

d12 Monthly

CITY EXPLORATION
ISSUE

Issue 39
August, 2024

FREE VERSION

CITY LOCATIONS

DROP THESE INTO YOUR
CITYSCAPE

CREATURE FEATURE

DOPPELGANGER
INFILTRATION

LURKING MONSTROSITIES

MONSTERS WHO ARE FOUND
WITHIN CITIES

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Adventure Location: Mysterious Ship

Features

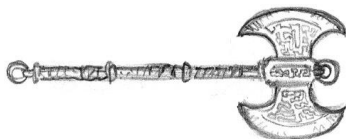
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This is the FREE Version

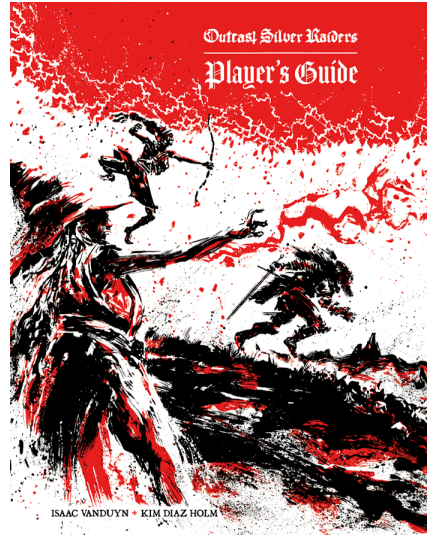
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The City Exploration

Issue

Cities are not just safe spaces to rest between adventures. In some campaigns, they are the adventure!

Navigating your way around a mediaeval fantasy city isn't always easy, and that's half the fun!

But GMs need to bring the city to life, and have each city different to the next - with its own personality, character, and NPCs.

That's what I have tried to do in this issue - give GMs a way to bring each of their cities to life so the players are both awed and kept on their toes.

From ways to describe the city, to locations, to new urban-based Kits, to using alignments, to a new class, I am sure you will find something in here to help your city-based campaigns.

As always, feedback is welcome and you can do so on my blog or on the socials. Let me know what you think, how you might use this issue, or anything in between.

And, as always, happy gaming!

- Russ from YUMDM

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Thanks to my Patrons

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, William Mayorga, 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, Games With Dave, Jay Alan, AjaxVibe, Father Goose, Christer Enfors, George Fuentes, Alan, Geena, Jean-Claude Tremblay, Simon Williams, Floyd Zoot, John Snow, Matt bayliss, Daniel Harkins, Carl Russell, James F. Kelley, and Ronald Easterday, Jim "Wilmanric" Pacek, Keith Parker, Eric Babe, Robert Vilkaitis, Dennis Bretton, Michael Lee, Chet Cox, Craig Pettie, Bill Jaimes, Michael, Brett Bozeman, David Ross, Aaron Morgan, None of Your business, David Schnoll, Robert Alford, Colton Juhasz, David Risher, Phill Massey, Alien Spaces, Stephen Jolly, Louis DiThomas Keller, MechJack TV, Derek Reny, Andrew, Raith Richwine, Julio Scissors, Joe Johaneman, Hart R, Chris Strahm, John Tenney, Chris de Haan, Van Davis, Grant G., Jamal L. Wilkins, Amos, Brother Who, JT, Andrew Spurgeon, André alias DD, Steven Landell, David J. Smead, Riley, Greg, Tim Cropley, Skinny Brian, Sherry Sheggrud., Jose Perez (Bromos Sunstar), Steenstrupian, Paul Juliano, William Dvorak, Mark Kelly, Stuart Wiltshire, LaughingBubba, Ivel, Frog Kniffin., Peter Banks, MSN2012, scott johnson, Matt Blakeley, Dale Poole, Brian Johnson, Rob Carignan, Ron Northway, KarlBob, and Dustin F, A R HuffnPuffn, Raúl, Eric, Peter Benning, Brian Rodriguez, Reese Laundry, David White, Francisco Debs, Gustavo Campanelli, Hanzo Dakun, David Dierks, Steven Landell, Christopher kramer, divol, Paul Graaf, Norwolf, Timothy Schmidt, Lucius1202, Michael Penkas, Shawn Gray, Joel Wickli, Mark Philip Willis, Malte Obbel Forsberg, Grand Admiral Flair, Jon Jones, Terry Broadbent, Christian Rivers, Jon Tzimiskes, Jason, Kyle Houghton, Iain Russell, GM Wolfgang, Walt Ciechanowski, Anthony Holdren, Heath Gordon, Jack McCarthy, Larry Curtis, and Neil Hughes...

