terrain, filtered by size of tiny to large. And, of course, they only feature reptiles, birds, or mammals.

Climate

One thing to keep in mind is the climate of a particular region. While these tables show terrain types, climate may play a factor as well, as the GM decides.

Table: Artic

Polar Bear	Walrus
Seal	Arctic Fox
Arctic Hare	Snowy Owl

Table: Desert

Baboon	Bat
Camel	House Cat
Dog	Donkey/Mule
Horse/Pony	Lizard
Rat/Mouse	Viper Snake

Table: Forest

Ape	Badger
Black Bear	Brown Bear

Boar	House Cat
Dog	Horse/Pony
Leopard	Lizard
Monkey	Owl
Rat/Mouse	Raven/Crow
Constrictor Snake	Viper Snake
Tiger	Toad/Frog
Weasel	Wolf

Table: Hills

Badger	Bat
Black Bear	Brown Bear
House Cat	Dog
Donkey/Mule	Eagle/Hawk
Horse/Pony	Lizard
Owl	Rat/Mouse
Raven/Crow	Viper Snake
Tiger	Weasel
Wolf	

Table: Jungle

House Cat	Dog
Lizard	Monkey
Rat/Mouse	Constrictor Snake
Viper Snake	

Table: Lake/River

Crocodile/Alligator	Shark
Toad/Frog	Common Birds
Otter	Beaver
Muskrat	Duck/Swan

Table: Mountains

Ape	Black Bear
Brown Bear	House Cat
Dog	Donkey/Mule
Eagle/Hawk	Horse/Pony
Lizard	Owl
Rat/Mouse	Raven/Crow
Viper Snake	Weasel
Wolf	

Table: Ocean

Crocodile	Octopus
Porpoise	Shark
Squid	Stingray

Table: Plains

Baboon	Badger
Bat	Bisen
House Cat	Cheetah
Dog	Donkey/Mule
Eagle/Hawk	Horse/Pony
Leopard	Lion
Lizard	Owl
Rat/Mouse	Raven/Crow
Rhinoceros	Viper Snake
Tiger	Weasel
Wolf	

Table: Swamp

Crocodile	Lizard
Viper Snake	Turtle
Eel	Toad/Frog

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Acknowledgements

Next Month

For August we explore cities. From new Kits to new city-based monsters, there will be a lot going on as the PCs travel the streets and lanes of the city.

There will also be some locations you can drop right into your city, which will keep your characters on their toes.

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ISSUE 38 – AUGUST, 2024

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