

Tiny d10



Fantasy Core

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By Aaron Carlson

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“Do not be overcome by evil, but overcome evil with good.” – *Romans 12:21*

Welcome to Tiny d10!

Tiny d10: Fantasy Core is a tabletop roleplaying game designed for use by one game master and two-to-six players. It requires just a single ten-sided die (d10), some pencils and paper, and one character sheet per player. In return, it will provide endless hours of dazzling heroics and tremendous dangers in epic lands of fantasy.

This volume consists of three separate books: *Fantasy Core Rules*, which introduces both players and game masters to the character creation process and game rules; *Fantasy Monsters*, which contains a wide range of monsters for use in virtually any fantasy adventure; and *The Broken Light*, a fantasy adventure in which characters are stranded on a mysterious island where “as above, so below.”

What is a Tabletop Roleplaying Game?

In a very basic sense, a tabletop roleplaying game (RPG) is a set of rules that provide structure to adventures that are largely the product of a group’s collective imagination. The rules exist to ensure that the outcome of this play is logical, consistent, and fair, thus enabling players to engage in and overcome challenges as thrilling as they are deadly.

Players create a character. Through their characters, they interact with a fantasy world in which they will attempt to do many things – slay enemies, win allies, beat the odds, and more. The game master will analyze the results of their attempts (in accordance with the game rules & die rolls) and inform the players of their success or failure. The rules drive this action, so long as they stay out of the way.

This is the objective of *Tiny d10*: enough rules to provide necessary order, but not so many that they complicate the game, which wants to be played – not calculated, debated, or disputed. The core rules are just ten pages long, and character creation can be completed in fifteen minutes or less. It is easy to learn and quick to play, ideal for both newcomers looking for a small learning curve and long-time players looking for quick action.

To succeed in this game, one requires only an imagination and a spirit ever in search of fun and adventure.

A Note to Game Masters and Designers...

Tiny d10: Fantasy Core is built atop the *Tiny d10: Core Engine* – a flexible, genre-agnostic set of rules requiring just minimal adaptation to be used for any genre imaginable, from fantasy to sci-fi, and everything in-between. A number of these adaptations already exist. Check out the full library of game content at <https://tinyd10.com/>.

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BOOK I:
FANTASY CORE RULES

TINY D10: FANTASY CORE RULES

Character Creation

Use the following steps to create a character, selecting their race, class, and other relevant traits.

Races

Step 1: Select a race. *A character's race provides a number of racial advantages, and also influences his or her attitude and general outlook.*

Dwarves are short, strong, and hardy, dwelling in mountains and caves, and living for 150+ years. They gain: double experience points against goblins and similar creatures; the *craft* skill; -1 to magical attacks against the dwarf; and +1 hit point per level.

Elves are tall, athletic, and wise, residing in forests and glades, and living for 500+ years. They gain: +1 to perception checks; +1 damage to evil creatures; immunity to poison; and +1 intellect.

Halflings are short, swift, and jovial, hailing from glens and shires, and living for 100+ years. They gain: the *hide* skill; the *sneak* skill; -1 to ranged attacks against the halfling; and +1 power point per level.

Humans are tall, bold, and cunning, existing in all corners of the globe, and living for 80+ years. They gain: +1 damage to natural creatures; the *persuade* skill; an additional skill; and +1 aspect.

Classes

Step 2: Select a class. *A character's class provides a number of class-specific abilities, as well as skill-based competencies.*

Clerics are mighty battle priests, possessing divine magic and powerful healing abilities. They have a toughness of 6 (T6); use middleweight weapons & below (no bladed weapons); use middleweight armor & below; and gain +1 magic point and +2 power points. Clerics begin with three class abilities:

Spell-casting (divine) – start with 2 spells and cast divine spells for their cost in magic points; may not use any other type of spells.

Words of healing – a short invocation that grants +2 hit points to all allies within earshot. Cost: 1 power point.

Words of strength – a short invocation that grants +2 power to allies within earshot; lasts for 1d5 combat rounds. Cost: 2 power points.

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

Deflect projectiles – all projectile attacks against you are a **reflex challenge**; if the challenge is won, the projectile is deflected.

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

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

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:

Defensive rush – stop an attack against an ally within your range; **power** (for melee attacks) or **reflex** (for ranged attacks) **challenge** versus 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. Cost: 1 power point per point of damage increased.

Note: the use of this ability must be declared prior to conducting the attack roll.

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

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:

Spell-casting (magical) – start with 3 spells and cast magical spells for their cost in magic points; other spell types cost double (may not cast divine spells).

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

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

Attributes

Step 3: Assign attribute bonuses. *Divide 3 points between the following attributes.*

Aspect is a measure of consciousness and charisma, and is used as a bonus during things like persuasion, detecting intentions, or intimidation. Aspect is used as a bonus when casting divine spells.

Intellect is a measure of mental acuity and sharpness, and is used as a bonus during things like disarming traps, or gathering information. Intellect is used as a bonus when casting magical spells.