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

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Every City Has A Story

Navigating a City

Navigating a city can be tricky, but describing the city as the PCs explore it, is even trickier. Below are three ways in which you can quickly make the cities in your campaign come to life.

Establish the City's Identity

Even before the characters arrive at the city, feed them information they may have heard about the city and its identity.

Is it a bustling trade hub, a fortress of knowledge, or a haven for rogues? Is it known to be friendly to visitors, how strict are they with their laws?

Weave in bits of history and lore that make the city feel ancient and lived-in. Whether it's built on ruins from a long-forgotten empire, or has legends of a great battle fought on the city's outskirts, these details add depth.

The city's identity will shape the players' views of the city before they even arrive.

To Do: Write down a few rumours (true or not), and some history of the city that the characters may have heard about.

Highlight Key Locations

Once the characters arrive at the city, identify a few key locations that will be central to the players' experience, or that stick out. This might include a grand

palace, an iconic temple, or an impressive bridge.

Describe these places with attention to sensory details—what do the players see, hear, smell, and feel when they approach these locations?

To Do: Jot down some obvious locations (see the article *Places to Explore* in this Issue for some iconic locations), and add a description of it, featuring all four senses when they arrive at that location.

Show the City's Personality Through Its Inhabitants

The people of the city bring it to life. Describe the general demeanour and appearance of the city's residents. Are they suspicious of outsiders, or do they greet strangers with open arms?

Include details about the city's watch, local customs, and unique characters that players might encounter. This can also provide hooks for side quests.

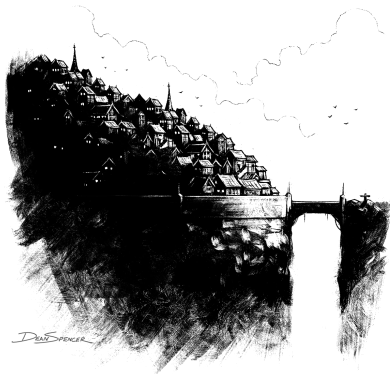
To Do: Write down some memorable NPCs that capture the city's feel. This can be very easy to do using my MAP method for creating NPCs (See *Issue 0* of *d12 Monthly* on how to do this).

Final Point: Maintain a Balance

While detail is important, avoid overwhelming your players with too much information at once. Introduce the city gradually, allowing players to discover its nuances through exploration and interaction.

Places to Explore

City Locations



City locations you can drop into your campaign world.

The Whispering Grove

A serene and secluded garden located within the city walls, the Whispering Grove is a place of peace and reflection. Ancient trees and vibrant flowers fill the grove, and the air is filled with the sounds of nature.

Inhabitants

Caretaker: Liora Greenleaf, a druid who tends to the grove and ensures its preservation.

Visitors: Citizens seeking solace, meditation, or a quiet place to escape the hustle and bustle of city life.

Plants: A range of plant life* (and the animals that are attracted to them) inhabit this urban grove.

* Truth be told, there are man-eating plants in this garden paradise, which Liora uses as guardians. See *Issue 22 of d12 Monthly* for more information on deadly plant creatures that could inhabit this garden.

The Arcane Spire

A towering structure of solid stone and a tiled roof, the Arcane Spire is the centre of magical learning and research in the city. It is filled with laboratories and libraries.

Inhabitants

Archmage: Arcanis Thalor, the head of the spire and a powerful wizard who oversees all magical activities. He also lives on one of the upper floors*.

* In actual fact, Thalor lives in a small pocket demi-plane of his own creation, of which the portal to access it is located somewhere on the upper floors.

Apprentices: Young mages and scholars from across the realm who come to study under the tutelage of the spire's masters.

Elemental Guardians*: It is rumoured that constructs protect the spire from intruders.

* This is indeed true as it is guarded by a combination of stone golems and gargoyles.

The Stone Bridge

An ancient and sturdy bridge spanning the river that runs through the city. The Stone Bridge is a critical thoroughfare, connecting the city's two main districts.

Inhabitants

Bridgekeeper: Old Janus, an elderly man who ensures the bridge is kept in good repair and collects a modest toll from travellers*.

