

Tiny d

Tiny d10 is an easy to learn, quick to play tabletop role-playing game (RPG) that requires only one game master (GM), two-to-six players, one 10-sided die (1d10), and the attached character sheet.

I. Character Creation

Races

Step 1: Select a race.

Dwarf – short, strong, and hardy, dwarves dwell in mountains and caves, and live for 150+ years. They gain double experience points against large opponents; +1 to craft; -1 to natural magic attacks against the dwarf; +1 hit point per level.

Elf – tall, athletic, and wise, elves dwell in forests and glades, and live for 500+ years. They gain +1 to perception checks; +1 damage to evil creatures; immunity to poisons; +1 intellect at levels 1, 3, and 5.

Halfling – short, swift, and jovial, halflings hail from hidden glens and shires, and live for 100+ years. They gain +1 to hide; +1 to sneak; -1 to ranged attacks against the halfling; +1 power point per level.

Human – tall, bold, and cunning, humans hail from all corners of the globe, and live for 80+ years. They gain +1 damage to natural creatures; +1 to persuade; +1 to any skill; +1 aspect a levels 1, 3, and 5.

Classes

Step 2: Select a class.

The Druid

Druids are priests of the wild, and wield powerful natural magic. They have a toughness of 5 (T5); use medium-weight weapons & below (no axes); use medium-weight armor & below (no metal armors); and gain +2 magic points and +1 power point. Druids begin with three class abilities.

Druid Starting Class Abilities

Animal form – take the form of any small to medium-sized animal; requires 1 combat round for transformation. Cost: 1 power point.

Spell-casting (natural) – start with 3 spells and cast natural spells for their cost in magic points; magical spells cost double.

Wild growth – animal form grows to a large size; gain +2 hit points and +1 attack bonus for 1d10 + your level rounds (or hours when out of combat). Cost: 2 power points.

The Rogue

Rogues are quick-thinking and fast acting, often styled as outlaws or brigands. They have a toughness of 6 (T6); use medium-weight weapons & below; use lightweight armor only; and gain +1 hit point and +2 power points. Rogues begin with three class abilities.

Rogue Starting Class Abilities

Deflect projectiles – all projectile attacks against the rogue are challenge rolls. If the challenge is won, the projectile is deflected.

Evade – dodge a successful attack. Cost: 1 power point.

Feint – if an attack fails, immediately attempt the attack again; the target suffers -1 toughness. Cost: 2 power points.

The Warrior

Warriors are masters of combat and arms, experts of blade and bow alike. They have a toughness of 7 (T7); use heavyweight weapons & below; use heavyweight armor & below; and gain +2 hit points and +1 power point. Warriors begin with three class abilities.

Warrior Starting Class Abilities

Defensive rush – rush to the aid of an ally within range at any time to stop an attack against them. Conduct a power challenge against the attacker: if you win, any damage is canceled; otherwise, you take the damage. Cost: 2 power points.

Power strike – increase the damage of your attack (must be declared prior to conducting the attack roll). Cost: 1 power point per 1 point of damage increased.

Withstand – reduce the damage of a successful attack against you. Cost: 1 power point per 1 point of damage reduced.

The Wizard

Wizards are wise and cunning students of the magical arts. They have a toughness of 5 (T5); use lightweight weapons only; use featherweight armor only; and gain +3 magic points. Wizards begin with three class abilities.

Wizard Starting Class Abilities

Spell-casting (magical) – start with 4 spells and cast magical spells for their cost in magic points; natural spells cost double.

Splash-effect – modifies an attack spell, causing it to inflict equal damage to entities within a 10 foot radius of the target. Cost: 1 magic point.

Prestidigitation – creates a minor magical effect like colored smoke, blinking lights, disembodied sounds, and more.

Attributes

Step 3: Assign attribute bonuses. Use the following numbers: 1, 1, 0, 0.

Aspect – consciousness and charisma; used as a bonus during things like persuasion, detecting intentions, or intimidation. Additionally, aspect is used as a bonus when casting natural magic spells.