Power is a measure of physical strength, and is used as bonus during things like breaking down doors, or wrestling a creature to the ground. Power is used as a bonus when making melee attacks.

Reflex is a measure of speed, dexterity, and reaction, and is used as a bonus during things like dodging a rolling boulder, or jumping across a chasm. Reflex is used as a bonus when making ranged attacks, or melee attacks with small weapons (e.g. daggers).

Hit Points & Power Points

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

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

Power points (PP) are added as a bonus to attack rolls, challenges, checks, and saves; the use of power points must be declared prior to the roll. Additionally, power points are required for many class abilities.

Magic Points

Step 5: Generate magic points (applies only to magic-users like the cleric or wizard). *Roll 1d10: On a roll of 1-5, magic point total is 4; on a roll of 6-9, magic point total is 5; on a roll of 10, magic point total is 6.*

Magic points (MP) are spent when casting spells.

Wealth

Step 6: Generate wealth. *Roll 1d10 for gold (gp), silver (sp), and copper pieces (cp), multiplying each result by 10.*

1cp = \$1 USD 1sp = \$10 USD 1gp = \$50 USD

Game Rules

Once your character is complete, it is time to play Tiny d10. Much of this time will be spent role-playing, and will rely on your wit and quick thinking.

However, there will be times when rolls are unavoidable. Any attempt to do something that necessitates skill to succeed, or that could result in failure, 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 score (aspect, intellect, power, or reflex) and any relevant skill bonuses. There are two types of checks:

Action checks are attempts to perform actions like climbing towers, dodging falling rocks, or hiding in nearby bushes. Action checks include attack rolls, challenges, checks, and saves.

Perception checks are attempts 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. Bonuses from the *spot* or *listen* skills may also be added, as relevant.

Check Toughness

To determine a check's **toughness (T)**, consider the following:

Toughness	Difficulty level
T2-5	<i>Simple toughness</i> – climbing a wall with large handholds, or pulling an ally up from a ledge.
T6-9	<i>Moderate toughness</i> – fighting a strong current, or surprising unaware opponents.
T10-11	<i>Difficult toughness</i> – sneaking into a well-guarded court, or picking an expertly-crafted lock.
T12-13	<i>Extreme toughness</i> – controlling a ship during a gale, or scaling a castle's smooth stone wall.
T14-15	<i>Impossible toughness</i> – mounting and flying a wild dragon, or leaping across a massive chasm.

Saves

When there is risk of immediate death or 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 entities attempt the same thing at the same time, a challenge should be performed. This is done by each entity rolling 1d10 and adding relevant attribute and skill bonuses to the result. The results are then compared, and the higher 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) One combat round consists of all combatants' turns; each turn represents roughly 5 seconds.
- 2) Only one attack/ability/spell per turn (unless otherwise noted).
- 3) Only one move sequence per turn (includes standing up if knocked prone).
- 4) Less significant actions, like talking, may be done freely.
- 5) Damage inflicted is 1, unless otherwise specified.
- 6) Ranged and small weapon (e.g. dagger) attacks use **reflex**; magical spells use **intellect**; divine spells use **aspect**; and melee attacks use **power**.

Movement in Combat

During combat, all classes are moderate in speed (unless otherwise specified) and may only move up to their maximum speed range per turn, though other factors – such as terrain – may affect this.

Slow	Moderate	Fast
20-40 ft.	40-60 ft.	60-80+ ft.

Combat Advantage

Under certain circumstances – such as surprising unaware opponents – a character may receive a +1 attack bonus (or similar benefit) if they are in an advantageous position. However, if their attempt does not succeed, a negative condition should 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 non-lethal or unarmed attack requires a successful attack roll against the creature, in addition to a successful power challenge. If both rolls succeed, non-lethal damage is inflicted – otherwise, the target is simply struck, not injured.

Monsters in Combat

Monsters consist of all enemies and opponents of the characters, which may include humans and humanoids, natural beasts and unnatural monstrosities, evil living and undead, and more. In order to inflict damage on a monster, a player must make an attack roll that is equal to or higher than the monster's toughness.

A monster's toughness is based on a number of components: hit points, damage bonuses, attributes, and more. To determine a monster's toughness, consider the following table:

Toughness	Difficulty level
T2-5	<i>Simple toughness</i> – 2-5 HP; these monsters sometimes have attribute bonuses, abilities, or skills.
T6-9	<i>Moderate toughness</i> – 6-12 HP; these monsters sometimes have attribute bonuses, abilities or spells, and skills.
T10-11	<i>Difficult toughness</i> – 10-20 HP; these monsters often have attribute bonuses, abilities and/or spells, and skills.
T12-13	<i>Extreme toughness</i> – 15-30 HP; these monsters often have attribute bonuses, abilities and/or spells, and skills.
T14-15	<i>Impossible toughness</i> – 20-30+ HP; these monsters always have attribute bonuses, abilities and/or spells, and skills.