* Locals travel free over the bridge, while non-residents (and those who want to fish) pay a copper per leg. And Old Janus knows who is local and who isn't.

Fishermen: Locals who fish the river's bountiful waters from the bridge's sides.

Patrol Guards: City guards who keep watch for trouble and ensure the safety of locals.

The Scholar's Haven

A quaint bookshop and scriptorium located near the city's main square, and connected to a temple of Banoth*. It is a haven for scholars, scribes, and anyone seeking knowledge.

* Banoth is the deity of knowledge and wisdom.

Inhabitants

Proprietor: Eldric Quill, a retired scholar, and follower of Banoth, with a vast knowledge of ancient texts and a passion for learning.

Scribes: Young apprentices who copy texts, create maps, and maintain the shop's inventory.

Patrons: Academics, students, and curious minds who come to purchase books or engage in intellectual discussions.

The Iron Hall

The seat of the city's government, a formidable stone building where the city council meets to discuss and make decisions regarding the city's administration and laws.

Inhabitants

Lord Mayor: Markil Daytown, a fair but stern leader, dedicated to the prosperity of the city.

Council Members: Representatives from various guilds, districts, and influential families who participate in the city's governance.

Citizens: Locals who attend public meetings, petition for changes, or seek resolutions to disputes.

The Dusty Road Theatre

A modest theatre located in a quieter part of the city, known for its plays, musical performances, and cultural events. The theatre is a cornerstone of the city's artistic community*.

* It is also haunted by a trio of old patrons who died when a fire gutted the theatre 20 years ago. Their chard translucent bodies can be encountered on the first day of any performance.

Inhabitants

Director: Helinna Starling, a passionate and charismatic woman who directs the theatre's performances*.

* She is also a sorcerer who is planning her ultimate ritual: a mass charm spell to charm all in attendance of her play.

Performers and Stagehands: Actors, musicians, and dancers who bring the stage to life with their talents, plus those who work behind-the-scenes.

Audience: A diverse mix of citizens, from wealthy patrons to common folk, who come to enjoy the cultural offerings and be entertained.

The Artisan's Row

A lively street lined with workshops and studios where skilled artisans create and sell their handcrafted goods. The air is filled with the sounds of hammering, carving, and weaving.

Inhabitants

Master Craftsman: Thorin Stonehand, a renowned dwarven sculptor who mentors younger artisans.

Artisans: Blacksmiths, leatherworkers, weavers, and other craftspeople who create high-quality goods.

Shoppers: Citizens and visitors seeking unique, custom-made items and gifts.

The River Docks

A bustling area along the riverbank where ships and boats unload their cargo. The docks are the hub of the city's trade and commerce, with goods constantly arriving and departing.

Inhabitants

Harbormaster: Captain Roworic, a grizzled sailor who oversees all dock activities and ensures smooth operations.

Dockworkers: Labourers who load and unload cargo, repair ships, and maintain the docks.

Merchants: Traders from distant lands who bring exotic goods and negotiate deals.

The Whispering Alley

A narrow, shadowy lane known for its discreet businesses and secretive atmosphere. The alley is home to informants, spies, and those who deal in less-than-legal enterprises.

Inhabitants

Shadow Broker: Lucian Shade, a mysterious figure who trades in secrets and information.

Rogues: Thieves, spies, and other shady characters* who frequent the alley for its hidden opportunities.

* All operating under the view and control of the local Thieves' Guild.

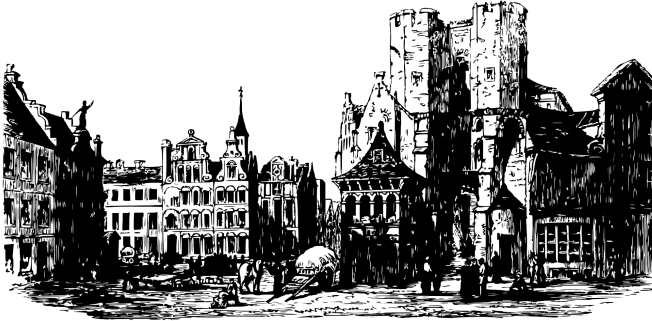
Curious Citizens: Those in need of information, discreet services, or items that cannot be found in more reputable parts of the city*.

* These are located in a secret blackmarket which is locally known as the Maze.