Intellect – mental acuity and sharpness; used as a bonus during things like disarming traps, learning or knowing things, and gathering information. Additionally, intellect is used as a bonus when casting magical spells.

Power – physical strength; used as bonus during things like breaking down doors, swimming against a river, or wrestling a creature to the ground. Additionally, power is used as a bonus when making melee attacks.

Reflex – speed, dexterity, and reaction; used as a bonus during things like dodging a rolling boulder, jumping across a chasm, or navigating difficult terrain. Additionally, reflex is used when making ranged attacks, or melee attacks with lightweight weapons.

Power Points and Hit Points

Step 4: Assign power points and hit points. Divide 10 points between hit points and power points.

Hit points (HP) – the amount of damage a creature can suffer before dying.

Power points (PP) – added to attack rolls, check rolls, and challenge rolls; may only spend 1 point per roll. Additionally, power points are spent when using some class abilities.

Magic Points

Step 5: Generate magic points (applies only to magic-users like the druid or wizard).

Magic points (MP) – magical power that is expended when casting spells.

Roll 1d10 and use the following table to determine starting magic points:

Starting Magic Points

Roll of 1-5: 4 magic points **Roll of 6-9:** 5 magic points **Roll of 10:** 6 magic points

Wealth

Step 6: Record your wealth. Roll 1d5 x 5 to generate starting gold pieces. Currency is valued at:

Currency Value

1 gold piece 1 silver piece 1 copper piece
(gp) = \$10 USD (sp) = \$5 USD (cp) = \$1 USD

II. Game Rules

Once your character is complete, it's time to play Tiny d10. Much of this time will be spent role-playing, and will rely on your acting, wit, and quick thinking. Such interactions will often not require die rolls.

However, there will be times when rolls are unavoidable. Any attempt to do something that requires skill to succeed, or that could result in failure – like breaking down a dungeon door or navigating a twisting forest labyrinth – requires a check.

Checks

When attempting to do something that could result in failure – like fording a raging river, staying astride a frightened horse, or hearing the soft footsteps of approaching enemies – a check should be made. To make a check, roll 1d10 and add the relevant attribute (aspect, intellect, power, or reflex) and any relevant skill bonuses.

Action check – an attempt to perform an action like climb a tower, dodge a falling rock, or hide in a nearby bush. Action checks include attack rolls, attribute checks, challenge rolls, saves, and more.

Perception check – an attempt to perceive something, like seeing hidden or obscured objects and creatures, or hearing hushed voices and furtive movements. Perception checks are performed by rolling 1d10 and adding the *intellect* attribute bonus. Skill bonuses from *spot* or *listen* may also be added.

Check Toughness

To determine a check's toughness, consider the following:

Toughness	Difficulty level
T2-T6	simple toughness (climbing a wall with large handholds, or pulling an ally up from a ledge)
T7-T8	moderate toughness (fighting a strong current, or surprising unaware opponents)
T9-T10	difficult toughness (sneaking into a well-guarded court, or picking a well-constructed lock)
T11-T12	extreme toughness (controlling a ship during a gale, or scaling a castle's smooth-stone wall)
T13-T15	impossible toughness (mounting and flying a wild dragon, or leaping across a massive chasm)

Saves

When there is risk of immediate death, dismemberment, or similarly dire consequences, a save should be made. A standard save is performed by rolling 1d10 and adding relevant attribute bonuses and/or skill bonuses to the result. Succeeding a save immediately cancels any deadly effects, but may still cause serious injury.

A standard save has a toughness of 5 (T5), but certain conditions (like spells, effects, or environmental factors) can change that.

Challenges

When two characters attempt the same thing at the same time, a challenge should be performed. A challenge is performed by each player rolling 1d10 and adding relevant attribute and skill bonuses to the result. The results are then compared, and the highest of the two succeeds the challenge.

Combat

Combat begins according to reflex scores: highest first, lowest last. Ties should be settled with 1d10.

Attack rolls work identically to check rolls: roll 1d10 and add the relevant attribute bonus. If the result is equal to or higher than the target's toughness, the attack is successful.