Healing

At 0 hit points, characters are considered immobilized and dying, and will expire after 4 combat rounds.

Standard healing restores 1-2 hit points, magic points, and power points per successful **T6 intellect check** (if the character possesses the *heal* skill, healing is an automatic success). Magical healing generally does not restore magic or power points.

During combat, an attack action must be forfeit to heal. Out of combat, characters may make 1 heal check per every 4 in-game hours, or spend an entire day resting to restore 1d5 + 2 hit points, magic points, and power points.

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 during combat, but not for combat.

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

Note: the *detect* and *know* skills are specific, and only one may be chosen per skill slot (e.g. *detect magic* or *know religion*).

Magic

Magic is conjured using **magic points (MP)**. Typically, only characters that possess the *spell-casting* class ability can use magic. Unless otherwise specified, spells are an automatic success.

Note: some spells, or certain conditions, may impose a **casting toughness** on the spell-caster, which works as a standard check.

Gaining New Spells

A spell-caster may forget old spells and learn new ones under the appropriate circumstances (e.g. learning them from long hours of study in the libraries or prayer in the temples); however, they may not learn more spells than the total number of spells they have gained at their level.

Spell Saves

Some spells allow the target to make an aspect or intellect 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.

Leveling Up

Characters begin as level 1 explorers, and advance by earning experience points (XP). Experience points are earned by slaying or defeating opponents (usually earning between 1-5 XP per opponent), obtaining treasures and riches (usually earning 1 XP per 10gp), or succeeding checks in spectacular and heroic ways (usually earning 1 XP). Experience points are lost upon advancement and must be gained anew.

Level 2: Adventurer

Experience has honed a capable adventurer (50 XP). Gain a class ability; skill; +2 hit points; +1 to any attribute; +2 power points or +2 magic points; and +1 toughness or 2 spells (if applicable).

Level 3: Hero

Victory has shaped a prosperous hero (100 XP). Gain a class ability; +2 hit points or +1 toughness; +1 to any attribute; +1 power point or +2 magic points; and 1 spell (if applicable).

Level 4: Champion

Immeasurable odds have forged a true champion (200 XP). Gain a class ability; skill; +2 hit points; +1 toughness; +1 to any attribute or gain 1 spell (if applicable). Additionally, gain the *champion's resolve* ability (re-roll once any time the result is 1).

Level 5: Legend

Dangers inconceivable have affirmed an everlasting legend (400 XP). +2 to any attribute. Additionally, gain the *legendary presence* ability (the first time an opponent attacks you in combat, conduct an **aspect challenge**; if they fail, they suffer -1 to their attack).

Weapons

Some weapons may inflict additional damage, grant an attack bonus, or possess other unique effects. There are three classes of weapons: lightweight (LW), middleweight (MW), and heavyweight (HW). Common weapons include:

Melee Weapons

Flail	MW; +1 damage.
Greatsword	HW; +1 attack, +1 damage.
Polearm	HW; +2 attack.
Shield	MW; +1 attack, +1 toughness.
Shortsword	LW.

Ranged Weapons

Blowgun	LW; range 40 ft.
Crossbow, heavy	MW; +1 damage; range 150 ft.
Hand-axe	LW; range 30 ft.
Longbow	MW; range 200 ft.
Shortbow	LW; range 100 ft.

Armor

When equipped, armor can increase hit points and/or toughness, or confer other unique effects. Common armor types include:

Chainmail	MW; +1 hit point, +1 toughness.
Leather, heavy	MW; +2 hit points.
Leather, light	LW; +1 hit point.
Mithril	Featherweight (FW); +2 hit points, +2 toughness.
Platemail	HW; +3 hit points, +1 toughness; slow movement speed when equipped.

Items

A number of items are available to characters that may augment or affect them in some way. Common items include:

Healing potion	Average potion restores 1d5 hit points.
Spell scroll	Contains one spell (may be used once), which must be read aloud in order to take effect.
Strength potion	Average potion grants +1 power for 1d10 rounds.
Ten-foot pole	Can be used to trigger traps; +1 to perception checks to detect traps.
Thieves' kit	Contains lock-picking tools.

Spells List

The below lists comprise a basic collection of two types of spells: divine and magical. Other spell types – such as dark and natural – are supplementary, and not included in this rule book.

Divine Spells

Divine spells are cast solely by clerics, use the aspect attribute, and are granted by God to those dedicated followers deemed worthy.

Burning touch – inflicts 1d5 damage to evil, undead, or otherwise unholy entities. Cost: 2 magic points.

Clearsight – the target of this spell sees clearly into the world around them, revealing all hidden things (invisible entities, hidden objects, traps, etc.); lasts for your level amount of hours. Cost: 2 magic points.

Consecrate – designates an area (radius of your level x 10 ft.) as holy. Evil, undead, or otherwise unholy entities are unable to enter it; those entities already within it suffer 1 damage per round, as well as a -1 attack and -1 toughness penalty; lasts for 1d5 hours. Cost: 3 magic points.