Politics Aplenty

List of Government Types and Their Leaders



Monarchy

Rule by a king or queen, often hereditary.

Leader: *Queen Aeliana of Elandor*

Queen Aeliana is known for her wisdom and compassion. She rules the kingdom of Elandor, a realm characterised by its lush forests and strong traditions of chivalry and honour.

Feudalism

A hierarchical system where nobles are granted land by the monarch in exchange for military service, with peasants working the land.

Leader: *Lord Cerdic of Northkeep*

A stern and fair lord, Cerdic oversees the lands of Northkeep. He is respected by his vassals and feared by his enemies, maintaining a strong military presence in his region.

Theocracy

Government led by religious leaders or based on religious laws.

Leader: *High Priestess Lysandra of the Sun Temple*

High Priestess Lysandra leads the theocratic city-state of Solara, where the worship of the Sun God dictates law and order. She is seen as the spiritual and temporal leader, guiding her people with divine wisdom.

Empire

A vast territory ruled by an emperor or empress, often encompassing various cultures and regions.

Leader: *Emperor Valerius of the Crimson Empire*

Emperor Valerius rules a vast and diverse empire, known for its disciplined legions and grand cities. His reign is marked by a mix of military conquests and cultural integration.

City-State

A city that with its surrounding territory forms an independent state, often governed by a council or singular ruler.

Leader: *Consul Marcellus of Veridia*

Marcellus, elected as the Consul, governs the prosperous city-state of Veridia. Known for its trade and intellectual pursuits,

Veridia is a beacon of art and magic in the region.

Tribal Confederation

A union of tribes or clans, often led by a chief or council of elders.

Leader: *Chieftain Alaric of the Wolf Clan*
Alaric leads a confederation of nomadic tribes in the northern steppes. As a warrior and shaman, he unites the tribes under a banner of mutual defence and shared traditions.

Republic

A state in which supreme power is held by the people and their elected representatives, with an elected or nominated leader rather than a monarch.

Council: *The Council of the Twelve in the Republic of Aeloria*

Aeloria is governed by a council of twelve elected representatives, each from a different region of the republic. They make decisions collectively, with an emphasis on debate and consensus.

Oligarchy

Rule by a small group of powerful individuals, often nobles or wealthy citizens.

Council: *The Syndicate of Shadows in the city of Nox*

The Syndicate is a secretive group of wealthy and influential individuals who control the city from behind the scenes. They maintain order through a network of spies and mercenaries.

Merchant Republic

A state in which trade and commerce are the central activities, and merchants have significant political power.

Leader: *Doge Silvano of Port Maris*

Doge Silvano, elected from among the city's merchant elite, oversees the bustling trade city of Port Maris. The city is renowned for its bustling marketplaces and naval prowess.

Duchy/Principality

A territory ruled by a duke or duchess (or prince/princess), often semi-autonomous within a larger kingdom or empire.

Leader: *Duchess Seraphina of Rosewood*

Duchess Seraphina rules the fertile lands of Rosewood with a blend of grace and political acumen. Her court is known for its cultural patronage and elaborate festivals.

Autocracy

A system where a single individual holds absolute power, often ruling with an iron fist.

Leader: *Tyrant Kordath of the Iron Citadel*

Kordath rules the Iron Citadel with an iron fist, enforcing his will through a loyal army and a network of informants. His regime is characterised by strict laws and heavy taxation.

Nomadic Horde

A group of nomadic tribes united under a single leader, often engaging in raids and conquests.

Leader: *Warlord Batu of the Black Stallions*
Batu leads the Black Stallions, a nomadic horde that roams the eastern plains. They are feared for their swift raids and skilled horsemanship.

Confederacy

An alliance of states or tribes with a central government, but retaining considerable independence.

Council: *The Great Assembly of the Free Tribes*
A coalition of independent tribes, the Great Assembly meets periodically to discuss common issues and coordinate defence. Each tribe sends a representative to this council.

Dictatorship

A government where a single ruler or group holds absolute power, often taken by force or maintained by military control.

Leader: *Supreme Leader Varis of Shadowport*
Varis controls Shadowport, a city known for its strategic location and bustling black markets. His rule is authoritarian, with strict control over the populace and a formidable secret police.

Magocracy

A government ruled by magicians or individuals with magical powers.