Simplified Combat Rules

- 1 combat round consists of all combatants' turns; each turn is roughly 10 seconds.
- Only 1 attack/spell per turn.
- Only 1 move sequence per turn.
- Less significant actions, like talking, may be done freely.
- Damage inflicted is 1, unless otherwise specified (eg: damage bonuses).
- Ranged and small weapon attacks use reflex; magical spells use intellect; natural spells use aspect; melee attacks use power.

During combat, all classes are moderate in speed, and may only move up to their maximum speed range per turn, though other factors may affect this.

Movement Speeds

Slow: 20-30 ft	Moderate: 30-40 ft	Fast: 40+ ft
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Monsters in Combat

Monsters consist of all enemies and opponents of the characters, which may include humans and humanoids, natural beasts and unnatural monstrosities, and more. In order to successfully strike a monster, a player must make an attack roll that is equal to or higher than the monster's toughness rating. The challenge a monster presents to characters is based on the monster's toughness, hit points, damage bonuses, and more:

Toughness	Difficulty level
T2-T6	Simple toughness (2-5 HP; sometimes have attribute bonuses, abilities, or skills)
T7-T8	Moderate toughness (6-12 HP; sometimes have attribute bonuses, abilities <i>or</i> spells, <i>and</i> skills)
T9-T10	Difficult toughness (10-20 HP; often have attribute bonuses, abilities <i>and/or</i> spells, and skills)
T11-T13	Extreme toughness (15-30 HP; ET often have attribute bonuses, abilities <i>and/or</i> spells, and skills.
T14-T15+	Impossible toughness (20-40+ HP; always have attribute bonuses, abilities <i>and/or</i> spells, and skills)

Combat Advantage

Under certain circumstances, a character may receive a +1 attack bonus if they are in an advantageous position. However, if the attack does not succeed, a negative condition may be imposed.

Non-lethal Combat

During combat, non-lethal damage may be inflicted by making an unarmed attack, or by using the blunt edge or flat side of bladed weapons, or other non-lethal means. Successful non-lethal attacks deal 1 damage; when an enemy has been reduced to 0 hit points by a non-lethal blow, they are knocked unconscious, instead of killed.

A successful non-lethal or unarmed attack requires a successful attack roll against the entity, in addition to a successful power challenge against the entity. If both rolls succeed, non-lethal damage is inflicted - otherwise, the target is simply struck, not injured.

Healing

Standard healing restores 1 hit point (as well as power and magic points) per successful T6 intellect check (unless the character possesses the heal skill, which succeeds automatically). During combat, an attack action must be forfeit to heal. Out of combat, characters may make 1 heal check per 4 hour, or spend an entire day resting to restore 1d5 hit points.

At 0 hit points, characters are considered immobilized and dying. After 4 turns at 0 hit points, they will expire.

Skills

Skills are specific competencies and can only be used in specific scenarios. For example: the *spot* skill can be used in a perception check to see something; the *persuade* skill can be used in an aspect check to convince someone of something. When used, skills add a +1 bonus to checks. Skills can be used in combat, but not for combat.

Aspect	Intellect	Reflex
Detect (magic, motive, or trap)	Craft	Acrobatics
Charm	Know (history, nature, or religion)	Disarm trap
Heal	Language	Hide
Intimidate	Listen	Pick lock
Persuade	Magic use	Sleight-of-hand
Survival	Spot	Sneak

Magic

Magic is conjured using magic points (MP). Typically, only characters that possess the spell-casting ability can use magic. Unless otherwise specified, spells are a guaranteed success. Note that some spells, or certain conditions, may impose a *casting toughness* on the spell-caster, which works as a standard toughness check.

Spell Saves

Some spells allow the target to make a save before having an effect. Each spell-caster has a spell save, which is equal to their character level + casting attribute bonus (aspect or intellect) + 3. Succeeding a spell save does not always cancel all effects.

