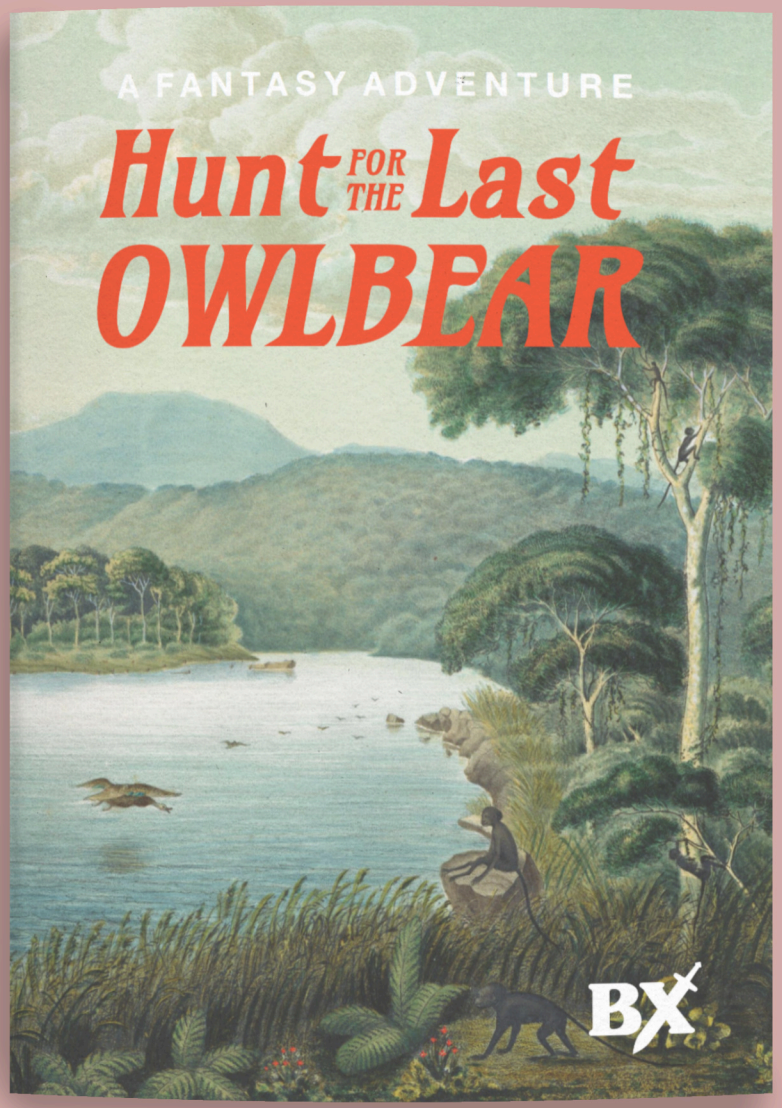
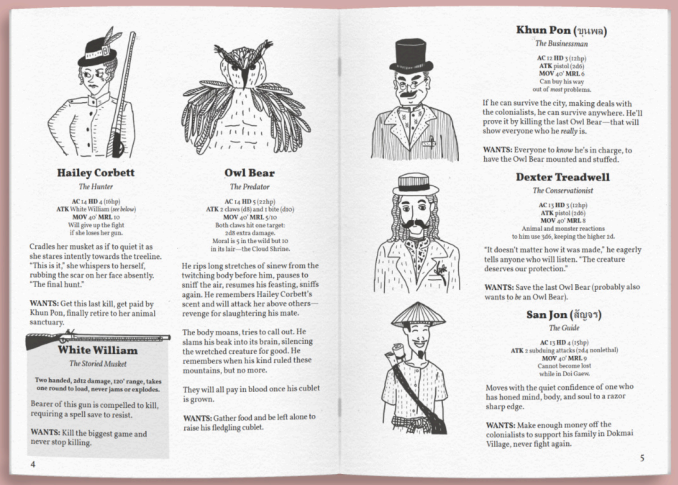
Jacob Densford

Portfolio





Hailey Corbett

The Hunter

AC 14 **HD** 4 (16hp)
ATK White William (see below)
MOV 40' **MRL** 10
Will give up the fight
if she loses her gun.