Deathwatch – reveals how close to death all entities within 50 ft. are. Cost: 1 magic point.

Divine medicine – restores 1d5 + 1 hit points, magic points, and power points. Cost: 1 magic point (0 if the caster possesses the *heal* skill).

Fear of God – inflicts a -1 toughness and -2 attack penalty for 1d5 rounds. Cost: 2 magic points.

Holy shield – grants a +2 toughness bonus to yourself and any allies within 10 ft. for 1d5 + your level combat rounds. Cost: 3 magic points.

Spectral strike – conjures a spectral weapon with which to strike your opponent; inflicts 2 damage; attack roll versus toughness (+1 attack bonus); range 50 ft. Cost: 1 magic point.

To serpents – transforms any weapon into a mass of writhing serpents for 1d10 combat rounds; if the target retains control of the serpents for more than one combat round, they must **reflex save** versus the caster's spell save or be bitten (1 damage, -1 to attack for 1d5 rounds). Cost: 2 magic points.

Turn undead – all undead entities within 50 ft. must flee your presence for 1d5 rounds; when this spell is first cast, all undead must succeed a **T5 aspect save** or suffer 1 damage. Cost: 2 magic points.

Magical Spells

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

Animate statue (medium) – a statue (T5; 1d5 + your level HP; +1 power) of medium size or smaller will become animate and follow basic commands. Cost: 3 magic points.

Ball of light – a powerfully luminous orb.

Charm (person or animal) – 1 non-hostile, intelligent person or animal is immediately friendly to you; hostile persons or animals must **intellect save** versus caster's spell save to prevent; lasts for your level x 1d10 minutes. Cost: 1 magic point.

Create magic item – imbue a small item with the power of any spell you know; requires 10 - your level hours to create the item. Cost: 3 magic points.

Detect thoughts – hear the active thoughts of a target. Cost: 2 magic points.

Dispel magic – eliminates any magical effect. Cost: 2 magic points.

Dumbstruck – one target suffers a 1d5 penalty to intellect for 1d10 rounds; **intellect save** versus caster's spell save to reduce duration by half. Cost: 2 magic points.

Featherfall – affects an object up to 100 x your level pounds; range 100 ft. Cost: 1 magic point.

Fireball – inflicts 1d5 + 1 damage; attack roll versus toughness; range 50 ft. Cost: 2 magic points.

Heal – restores 1d5 hit points. Cost: 2 magic points (1 if the caster possesses the *heal* skill).

Imprint spell – temporarily learn one of any spell cast during the active combat encounter (does not affect total spell count) and cast it at cost.

Mage armor – gain a toughness bonus equal to your level for 1d5 + your level rounds. Cost: 2 magic points (3 if cast on a nearby target).

Magic missile – inflicts 1 damage; attack roll versus toughness; range 100 ft. Cost: 0 magic points (2 to automatically strike the target).

Permanence – causes the effect(s) of any spell to become permanent. Cost: 5 magic points.

Phantom hand – opens doors, moves objects, and attacks opponents (standard melee attack) within your range of sight. Cost: 1 magic point.

Advanced Spells List

These spells are available to casters level 3 and above.

Advanced Divine Spells

Burning touch II – inflicts 1d5 + your level damage on evil, undead, or otherwise unholy entities; additionally, this attack can be conducted against two targets simultaneously. Cost: 3 magic points.

Cataclysm – summons deadly, cataclysmic conditions; affects all entities within 100 ft. of target. Cost: 5 magic points. Causes one of the following effects (caster immune), which lasts for 1d10 rounds:

Cataclysm	Effect
<i>Earthquake</i>	-1 attack, -1 toughness.
<i>Firestorm</i>	1 damage per combat round.
<i>Flooding</i>	Cancels all ranged attacks.

Additionally, entities within range must succeed a **T5 power save** each combat round or suffer 1 damage.

Healing ray – restores 1d10 hit points to one target in your line of sight; range 100 ft. Cost: 2 magic points (1 if the caster possesses the *heal* skill).

Healing wave – restores 1d5 hit points to your level amount of targets (within 20 ft.). Cost: 2 magic points (1 if the caster possesses the *heal* skill).

Heavenly light – inflicts 1d10 damage, blinds any creature within a 10-foot radius of the target for 1d5 rounds (-2 to attack and reflex); **aspect save** versus caster's spell save to reduce damage by half. Cost: 4 magic points.

Holy binds – all evil, undead, or otherwise unholy creatures in a 50-foot radius are bound for your level amount of combat rounds. Cost: 2 magic points.

Inflict wounds – inflicts 1 damage per magic point spent. Cost: 1 magic point.

Protective spirit – cancels any one successful action (ability, attack, spell, etc.). Cost: 3 magic point.

Resurrection – restores to life any recently deceased entity, healing all wounds, diseases, or other conditions affecting its body at the time of its death. Cost: 6 magic points.