Leveling Up

Characters begin as level 1 folks, and advance by earning experience points (XP). Experience points are earned by slaying/defeating opponents (usually earning between 1-5 XP), obtaining treasures and riches, and succeeding checks in spectacular and heroic ways (usually earning 1 XP). Experience points are lost upon advancement and must be gained anew. As characters gain levels, their powers and strengths improve. The levels are:

Level 2: Adventurer (50 XP)

- +1 skill, +1 class ability, +2 spells (if applicable), +1 to any attribute, +1 weapon proficiency.
- +2 power points or +3 magic points.

Level 3: Hero (100 XP)

- +1 class ability, +1 spell (if applicable), +1 to any attribute.
- +2 hit points or +1 toughness.
- +3 magic points or +2 power points.

Level 4: Champion (200 XP)

- +1 skill, +1 spell (if applicable), +1 class ability.
- *Champion's resolve* (ability) – roll again any time the result is 1.

Level 5: Legend (300 XP)

- +1 skill, +2 to any attribute(s).
- *Legendary presence* (ability) – the first time an opponent attacks you in combat, force them to make an aspect challenge; if they fail, they suffer -1 to their attack.

Weapons

Some weapons may inflict additional damage, or grant an attack bonus. Common weapons include:

Melee Weapons

Weapon	Effect
<i>Dagger</i>	lightweight (LW).
<i>Flail</i>	MW; +1 damage.
<i>Greatsword</i>	heavyweight (HW); -1 attack, +2 damage.
<i>Polearm</i>	HW; +2 attack.
<i>Shield</i>	MW; -1 attack, +1 toughness.
<i>Short sword</i>	LW.

Ranged Weapons

Weapon	Effect
<i>Blowgun</i>	LW; range: 40 feet.
<i>Bow</i>	MW; range: 100 feet.
<i>Crossbow, Heavy</i>	HW; +1 attack, +2 damage; range: 150 feet.
<i>Hand-axe</i>	LW; range: 40 feet.
<i>Longbow</i>	HW; +1 damage; range: 150 feet.
<i>Short-bow</i>	LW; range: 50 feet.

Armor

When equipped, armor can increase hit points, toughness, or both. Common armor types include:

Armor	Effect
<i>Chainmail</i>	MW; +1 hit point, +1 toughness.
<i>Leather, heavy</i>	MW; +2 hit points.
<i>Leather, light</i>	LW; +1 hit points.
<i>Platemail</i>	HW; +1 hit points, +2 toughness; slow movement speed when equipped.

Spells List

The below lists comprise a basic collection of two types of spells: *magical* and *natural*.

Magical Spells

Magical spells are best cast by wizards, use the intellect bonus, and are learned through the long study of ancient tomes and grimoires.

Spell	Effect
<i>Ball of light</i>	a powerfully luminous orb. Cost: 0 magic points.
<i>Charm</i>	1 non-hostile, intelligent creature is immediately friendly to you. Cost: 1 magic point.
<i>Detect thoughts</i>	hear the active thoughts of a target. Cost: 2 magic points.
<i>Dispel magic</i>	eliminates any magical effect. Cost: 2 magic points.
<i>Dumbstruck</i>	1 target suffers a 1d5 penalty to intellect for 1d10 rounds; target may save. Cost: 2 magic points.
<i>Featherfall</i>	affects an object up to your level x 100 pounds. Cost: 1 magic point.
<i>Fireball</i>	attack roll versus toughness; inflicts 1d5 + 1 damage. Cost: 2 magic points.
<i>Heal</i>	restores 1d5 hit points. Cost: 2 magic points.
<i>Mage armor</i>	add your level as a bonus to toughness for 1d5 rounds. Cost: 2 magic points (3 magic points if cast on a nearby target).
<i>Magic missile</i>	attack roll versus toughness; inflicts 1 damage. Cost: 0 magic points (at the cost of 1 magic point, <i>magic missile</i> automatically strikes the target).
<i>Phantom hand</i>	open doors, move objects, attack opponents (standard melee attack) within your range of sight. Cost: 1 magic point.

Natural Spells

Natural spells are best cast by druids, use the aspect bonus, and are gained through a life of hermitage and oneness with nature.