Cradles her musket as if to quiet it as she stares intently towards the treeline. "This is it," she whispers to herself, rubbing the scar on her face absently. "The final hunt."

WANTS: Get this last kill, get paid by Khun Pon, finally retire to her animal sanctuary.

White William

The Storied Musket

Two handed, 2d12 damage, 120' range, takes one round to load, never jams or explodes.

Bearer of this gun is compelled to kill, requiring a spell save to resist.

WANTS: Kill the biggest game and never stop killing.

Owl Bear

The Predator

AC 14 **HD** 5 (22hp)
ATK 2 claws (d8) and 1 bite (d10)
MOV 40' **MRL** 9/10
Both claws hit one target:
2d8 extra damage.
Moral is 5 in the wild but 10
in its lair—the Cloud Shrine.

He rips long stretches of sinew from the twitching body before him, pauses to sniff the air, resumes his feasting, sniffs again. He remembers Hailey Corbett's scent and will attack her above others—revenge for slaughtering his mate.

The body moans, tries to call out. He slams his beak into its brain, silencing the wretched creature for good. He remembers when his kind ruled these mountains, but no more.

They will all pay in blood once his cublet is grown.

WANTS: Gather food and be left alone to raise his fledgling cublet.

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Khun Pon (ขุนพล)

The Businessman

AC 12 **HD** 5 (17hp)
ATK pistol (2d6)
MOV 40' **MRL** 6
Can buy his way
out of most problems.

If he can survive the city, making deals with the colonialists, he can survive anywhere. He'll prove it by killing the last Owl Bear—that will show everyone who he *really* is.

WANTS: Everyone to *know* he's in charge, to have the Owl Bear mounted and stuffed.

Dexter Treadwell

The Conservationist

AC 13 **HD** 5 (23hp)
ATK pistol (1d6)
MOV 40' **MRL** 8
Animal and monster reactions
to him use 3d6, keeping the higher 1d.

"It doesn't matter how it was made," he eagerly tells anyone who will listen. "The creature deserves our protection."

WANTS: Save the last Owl Bear (probably also wants to *be* an Owl Bear).

San Jon (สัญจร)

The Guide

AC 15 **HD** 4 (15hp)
ATK 2 subduing attacks (1d4 nonlethal)
MOV 40' **MRL** 9
Cannot become lost
while in Doi Gaew.

Moves with the quiet confidence of one who has honed mind, body, and soul to a razor sharp edge.

WANTS: Make enough money off the colonialists to support his family in Dokmai Village, never fight again.

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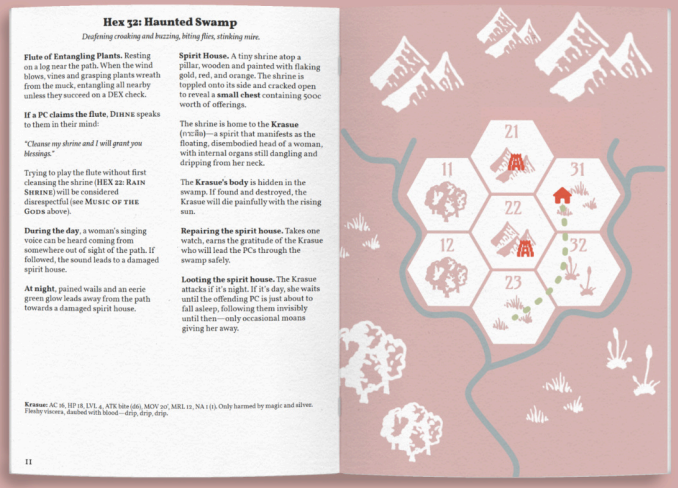

Hex 32: Haunted Swamp

Deafening croaking and buzzing, biting flies, stinking mire.

Flute of Entangling Plants. Resting on a log near the path. When the wind blows, vines and grasping plants wreath from the muck, entangling all nearby unless they succeed on a DEX check.

If a PC claims the flute, Dihne speaks to them in their mind:

"*Cleanse my shrine and I will grant you blessings.*"

Trying to play the flute without first cleansing the shrine (**HEX 22: Rain Shrine**) will be considered disrespectful (see **Music of the Gods** above).