Ward (divine) – resist the effects (but not the damage) of any attack or spell cast by an evil, undead, or otherwise unholy entity for the duration of combat. Cost: 3 magic points.

Advanced Magical Spells

Animate statue (large) – a statue (T7; 1d10 + your level HP; +2 power) of large size or smaller will become animate and follow basic commands. Cost: 4 magic points.

Control elements – perform one act with the elements (e.g. a babbling brook becomes a raging river, or a campfire a blazing inferno); targets must **power save** versus caster's spell save to prevent being damaged by the results. Cost: 3 magic points.

Detect magic – range 20 ft. Cost: 0 magic points.

Enchant weapon – touch a weapon to enchant it with a +1 attack and +2 damage bonus for the duration of combat. Cost: 2 magic points.

Fireball II – inflicts 1d5 damage on up to five creatures within 10 ft. of the target; attack roll versus toughness; range 50 ft. Cost: 2 magic points.

Invisibility – the target remains invisible for up to your level amount of hours, or until attacking. Cost: 2 magic points.

Magic missile II – inflicts 2 damage; attack roll versus toughness. On a roll of 10, the attack blinds up to five creatures within 10 ft. for one round (-2 to attack and reflex); range 50 ft. Cost: 1 magic point (3 magic points to automatically strike the target).

Ray of death – inflicts 1d10 damage; **aspect** or **reflex save** versus caster's spell save to reduce damage by half; range 50 ft. Cost: 3 magic points.

Reprisal – any time you are struck, an opponent that has previously struck you suffers the damage; lasts for the duration of combat. Cost: 3 magic points.

Reverse gravity – affects a radius of 50 x your level ft. within 100 ft. of your location; lasts for your level amount of hours. Cost: 3 magic points.

Spectral sword – one mighty thrust inflicts 1d5 damage; range 50 ft. Cost: 4 magic points.

Teleport – range 200 ft. Cost: 2 magic points.

Time stop – within your line of sight, time freezes for 1d5 rounds. Cost: 5 magic points.

Vaporous form – take the form of a small, innocuous strand of fog or mist; lasts for 1d10 x your level minutes. Cost: 3 magic points.

Ward (magical) – resist the effects (but not the damage) of magical spells for the duration of combat. Cost: 2 magic points.

Additional Class Abilities

As characters advance, new class abilities become available.

Cleric Additional Class Abilities

Appeal to Heaven – your body is imbued with heavenly light: for your level amount of combat rounds, suffer no damage, gain a +1 attack bonus, and inflict +1 damage. Cost: 4 power points.

Bless weapon – a weapon is imbued with radiant energy, dealing +1 damage, and 1d5 damage to evil, undead, or otherwise unholy entities; lasts for duration of combat encounter. Cost: 3 power points.

Call to battle – all allies roll 1d10: on a roll of 6 or higher, they gain an additional attack on their next combat turn. Cost: 3 power points.

Counterattack – any time an opponent rolls a 1 against you in melee combat, you knock them prone.

Divine purpose – permanently gain +2 to all saving throws.

Favored weapon – on an attack roll of 10 using your favored weapon, inflict 1d5 damage.

Healing sacrifice – fully heal allies within 50 ft. Cost: 2 hit points and 1 power point per ally healed.

Hosts of Heaven – summons luminous warriors to your aid, inflicting 1d5 damage to all opponents within a 10 ft. radius of you. Cost: 5 power points.

Radiant strike – on a melee attack roll of 10, a burst of heavenly light blinds your target for one combat round (-2 to attack and reflex).

Righteous anger – permanently gain +1 power.

Smite – inflicts 1d10 damage on an evil, undead, or otherwise unholy entity. Cost: 3 power points.

Supernatural strength – gain +2 toughness when reduced to 1 hit point.

Thunderous blow – double your attack and damage bonus; if your attack is successful, roll 1d10: on a roll of 6 or higher, the target is knocked prone; lasts for one combat round. Cost: 2 power points.

Walk on water – lasts your level amount of hours. Cost: 1 power point.

Wrath – inflict +1 damage against all evil, undead, or otherwise unholy entities.

Rogue Additional Class Abilities

Bloody slash – for every successful melee attack you make using a short-bladed weapon, roll 1d10: on a roll of 10, the attack inflicts double damage.

Cat's paw – reduce all fall damage by half, rounded down.

Charismatic – permanently gain +1 aspect.

Critical strike – any time you roll a 10 in combat, the target becomes dazed and suffers -1 to all rolls for your level amount of rounds.

Disguise – alter your appearance using disguises, trickery, or other techniques of deception at your disposal; **intellect challenge** (you gain a +2 bonus in this challenge) to recognize the illusion. Cost: 1 power points.

Note: Additional bonuses may be granted at the GM's discretion (e.g. for a good disguise).

Fanged strike – any time you roll a 10 in melee combat, gain an amount of hit points equal to the damage you inflict on your target.

Fast – become fast in speed and move up to 80 ft. per combat round.