Council: *The Arcane Conclave of Eldoria*
Eldoria is ruled by the Arcane Conclave, a council of powerful mages. They govern the city-state based on magical principles and arcane knowledge, ensuring that magic is integrated into all aspects of life.

Plutocracy

A government controlled by the wealthy or a powerful elite.

Council: *The Council of Gold in the city of Argentum*

Argentum is governed by its wealthiest citizens, who form the Council of Gold. This body makes decisions based on economic interests, prioritising trade and finance.

Aristocracy

A government where power is held by the nobility, often hereditary.

Council: *The Noble Assembly of Aldoria*
Aldoria is ruled by a council of noble families, each holding hereditary seats in the assembly. They make decisions collectively, often favouring policies that maintain their privileges and estates.

Stratocracy

A government led by military leaders or in which the military holds significant power.

Leader: *General Aric of the Iron Legion*
General Aric commands the Iron Legion, a militaristic state where the government is composed of military officers. Civil and military affairs are closely intertwined, with a focus on discipline and order.



Lurking Monstrosities

Monsters Found in Cities

Monsters aren't just in dungeons and the wilderness. Many monsters make their way to cities. After all, that's where many victims (or meals) are located.

Sewers

Otyugh - Filth-eating creatures often found in sewers.

Rat Swarm - Aggressive, disease-carrying rodents.

Giant Rat - Larger and more dangerous than regular rats.

Crocodile - Sometimes found lurking in the murky water.

Gelatinous Cube - A mobile, gelatinous creature that sweeps through sewers, consuming waste and anything else in its path.

Wererat - Lycanthropes that can transform between human and rat form.

Parks and Gardens

Treant - Sentient trees that protect the natural areas.

Pixie - Mischievous and invisible forest spirits.

Dryad - Tree nymphs that may inhabit city parks.

Sprite - Small, magical humanoids with wings.

Blink Dog - Fey creatures that can teleport short distances.

Awakened Tree - Trees given sentience and mobility through magic.

Slums and Back Alleys

Thug - Common street criminals and bandits.

Mimic - Shape-shifting creatures that disguise themselves as mundane objects.

Goblins - Skilled and stealthy killers.

Imp - Small devils often found in service to more powerful fiends.

Hag - Malevolent witches that sometimes live in disguise among humans.

Noble Districts

Vampire Noble - Wealthy and influential blood-suckers.

Succubus/Incubus - Demons that can charm and manipulate.

Rakshasa - Deceptive fiends that take on humanoid appearances.

Doppelganger - Shape-shifters capable of taking on the appearance of others.

Temples and Cathedrals

Cultist - Devoted followers of dark deities.

Evil Priest - Clerics serving evil or chaotic deities.

Specter - Ghostly undead that may haunt sacred sites.

Gargoyle - Stone creatures that come to life to protect sacred areas.

Celestial - Angelic beings summoned to guard holy places.

Docks and Waterfronts

Merfolk - Aquatic humanoids that might venture near the shore.

Pirate - Sea-faring bandits and raiders.

Sahuagin - Evil aquatic creatures often attacking from the water.

Sea Hag - Ugly and wicked creatures with water-related powers.

Character Building

The Harbinger

Gnomes have had a dark history. Their centuries-long enslavement by the Brain Stealers scarred their very soul, even after they escaped captivity.

The gnomish Harbinger is one aftereffect of that dark past.

These bards sow darkness and uncertainty, and tell tales of the dark times, bringing moods of all those down with them.

The Harbinger is an alternative version of the bard class from OSE for Gnomes only.

Calm (Replaces Anti-Charm)

While the bard plays music and sings, allies within 30' are immune to fear-based magical effects and receive a bonus +2 to all morale checks. Allies already under the effect of such magic may make another saving throw with a +4 bonus.

Combat

This remains the same as the Bard entry.

Divine Magic

This remains the same as the Bard entry.

Fear (Replaces Enchantment)

By playing music and singing, the bard can frighten subjects in a 30' radius.

The effect lasts for as long as the enemy hears the bard's song.

Number of Subjects: Up to 2HD of creatures per level of the bard are affected. The bard may choose to target a specific individual or a group (in which case, the affected individuals are determined randomly).

Effect: Each subject must save versus spells or be fascinated, as follows:

At 1st Level: All targets are shaken and suffer a -1 penalty to all saving throws versus fear effects, and to attack and damage rolls.

At 3rd level: Those affected are disheartened and suffer a -2 penalty to all morale checks and to attack and damage rolls.