Spell	Effect
<i>Animate plant</i>	1 small-to-medium plant comes alive and follows basic commands; T4, 5 HP. Cost: 2 magic points.
<i>Charm animal</i>	1 animal regards you with trust; succeed an aspect challenge to command it. Cost: 1 magic point.
<i>Cure minor wounds</i>	restores 1d5 hit points; T6 aspect check to succeed (unless you possess the heal skill). Cost: 1 magic points.
<i>Detect traps</i>	radius of 100'. Cost: 1 magic point.
<i>Lightfoot</i>	you (and those who travel with you) leave no trace as you journey; lasts your level amount of hours. Cost: 1 magic point.
<i>Lightning bolt</i>	attack roll versus toughness; inflicts 1 damage. Cost: 0 magic points (at the cost of 2 magic points, <i>lightning bolt</i> will inflict 1d5 + 1 damage).
<i>Poison touch</i>	inflicts 1d5 damage; must be on bare flesh. Cost: 2 magic points.
<i>Regrowth</i>	regrows severed limbs and appendages. Cost: 3 magic points.
<i>Spider's silk</i>	climb nearly any surface for 1d10 x your level minutes. Cost: 2 magic points.
<i>Thorn-lance</i>	large spikes erupt from the earth, inflicting 1d10 damage; you may freely divide the amount of damage inflicted between all entities in the spell's attack radius of 10 feet. Cost: 3 magic points.
<i>Oakenhide</i>	the target gains 1d5 temporary hit points. Cost: 2 magic points.

Advanced Spells List

These spells are available to advanced spell-casters (level 3 and above).

Spell	Effect
<i>Biting wind (natural)</i>	inflicts 1 damage on up to 10 entities within 10 feet of each other. Cost: 3 magic points.
<i>Blood bind (magical)</i>	any time an opponent inflicts damage on you, you may bind your blood to theirs; each time you are injured, they suffer the damage instead. Cost: 2 magic points.
<i>Burning touch (natural)</i>	inflicts 1d5 damage. Cost: 2 magic points.
<i>Invisibility (magical)</i>	the target will remain invisible for a length of time you decide (up to your level amount of days), or until attacking. Cost: 2 magic points.
<i>Lightning bolt II (magical)</i>	attack roll versus toughness; inflicts 2 damage; on a natural 10, lightning bolt II damages up to five entities within 10 feet of the target. Cost: 1 magic point.
<i>Magic missile II (magical)</i>	attack roll versus toughness. Inflicts 2 damage; on a natural 10, inflicts 3 damage. Cost: 1 magic point.
<i>Shield of thorns (natural)</i>	raises a protective dome of thick, thorn-studded vines (T3; 10 HP) that surrounds you and your allies. Cost: 2 magic points.
<i>Speak with the dead (magical)</i>	speak with one recently deceased corpse; ask your level amount of questions. Cost: 2 magic points.
<i>Summon guardian (natural)</i>	raises a giant of earth and stone (T6; 10 HP; +2 power) to defend you and your allies. Cost: 4 magic points.
<i>Wild grace (natural)</i>	the target gains +1 to reflex for 1d5 + your level amount of rounds. Cost: 1 magic point.

Additional Class Abilities

As characters advance, new class abilities become available.

Druid Additional Class Abilities

Ability	Description
<i>Animal companion</i>	after charming or taming an animal, you may bond it to you with natural magic. Once per combat encounter, your animal companion can: <ul style="list-style-type: none"> • Conduct a standard melee attack; • Cast one spell (which you have already cast during that combat encounter).
<i>Blood magic</i>	any time an opponent is slain in combat, roll 1d10: on a roll of 8 or higher, restore 1 hit point to yourself or an ally.
<i>Defender of the wild</i>	permanently gain +1 power.
<i>Feral bite</i>	inflicts 1 damage per round for 1d5 + your level rounds (can only be used in wild growth animal form); target may save 5 + your level each round to eliminate the effect. Cost: 1 power point.
<i>Green-speak</i>	plants within 1,000 feet become your eyes and ears (you must enter a trance to perform green-speak; while in this trance, you are unaware of your surroundings).
<i>Healing hands</i>	restore an additional 1 hit point per successful heal.
<i>Primal intuition</i>	gain a +1 bonus to checks using animal senses like hearing, smell, or sight, or when detecting motives.
<i>Secret tongue</i>	leave written messages visible only to those you wish to see it.
<i>Tame beasts</i>	tame non-evil animals in groups of 5 + your level or less; aspect check 5 to succeed.
<i>Thick-skin</i>	permanently gain +1 toughness.