During the day, a woman's singing voice can be heard coming from somewhere out of sight of the path. If followed, the sound leads to a damaged spirit house.

At night, pained wails and an eerie green glow leads away from the path towards a damaged spirit house.

Spirit House. A tiny shrine atop a pillar, wooden and painted with flaking gold, red, and orange. The shrine is toppled onto its side and cracked open to reveal a **small chest** containing 500c worth of offerings.

The shrine is home to the **Krasue** (กระสือ)—a spirit that manifests as the floating, disembodied head of a woman, with internal organs still dangling and dripping from her neck.

The **Krasue's body** is hidden in the swamp. If found and destroyed, the Krasue will die painfully with the rising sun.

Repairing the spirit house. Takes one watch, earns the gratitude of the Krasue who will lead the PCs through the swamp safely.

Looting the spirit house. The Krasue attacks if it's night. If it's day, she waits until the offending PC is just about to fall asleep, following them invisibly until then—only occasional moans giving her away.

Krasue: AC 16, HP 18, LVL 4, ATK bite (d6), MOV 20', MRL 12, NA 1 (1). Only harmed by magic and silver. Fleshy viscera, daubed with blood—drip, drip, drip.

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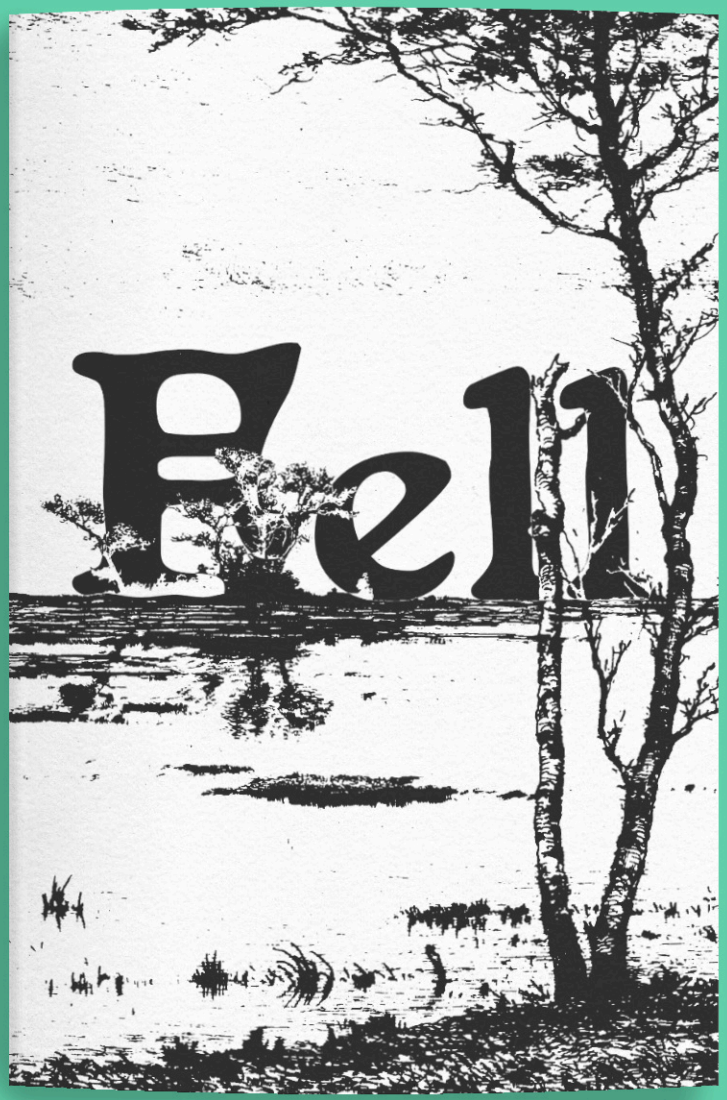
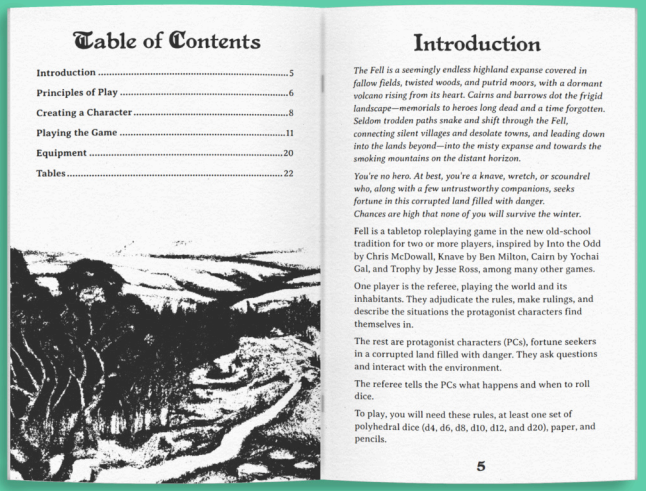
A 16-page A5 fantasy hex crawl adventure for
B/X D&D and other old school games.
It won third place in an adventure writing contest.