At 7th level: One target is paralysed with fear.

At 10th level: The bard causes weakness in the ability and fighting capabilities of targets. They suffer a penalty of -4 to both STR and DEX ability scores.

Languages

This remains the same as the Bard entry.

Lore

This remains the same as the Bard entry.

After Reaching 11th Level

This remains the same as the Bard entry.



Solo Spotlight

City Random Encounters

Cities can be dangerous places - day or night. Below is a random encounter table you can use when characters are wandering the city streets. It features mundane and monster encounters.

Simply roll a D12+D8 and reference the column based on if it's night or day.

Table: City Encounters (Roll D12 + D8)

Day	Night	Encounter
-	2	Vampire Noble only seen at night
-	3	Haunted Streets by a ghost seeking help
2	4	Goblin Pickpockets in disguise as children
3	5	Wererat Infestation in the sewers
4	-	Street Artist is showing their talent
5	6	Street Fight between two or more citizens
6-7	7	City guard patrolling the streets
8	-	Mischievous Street Urchins hassle passersby
9	-	Street Performer pulls in a crowd
10	-	Town Crier announces an event or notice
11	8-9	Drunken Revellers stumbling down the street

12	10	Locked Out local asks for help to get back inside
13	11	Lost Child is crying in the street
14	12	Mysterious Beggar tells of a world-end event
15	13	Stray Animal befriends random character
16	-	City Guard Recruitment: looking for able bodies
17	-	Cursed Merchant selling cursed items
18	14	Alchemist's Accident: explosion from a building
19	15	Foreign Envoy from a distant land
-	16	Lantern-lit Parade: could be religious or a celebration
-	17	Silent Pursuer is following the characters
-	18	Mysterious Fog rolls into the city
-	19	Thief on their way to complete a job
20	20	Gelatinous Cube leaves the sewers



Creature Feature

Doppelganger Infiltration



In the labyrinthine streets of a fantasy mediaeval city, hidden among the bustling markets and shadowed alleys, Doppelgangers lurk, their presence a whispered rumour.

The Initial Infiltration

Doppelgangers typically begin their incursion by targeting solitary individuals on the city's outskirts—wanderers, beggars, or reclusive hermits. These early victims are chosen for their lack of social connections, ensuring their disappearance goes unnoticed.

Ascending the Social Ladder

Once inside the city, Doppelgangers employ a methodical approach to climb the social ladder. They often start by targeting lower-tier officials, such as guards or minor clerks, whose identities provide access to more significant circles of influence. As they assimilate into the city's fabric, they leverage the stolen identities to identify and eliminate higher-value targets.

The Doppelgangers' inherent ability to read thoughts and emotions allows them to blend seamlessly into their new roles.

Sowing Discord & Gaining Power

As Doppelgangers replace more influential individuals, they begin to sow discord, subtly manipulating events to their advantage. This might involve sabotaging alliances, instigating conflicts, or manipulating trade routes to create economic instability.

A key strategy involves targeting the city's decision-makers. By replacing council members, advisors, or even the ruler, in some cases, they might not need to replace the most powerful figures directly; influencing those around them can be just as effective.

The Long Game

Doppelgangers are patient creatures, capable of playing the long game. Their ultimate goal might be complete dominion over the city, but they are just as likely to dismantle it from within. The success of their infiltration hinges on their ability to remain undetected, perpetually shifting identities to stay ahead of any attempts to expose them.

In this dark tale of subterfuge and treachery, the Doppelgangers' infiltration of a fantasy mediaeval city serves as a chilling reminder of the dangers lurking in the shadows. Their presence destabilises the very essence of trust and community, turning allies into enemies and sowing the seeds of destruction from within.

Spellcraft

Spellcasting Restrictions

There is very little regulation of spellcasting in most campaigns. However, most cities will have laws curtailing or outright banning (some) spellcasting.

Licensing of Spellcasters

Spellcasting in cities is usually not a right but a privilege granted to those who demonstrate both skill and responsibility.

All aspiring spellcasters may need to obtain a licence or register within the city they are in. Licences can be categorised based on the type and potency of magic a spellcaster is allowed to perform, or be based on spell schools (necromantic and charming spells may be outlawed, for example).

Regulations on Spellcasting

Once licensed, spellcasters may need adhere to a set of regulations designed to protect the city and its inhabitants:

Public Spellcasting: Casting spells in public spaces may require explicit permission from a council or other body.