Rogue Additional Class Abilities

Ability	Description
<i>Bloody slash</i>	any time you succeed a melee attack using a short-bladed weapon, roll 1d10: on a roll of 10, the attack deals double damage.
<i>Charismatic</i>	permanently gain +1 aspect.
<i>Critical strike</i>	any time you roll a natural 10 in melee combat, the target becomes dazed, and suffers -1 to all rolls for your level amount of rounds.
<i>Disguise</i>	change your appearance to conceal your identity; requires an intellect check 10 + your level to see through your illusion. Cost: 2 power points.
<i>Fanged strike</i>	any time you roll a natural 10 in melee combat, you gain an amount of hit points equal to the damage you inflict on your target.
<i>Fast</i>	you become fast in speed, and may move 30-35 feet per movement sequence in combat.
<i>Hail of daggers</i>	launch 1d5 + your level daggers (1 damage each) at a target. Cost: 3 power points.
<i>Petty thief</i>	gain a +2 bonus to attempts to steal, conceal, or pilfer something.
<i>Rapid regeneration</i>	any time you roll a natural 10 when conducting a heal check, gain an additional 1 hit point when healing. If you possess the heal skill, roll 1d10 each time you heal: if the result is 6 or higher, gain an additional 1 hit point when healing.
<i>Sudden strike</i>	any time an opponent rolls a natural 10 against you in combat, you gain an attack prior to their attack.

Warrior Additional Class Abilities

Ability	Description
<i>Army of one</i>	on your combat turn, make a melee attack against multiple opponents within striking range. Cost: 1 power point per target.
<i>Brawl</i>	when fighting barehanded or dealing nonlethal melee damage, you gain a +1 attack bonus.
<i>Battle lock</i>	anytime an opponent attempts to flee or leave your immediate area during melee combat, you gain an attack against it.
<i>Commanding presence</i>	force opponents within 30 feet to target you; gain +2 toughness while facing 4 or more opponents. Cost: 3 power points per combat encounter used.
<i>Disarm</i>	any time you roll a 10 during a melee attack, roll 1d10: if the result is 6 or higher, you disarm your opponent (in addition to inflicting damage or any other effects).
<i>Explosive power</i>	inflict damage equal to your remaining power points to a target; attack roll (+2) versus target. Cost: all available power points (2 power point minimum).
<i>Heroic strength</i>	when conducting any check involving heroic acts or values, you gain a +1 bonus.
<i>Raised by the sword</i>	when facing an opponent also armed with a sword, you gain a +1 attack bonus.
<i>Stunning blow</i>	delivers a powerful strike (2 damage); the target must succeed a power save 5 + your level or be knocked unconscious for 1d5 rounds. Cost: 2 power points.
<i>Weapon proficiency</i>	choose a specific weapon type (sword, axe, bow, staff, etc); when using that weapon type, gain either a +1 damage or +1 attack bonus (choose only one).