Hail of daggers – launch 1d5 + your level daggers at one target; inflicts 1 damage per dagger. Cost: 3 power points.

Hasty retreat – forgo your attack action to move up to double your maximum speed.

Paralyzing strike – any time you roll a 10 in melee combat, the target is paralyzed for your level amount of rounds; **T5 aspect save** to reduce paralysis to one round.

Petty thief – gain a +2 bonus to all attempts to conceal, steal, or pilfer something.

Prying eye – discover and exploit weaknesses, reducing a target's toughness by 2 for one attempt, or one combat round. Cost: 2 power points.

Rapid regeneration – any time you heal (or are healed), restore double the amount of hit points.

Sudden strike – any time an opponent rolls a 10 against you in melee combat, gain an attack prior to their attack.

Tactical retreat – after a successful melee attack, and if you have not moved during this combat round, retreat just outside of your opponent's movement range. Cost: 1 power point.

Warrior Additional Class Abilities

Brawl – when fighting barehanded or dealing non-lethal damage, gain a +2 attack bonus.

Battle lock – any time an opponent attempts to flee or leave your immediate area during melee combat, gain an attack against it.

By will alone – resist the effects (but not the damage) of a spell targeting you. Cost: 2 power points.

Commanding presence – force opponents within 30 ft. to target you; gain +2 toughness when facing four or more opponents; lasts for the duration of combat. Cost: 3 power points.

Deathless – when reduced to 1 hit point, if an opponent successfully strikes you, it must succeed a **power challenge** (you gain a +1 bonus in this challenge) to inflict damage.

Disarm – any time you roll a 10 during a melee attack, conduct a **power challenge**; if you win the challenge, you disarm your opponent (in addition to inflicting damage or any other effects).

Explosive power – if you fail a melee attack roll, add any number of power points as an attack bonus to that failed roll. Cost: 1 power point per attack bonus point.

Heroic strength – when conducting any check involving heroic acts or values, gain a +1 bonus (game master's discretion).

One man army – on your combat turn, make a melee attack against multiple opponents within striking range. Cost: 1 power point per target.

Overpower – reroll a failed power challenge. Cost: 1 power point.

Pummel – any time you roll a 10 in melee combat (or at the cost of 1 power point), you knock your opponent prone.

Raised by the sword – when facing an opponent also armed with a sword, gain a +1 attack bonus.

Stunning blow – inflicts 2 damage; target must succeed a **T5 + your level power save** to prevent being knocked unconscious for 1d5 rounds. Cost: 2 power points.

Weapon proficiency – choose a specific weapon type (e.g. axe, bow, hammer, sword, etc.); when using that weapon type, gain a +1 attack or damage bonus.

Wizard Additional Class Abilities

Appraise – determine any item’s worth with reliable accuracy.

Apprentice/Familiar – any willing intelligent creature may become your apprentice; any charmed animal may become your familiar (costing 4 magic points per pact). Once per combat encounter (or at the cost of 1 power point), your apprentice/familiar (T5; 4-6 HP) can conduct a melee attack (with advantage) and cast one standard spell that you know.

Arcane wisdom – gain a +1 bonus when casting any spell.

Enchanted healing – convert any amount of magic points into hit points for yourself or allies within your line of sight.

Magical disruption – spells targeting you or nearby allies suffer a -1 penalty to their attack roll.

Magical intrusion – doors unlock before you, and relock after your passing (must possess the *pick lock* skill).

Multi-cast – cast other spell types for their cost in magic points.

Polyglot – learn a new tongue solely by hearing it spoken; know 3 x your level languages.

Power slave – convert all power points to temporary magic points; gain +1 toughness for 1d5 rounds.

Prodigious casting – gain an additional +1 magic points each time you advance a level (including this one).

Re-spell – if you cast a spell last combat round, you may cast it again for half its cost (rounded up) in magic points.

Resist magic – any time you are the target of a magical spell attack, conduct an **intellect challenge** against the attacker; if you succeed, the effects of the spell (but not the damage) are cancelled.

Spell adept – magic points are restored during any form of healing at double the rate of hit points.

Swift – permanently gain +1 reflex.

War mage – permanently gain +1 hit point, +1 power point, and +1 toughness.



For Game Masters

The game master (GM) operates the world in which adventures unfold. He or she knows the setting, portrays non-player characters (NPCs), commands the monsters, controls 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.

Time

Tracking the passage of time provides structure to things like combat rounds, 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:

- 1) The GM may check for wandering monsters (1-in-5 chance);
- 2) Characters may perform a perception check to search for monsters, traps, treasures, or supplies;
- 3) Characters may move up to ten 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:

- 1) The game master may check for wandering monsters (1-in-5 chance);
- 2) 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 devote the entire day to foraging or hunting, they automatically succeed in finding foraged food enough for the party for the day, and increase their chances of finding hunted food (1-in-5) enough for the party for 1d5 days.
- 3) Characters may move at a rate of two miles per hour (though may move more quickly with a penalty imposed by the GM).