Combat Magic: The use of combat spells is strictly regulated. Unauthorised use could result in severe penalties.

Enchantment and Charms: Any enchantment of objects or individuals may need to be reported to a council and is subject to approval.

Necromancy: Necromancy may be heavily restricted, or banned altogether.

Summoning: Summoning creatures or entities is permitted only within controlled environments and with proper safeguards.

Punishments for Unlawful Spellcasting

Violations of spellcasting laws are usually taken very seriously, with varying levels of punishment.

Unlicensed Spellcasting

Performing magic without a proper licence.
Punishment: Confiscation of magical implements, fines, and/or imprisonment.

Public Endangerment

Casting spells in a manner that endangers the public.
Punishment: Heavy fines, imprisonment, and, in severe cases, exile or execution.

Illegal Enchantment

Enchanting objects or individuals without authorization.
Punishment: Confiscation of enchanted items, fines, and imprisonment.

Unauthorised Combat Magic

Using combat spells without permission.
Punishment: Imprisonment, public shaming.

Practising Forbidden Magic

Engaging in necromancy, summoning, or other forbidden arts.
Punishment: Execution or long-term imprisonment.

Adventure Location

The Red Scorpion Ship

The city port is a hub for traders, adventurers, and the occasional pirate crew. Among the various ships docked here, one stands out—a sleek, redwood vessel named The Red Scorpion.

The Red Scorpion

A brigantine with a dark reputation, the Red Scorpion is a swift, two-masted ship, its hull stained a deep red wine colour. The figurehead is a menacing scorpion, poised to strike, its stinger glinting in the sunlight. The sails are a dark crimson, and the crew—grizzled, hard-eyed men and

women—are as feared as they are respected in the port.

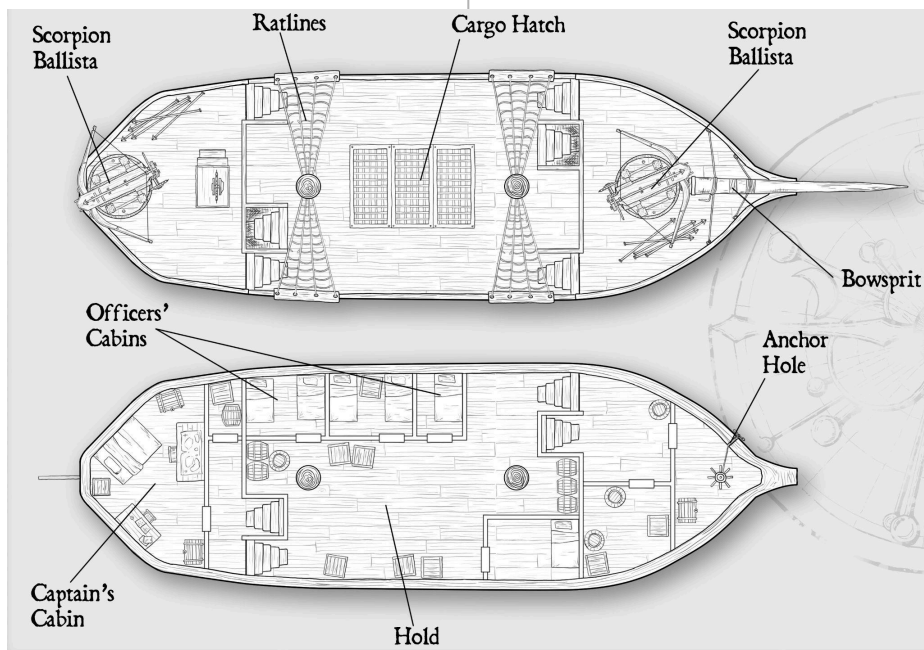
Background

The Scorpion is captained by Dalia Redthorn, a notorious privateer with a sharp wit and an even sharper blade.