Wizard Additional Class Abilities

Ability	Description
<i>Enchanted healing</i>	convert any amount of magic points into hit points for yourself or allies.
<i>Familiar</i>	after charming a non-intelligent entity, you may bond it to you with arcane magic. Once per combat encounter, your familiar can: <ul style="list-style-type: none"> • Conduct a standard melee attack; • Cast one spell (which you have already cast during that combat encounter).
<i>Imprint</i>	temporarily learn any spell cast during a combat encounter. You must first forfeit a combat round in order to study the spell; the spell is forgotten after the combat encounter.
<i>Magical disruption</i>	spells targeting you or nearby allies suffer -1 their attack roll.
<i>Multi-cast</i>	cast natural spells for their cost in magic points.
<i>Power slave</i>	convert all power points to temporary magic points (not replenished after spent); gain +1 toughness for 1d5 rounds.
<i>Prodigious casting</i>	gain an additional 2 magic points each time you advance a level (including this one).
<i>Re-spell</i>	if you cast a spell last combat round, you may cast it again for half its cost in magic points.
<i>Resist magic</i>	any time you are the target of a magical or natural spell attack, conduct an intellect challenge against the attacker; if you succeed, the attack is blocked.
<i>Swift</i>	permanently gain +1 reflex.

III. For Game Masters

The game master operates the world in which adventures unfold. They know the setting, portray non-player characters (NPCs), control environmental events, and more. The players interact with and influence these elements through their player characters (PCs). The best game masters think on their feet and adapt quickly to these often unpredictable influences. For a comprehensive overview of essential game mastering skills, see the [Principia Apocrypha](#).

Running an Adventure

To better enable game masters to be adaptable and flexible, there are several additional, optional rules for running an adventure with Tiny d10.

Time

Tracking the passage of time provides structure to things like combat turns, restoring hit points, regenerating magic and power points, exploring dungeons, traveling through wilderness, and consuming food or rations (a character must eat at least one meal per day or else suffer a penalty imposed by the GM).

Time in the Dungeon

Time spent exploring and moving through dungeons is measured in turns, similar to combat. One turn represents about 10 minutes, during which time several actions can occur:

- The game master may check for wandering monsters (1-in-5 chance);
- Characters may perform a perception check to search for monsters, traps, or treasures;
- Characters may move up to three times their movement speed.

Time in the Wilderness

Time spent exploring and traveling across wilderness is measured in hours, typically in increments of four. During this time, several actions can occur:

- The game master may check for wandering monsters (1-in-5 chance);
- Characters may perform a perception check to search for monsters, foraged food (1-in-5 chance), and hunted food (1-in-10 chance) without being slowed down. If characters devoted the entire day to foraging or hunting, they automatically succeed in finding foraged food enough for 1d10 characters, and increase their chances of finding hunted food (1-in-5) enough for 1d10 characters.
- Characters may move at a rate of two miles per hour (though may move more quickly at a penalty imposed by the GM).

Exploration

A significant amount of time is spent on exploration, which is typically split between dungeons, urban/rural environs, and wilderness areas.

Exploring a Dungeon

When exploring a dungeon, at least one character should maintain a map of the party's course, to prevent their becoming lost.

Exploring the Wilderness

When exploring the wilderness, parties traversing the untamed wilds are at risk of losing their direction. Depending on the difficulty of navigating the terrain, there is between a 1-in-10 and 1-in-2 chance of the party losing their direction, and unwittingly pursuing the wrong course. At the beginning of each day the party spends exploring the wilderness, the GM should roll 1d10 to determine if the party loses its direction. If a character possesses the know *nature skill*, their +1 bonus may be added to the result.

Wandering Monsters

In many of these locations - particularly dungeons and wilderness areas - there is a high likelihood of encountering wandering monsters. These creatures, when uninterrupted, pursue their own interests: hunting, sleeping, foraging, and more. However, there are times when adventurers will encounter them; when this occurs, roll 1d10 and use the following table to determine their demeanor:

Roll	Reaction
1-3	Hostile and aggressive, attacks swiftly
4-5	Hostile, may attack
6-7	Neutral, hesitant
8-9	Neutral, disinterested
10	Friendly, helpful

Monster Morale

During combat, an opponent's morale may be affected by two events: the first time its ally is slain, and when more than half of its allies have been slain. Any time one of these two events occur, the GM should roll 1d10: if the result is 2 or below, the opponents' morale falters, and they will begin to flee. It is up to the GM to determine how the opponents flee - whether they drop their weapons and run, retreat while fighting, or otherwise.