Exploration

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

Exploring a Dungeon

When exploring a dungeon, at least one player 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 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 their direction. If any characters possess the *know nature* skill, their +1 bonus may be used to improve 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, will attack
4-5	Hostile, may attack
6-7	Neutral, hesitant
8-9	Neutral, disinterested
10	Friendly; possibly 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 may consider fleeing. 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 the *dispel magic* spell to open; they may be trapped, triggering a deadly attack when opened; they may be hidden, requiring a successful perception check to discover; or they may be old and hung on a rusted hinge, the noise from which risks alerting wandering monsters to the party's location.

Locks

A locked door can be opened with a key or picked with lock-picking tools (found in a thief's kit), which requires a successful reflex check against the lock's toughness. Additionally, locked or stuck doors can be broken down or forced open with 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.

Traps

All traps possess at least three components: toughness to detect, toughness to disarm, and toughness to save against (these values are often identical).

Falling rock	T6; rocks and boulders fall from the ceiling; inflicts 2-3 damage.
Hidden pit	T7; spiked pit 10 ft. wide; inflicts 1d5 damage.
Poison gas	T6; affects a radius of 5 ft.; inflicts 1-2 damage.

To detect a trap, a character must be actively searching the immediate area using a perception check. To disarm a trap, a character must 1) possess a thief's kit, 2) have the *disarm trap* skill, and 3) succeed a reflex check against the trap's toughness. Disarming magical traps, like unlocking magical locks, requires the *dispel magic* spell.

BOOK II:
FANTASY MONSTERS

TINY D10: FANTASY MONSTERS

Introduction

In Tiny d10, the word “monster” comprises all forms of enemies and opponents that characters may encounter. However, not all monsters are adversarial to player characters (PCs): many are neutral to their actions, and others may prove helpful – even useful. The two primary components of these monsters are:

- 1) Toughness (T), which represents the percentile difficulty to strike the monster;
- 2) Hit points (HP), which represent its ability to withstand being struck.

Additional components include:

- 1) Magic points (MP) and power points (PP) that enable monsters the use of spells and abilities;
- 2) Attributes, bonuses from which increase the monster’s likelihood of a successful attack or other action;
- 3) Damage, bonuses from which increase the amount of damage inflicted per attack;
- 4) And abilities, which can increase the overall combat challenge presented by the monster.

Together, these components comprise a monster’s *statistics*, or *stats*. The inclusion of additional components can make the monster more challenging and dangerous – that is, tougher. The general characteristics of monster toughness levels are outlined in the table below.

Monster Toughness

Toughness	Difficulty level
T2-5	<i>Simple toughness</i> – 2-5 HP; sometimes have attribute bonuses, abilities, or skills.
T6-9	<i>Moderate toughness</i> – 6-12 HP; sometimes have attribute bonuses, abilities or spells, and skills.
T10-11	<i>Difficult toughness</i> – 10-20 HP; often have attribute bonuses, abilities and/or spells, and skills.
T12-13	<i>Extreme toughness</i> – 15-30 HP; often have attribute bonuses, abilities and/or spells, and skills.
T14-15	<i>Impossible toughness</i> – 20-30+ HP; always have attribute bonuses, abilities and/or spells, and skills.

Note: these values represent a monster’s base toughness, and as such do not account for bonuses from armor, weapons, or special items.

Monsters

Acolyte (T5; 5-7 HP, 3 MP; +1 intellect)

A disciple of an ancient, secretive, or insular religion, the acolyte is often granted uncommon – and dark – powers.

Acolyte Spells

The acolyte possesses 1-3 spells, varying between combat spells and spells that produce effects of a dark nature.

Ape (T7; 6 HP; +2 power; +1 damage)

Fiercely territorial and strong as five men, the ape stands up to six feet tall and moves swiftly by knuckle-walking on thick, muscular arms.

Ape Abilities

Primal rage – your first melee attack of the combat encounter inflicts 1d5 damage (if successful).

Bandit (T5-7; 6-9 HP, 3-6 PP; +1-2 reflex)

Often encountered in small groups, the bandit is an outlaw, brigand, or thief. He or she is always opened to a trade, but is generally more interested in getting something for nothing.

Bandit Abilities

Bandits have one of the following abilities (bandit chiefs may have both, or more):

Petty thief – gain a +2 bonus to all attempts to conceal, steal, or pilfer something.

Hail of daggers – launch 1d5 + your level daggers at one target; inflicts 1 damage per dagger. Cost: 3 power points.

Banshee (T9; 10 HP, 5 MP; +1 intellect)

A howling, ethereal horror, the banshee is a female spirit whose appearance is as gruesome now as it was beautiful once. She possesses the ability to move through solid objects, though not living creatures.

Banshee Abilities

Shriek – all living creatures within 100 ft. must succeed a **T8 aspect save** or be sickened for 1d5 rounds (-3 to all rolls). Cost: 1 magic point.