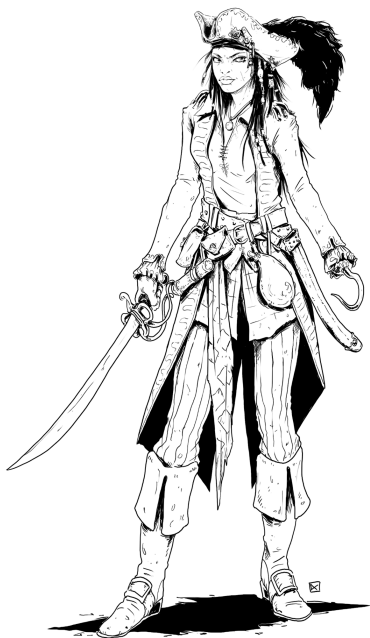
Rumour has it that The Scorpion has seen more battles than most warships and that its cargo hold is filled with treasures plundered from ships across the seas. However, no one has ever managed to board the ship uninvited and live to tell the tale.

Adventure Hooks

The Missing Cargo: A wealthy merchant, Lord Harrick, approaches the adventurers



with a desperate plea. A shipment of rare and valuable spices, meant for his exclusive clients, was due to arrive on a ship that never made it to port. Word on the street is that the Red Scorpion intercepted the ship. Lord Harrick offers a hefty reward if the adventurers can retrieve his cargo.



A Mutinous Whisper: One of the Red Scorpion's crew, Jorin Grey, has been seen frequenting the seediest taverns in the port district, drinking heavily and muttering about "the Captain's dark secret." Jorin is looking for a way out, but he knows too much to simply disappear. He approaches the adventurers, offering information in exchange for safe passage out of the city.

The Blood Tide: The city has been plagued by a series of gruesome murders, the victims all prominent members of the local merchant guild. A trail of clues leads back to the Red Scorpion, and Captain Dalia is rumoured to be connected to a shadowy cult that worships an ancient sea god. The adventurers must infiltrate the ship and uncover the truth before more blood is spilled.

Exploring The Scorpion

Main Deck: The Scorpion's deck is always bustling with activity. Crew members haul crates, repair sails, and keep a wary eye on the dock. A single, heavily guarded gangplank connects the ship to the pier.

Captain's Quarters: Dalia Blackthorn's quarters are lavishly decorated, with exotic tapestries, fine furniture, and a collection of maps and charts from distant lands. A hidden compartment in her desk contains her personal journal, filled with cryptic references to "the Scorpion's sting"—a possible clue to the ship's true nature.

Below Deck: The lower decks are dimly lit and reek of salt and sweat. The crew's quarters are cramped, and the cargo hold is filled with crates of questionable contents.



Class Acts

The Urban Druid



Druids are often depicted in the natural world, with its untamed beauty. However, what happens when a druid finds themselves in the bustling heart of a city? Can they continue their calling amidst the noise, pollution, and endless activity of urban life?

Let's find out.

Understanding the Urban Landscape

At first glance, the city might seem like the antithesis of a druid's natural environment.

However, cities are ecosystems in their own right, filled with complex networks of human and non-human life. An urban druid learns to see the city as a living organism, with its own rhythms and patterns.

They might study the migration patterns of pigeons, the growth of hardy plants through gaps in the cobblestones, or the ways in which the weather affects city life.

Adapting Druidic Magic

Here are some ways a druid might tailor their abilities to city life:

Wild Shape: Instead of transforming into forest creatures, an urban druid might take the form of animals common to the city, such as pigeons, rats, or stray cats.

Spells: Spells like *Entangle* or *Speak with Animals* can be reimagined for urban environments. For instance, a druid could use *Entangle* to animate the roots of city trees to ensnare foes or use *Speak with Animals* to communicate with city-dwelling creatures like sparrows and rats, gaining valuable insights.

Elemental Magic: *Control Water* could be used to direct the flow of rainwater through streets, while *Gust of Wind* could clear polluted air or disperse crowds.

Serving the Urban Environment

An urban druid sees their role as a protector and advocate for nature within the city.

Green Spaces: A druid can work to create and maintain green spaces within the city, such as parks, gardens, and rooftop farms. These areas serve as vital oases for both people and wildlife.

Environmental Advocacy: Urban druids might become champions for environmental causes, using their influence to promote sustainable practices and reduce pollution.

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Acknowledgements

Cover art by Dean Spencer.

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Next Month

Next week is the Halloween issue! It will focus on those beloved and creepy beings: witches and hags. Be prepared for a life or death read!



I will be unveiling hag magic, soul items, witches' familiars, as well as the regular articles on solo sessions, NPCs, adventure locations, and more!

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ISSUE 39 - SEPTEMBER, 2024
CITY EXPLORATION

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