Crawling the Dungeon

To provide game masters a framework for enabling characters to interact with dungeons and their various features, the following section constitutes optional, mechanical rules for “dungeon crawling”.

Doors

Inside a dungeon, doors present a tactical challenge. They may be locked, necessitating lock-picking tools; they may be enchanted, requiring magical intervention to open; they may be trapped, triggering a deadly attack when opened; they may be old and hung on a rusted hinge, the noise of which may alert enemies to the party’s location. Great tact and cunning will often get the party to the other side of the door, but when that fails, force can be applied.

Door Types

Doors differ in their material composition, and as a result, their strength. Breaking down or forcing opened a locked or stuck door requires a successful power check against the door’s toughness. This tactic should be used with great caution, however, as applying force can be loud, and risks alerting nearby enemies. Any time a door is broken down, a wandering monster check should be made.

Wooden Door - the most common type of door found in dungeons, wooden doors are composed of different types of wood, and exist in various conditions - strong, aged, rotting, and more. Wooden doors consist of *simple* (T5), *moderate* (T6), and *difficult* (T7) toughness.

Stone Door - resisting the decay of time, stone doors come in a variety of designs, including internally hinged, sliding, and even portcullises. Most stone doors are *simple* (T8), *moderate* (T9), or *difficult* (10) toughness.

Metal Door - requiring great skill to produce, metal doors are exceedingly strong. Like stone doors, they come in a variety of designs, and consist of *simple* (T11), *moderate* (T12), and *difficult* (T13) toughness.

Secret Door - Cleverly concealed in walls and floors, secret doors are hidden using a number of techniques: deft craftsmanship, incantations, or obscurity. To find a secret door, a character must be actively searching their immediate area (perception check). The standard toughness to spot a secret door is *simple* (T8), *moderate* (T10), and *difficult* (T12).

Locks

Locks can be overcome in a number of ways. A lock can be picked, which requires the use of *lock-picking tools*, a common item in the rogue’s adventuring pack. Picking a lock requires a successful reflex check. The standard lock toughness consists of *simple* (T6), *moderate* (T8), and *difficult* (T10). Additionally, a magical lock cannot be picked - only the *dispel magic* spell can unlock it.

Traps

All traps possess at least three components: toughness to detect, toughness to disarm, and toughness to save against. Standard trap toughness (to detect and disarm) consists of *simple* (T6-T7), *moderate* (T8-T9), and *difficult* (T10+). Standard save toughness ranges between 5-7, depending on trap toughness. Trap toughness values will be expressed in the order of *detect*, then *disarm*. If only one value is presented, it applies to both.

There are a wide variety of traps waiting to spring on unsuspecting adventurers. Some examples include:

Trap	Effect
<i>Poison gas</i>	T6; onset immediate, save 5 or suffer 3 damage; affects area of 5 feet.
<i>Hidden pit</i>	T7; spiked pit, save 6 or suffer 1d5 damage; pit is 10 feet across.
<i>Falling rock</i>	T6; rocks and boulders fall from the ceiling, save 5 or suffer 2-3 damage.

Detecting Traps

To detect a trap, a character must be actively searching their immediate area using a perception check. If their result is equal to or higher than the trap’s toughness to detect, they are able to identify the trap’s location, and potentially even its function.

Disarming Traps

To disarm a simple trap, a character must have successfully identified the trap, and succeed a reflex check against the trap’s toughness to disarm.

To disarm a moderate or difficult trap, a PC must succeed a reflex check, as well as 1) possess either a *thief’s kit*, which consists of a variety of tools that enable disarmament of more mechanically advanced traps, or 2) possess the *disarm trap* skill. If in possession of the thief’s kit, this skill grants a +1 bonus to attempts to disarm a trap; otherwise, a -1 penalty is imposed on attempts to disarm a trap without the kit.

Disarming magical traps, like unlocking magical locks, requires the *dispel magic* spell.

Conclusion

There is as much - if not more - between the lines of these rules than on them. If ever at a loss, think on your feet, make a sensible ruling, and play it through!

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