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Introduction

The Fell is a seemingly endless highland expanse covered in fallow fields, twisted woods, and putrid moors, with a dormant volcano rising from its heart. Cairns and barrows dot the frigid landscape—memorials to heroes long dead and a time forgotten. Seldom trodden paths snake and shift through the Fell, connecting silent villages and desolate towns, and leading down into the lands beyond—into the misty expanse and towards the smoking mountains on the distant horizon.

You're no hero. At best, you're a knave, wretch, or scoundrel who, along with a few untrustworthy companions, seeks fortune in this corrupted land filled with danger. Chances are high that none of you will survive the winter.

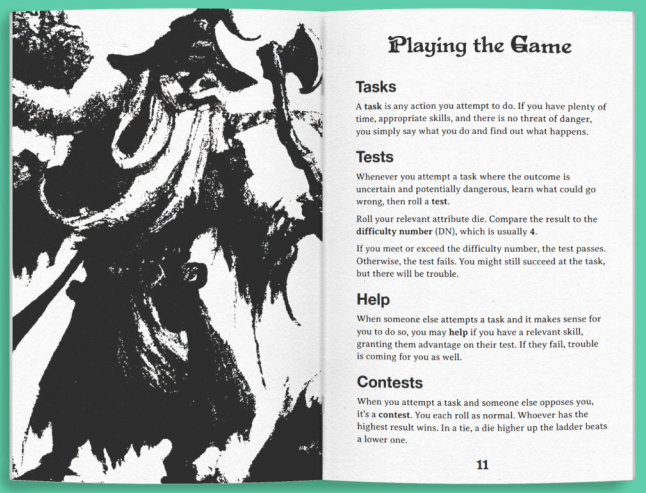
Fell is a tabletop roleplaying game in the new old-school tradition for two or more players, inspired by Into the Odd by Chris McDowall, Knave by Ben Milton, Cairn by Yochai Gal, and Trophy by Jesse Ross, among many other games.

One player is the referee, playing the world and its inhabitants. They adjudicate the rules, make rulings, and describe the situations the protagonist characters find themselves in.

The rest are protagonist characters (PCs), fortune seekers in a corrupted land filled with danger. They ask questions and interact with the environment.

The referee tells the PCs what happens and when to roll dice.

To play, you will need these rules, at least one set of polyhedral dice (d4, d6, d8, d10, d12, and d20), paper, and pencils.



Playing the Game

Tasks

A **task** is any action you attempt to do. If you have plenty of time, appropriate skills, and there is no threat of danger, you simply say what you do and find out what happens.

Tests

Whenever you attempt a task where the outcome is uncertain and potentially dangerous, learn what could go wrong, then roll a **test**.

Roll your relevant attribute die. Compare the result to the **difficulty number** (DN), which is usually **4**.

If you meet or exceed the difficulty number, the test passes. Otherwise, the test fails. You might still succeed at the task, but there will be trouble.

Help

When someone else attempts a task and it makes sense for you to do so, you **may help** if you have a relevant skill, granting them advantage on their test. If they fail, trouble is coming for you as well.

Contests

When you attempt a task and someone else opposes you, it's a **contest**. You each roll as normal. Whoever has the highest result wins. In a tie, a die higher up the ladder beats a lower one.

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Illuminated Snail

Illuminated Snail Press illuminatedsnail.com @cobb@dice.camp @cobb.land

Illuminated Snail Press is me—Jacob Densford—a writer, artist, and game designer currently dwelling in the foothills of Appalachia.

Adventures

Hunt for the Last Owl Bear
A fantasy hex crawl adv...

Games

Horde
A small game of mass c...

Peasant
A tiny 5E game

Fell
Seek fortune in a corrup...

Illuminated Snail Press is my self-publishing imprint—an experiment in logo design.

JACOB DENSFORD

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Welcome

I'm Jacob Densford and this is my website. Here you will find my **blog**, my pages (unsorted, disorganized), updates on my projects (hopelessly out-of-date), information about me, and how to contact me. I also have a Patreon.

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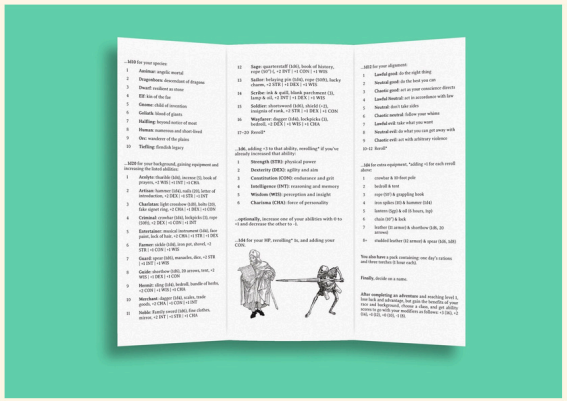
Jacob Densford—jacobdensford.com—is my personal website that I wrote and designed from scratch. It includes my blog and various other smaller projects (see overleaf).

Peasant is finished!

I FINALLY FINISHED DEVELOPING MY LITTLE tabletop roleplaying game called Peasant. It's a single-page game of fantasy adventure (or misadventure, considering peasants usually have fewer than four hit points) for one-shots or introducing new players to D&D.

The main gimmick of the game—and one I'm very excited about—is its fast and simple character generation. You roll a d4, d6, d8, d10, d12, and d20 all at once, consult some charts, and you're done. It actually takes less than a minute. And after surviving a session, your peasant can be leveled up into a full fledged adventurer using the core rules of D&D.

Download the game over on its itch.io page, where you'll find two versions: one that's compatible with the 2014 rules of D&D 5E and the other compatible with the 2024 rules. (I plan on eventually making a version that's compatible with the old B/X rules as well, by way of OSE.) Please let me know how it goes if you play it.



Sabacc

Sabacc has been called the greatest card game in the galaxy. True or not, it's at least the most popular. And the most varied. Depending on who you ask, there are dozens, if not hundreds of variations of sabacc. But they all have a few things in common: they're played with a special deck of cards and rely heavily on betting, bluffing, and chance.

Corellian Spike

Corellian Spike is one of the most popular variations of sabacc. It uses a deck of sixty-two cards. The deck is divided into three suits (called staves): circles, squares, and triangles. Each stave contains twenty cards ranging from -10 to +10. There are also two zero cards called sylops. Also, to add a touch of randomness to the game, it is played using a pair of dice called "spike dice."

The object of Corellian Spike is to have a hand worth exactly zero points -- called sabacc -- or at least to have a hand that is closer to zero than anyone else at the table -- called nulrhek. In most versions of Corellian Spike -- yes, variations of sabacc often have numerous variations themselves -- there are also several special hands that can beat a regular sabacc, such as an idiot's array or a pure sabacc.

Variations of Corellian Spike

Yarith Bespin Casino's Corellian Spike

At the Yarith Bespin Casino, a challenging wrinkle is added to the game: In addition to each player's hand cards, they also have a spike card. The spike card sits face-up on the table in front of each player and must be used as part of their hand.

Zabaka's Corellian Spike

Toydarian Toymaker can be found nestled among the other shops of Merchant Row in Black Spire Outpost on the planet Batuu. The place is owned by a Toydarian named Zabaka. She has come up with her own variation of Corellian Spike, the rules of which she