Touch of death – any creature touched is immediately reduced to 0 hit points; **reflex challenge** versus target; **T5 aspect save** reduces the creature to 1 hit point. Cost: 5 magic points.

Basilisk (T8; 10-12 HP, 3 PP; +1 power)

An eight-legged reptilian terror, the basilisk can petrify a target with its dead-eyed gaze alone. Additionally, the basilisk possesses a ferociously powerful bite, but will only use it in close quarters, after its petrifying gaze fails.

Basilisk Abilities

Bite I – inflicts an additional +1 damage. Cost: 1 power point.

Petrifying gaze – a single target that looks upon the basilisk's face begins to turn to stone, and is immobilized; **T5 aspect save** to prevent complete petrification, **T7 aspect save** to restore movement. If the save 5 is failed once, the target is petrified for 1d10 rounds; if failed a second time, the target is permanently turned to stone.

Bears – majestic but fearsome, bears are natural beasts that are found in a wide variety of regions, including caves, forests, and tundra. While not always aggressive, bears are protective and territorial.

Bear, brown (T5; 5 HP; +1 power)

Large, swift, and ill-tempered, the brown bear is a formidable beast with a thick hide, powerful jaws, and wicked claws.

Bear, giant (T8; 12 HP, 4 PP; +2 power)

Exceedingly vicious and unusually intelligent, the giant bear is a primeval predator that stands an average of eight feet tall on all fours. Oversized fangs protrude from its short, wide muzzle, and small, black eyes peer out from a head larger than a man's torso. Despite its hulking size, it can move swiftly and stealthily through the forest.

Giant Bear Abilities

Bite I – inflicts an additional +1 damage. Cost: 1 power point.

Maul – on an attack roll of 10, knock prone the target, and gain an additional attack (+1 damage).

Bear, polar (T6; 9 HP; +1 power; +1 damage)

Larger and more ferocious even than the brown bear, the polar bear mercilessly stalks its quarry. Unlike the brown bear, the polar bear will follow its target at a distance, remaining undetected until it strikes – usually at night.

Blackscale Leech (T4; 1-3 HP)

Blind, aquatic parasites that can grow up to three feet in length, blackscale leeches feed on blood, and are capable of drawing eight ounces from a victim in under a minute. They can survive out of water indefinitely, but will suffer -1 to attack rolls.

Boar (T5; 5 HP)

Wild and sure-footed, the boar can move swiftly and silently through dense forest brush despite its large size. Though generally not aggressive, it is highly territorial, and its fierce tusks and razor-sharp hooves make it a menacing force to reckon with.

Cave-crawlers – six-legged, completely blind, and ravenously hungry, cave-crawlers are massive insects that can reach up to four feet tall. They are strictly carnivorous, and use their long antennae to probe the dank subterranean passages for living prey.

Cave-crawler (adult) (T6; 6 HP; +1 power)

Iron-hard exoskeletons, powerful barbed legs, and a perpetual hunger complement the insectoid horror that is the adult cave-crawler.

Cave-crawler (nymph) (T4; 1-2 HP)

Grotesque larval insects with soft, pale bodies and wicked mandibles, nymph cave-crawlers are quite large, reaching up to one feet tall.

Cave-crawler (queen) (T8; 8 HP, 4 PP; +1 reflex)

A bloated monstrosity, part horror, part grotesquery, the queen cave-crawler serves but one purpose: reproduction. She is no less dangerous, however, and possesses a number of odious defenses.

Queen Cave-crawler Abilities

Chemical spray – inflicts 2 damage; attack roll versus toughness. On an attack roll of 10, causes blindness (-2 to attack and reflex) for 1d10 rounds; range 30 ft. Cost: 1 power point.

Larvate – produces 1d10 larvae upon being slain.

Cave Bat (T5; 2-4 HP)

Large, vicious, and thirsty for blood, the cave bat will use darkness to its advantage, lurking in the shadows or high in the night sky and attacking its target with a ferocious swoop. The cave bat is often encountered in groups of 5-10.

Demons – hellish, twisted creatures from the darkest depths of the underworld, demons are physical incarnations of pure evil. There exists a wide variety of these monstrous creatures, ranging from small and impish to large and ferocious. These varieties, while appearing sometimes vastly different from one another, share several common characteristics, including a generally high intelligence; oddly-colored, hairless flesh; sharp, fearsome teeth; and horns of varying prominence.

Demon, blood (T8; 6HP; +2 damage)

The blood demon is the result of a summoning ritual in which the summoner uses the blood of a victim to call forth a creature of hell. It stands between four to five feet tall, and has blood-red flesh, short horns, a saturnine face, and ink-black eyes.

Blood Demon Abilities

Bloodlust – each time you damage an opponent in combat, you gain 1 hit point.

Demon, imp (T5; 5HP; +2 reflex; -1 to all magical attacks against the imp)

A small, loathsome fiend, the imp is a servile demon, and typically acts on behalf of a larger, more diabolical evil. The imp can shapeshift at will, taking the form of a rat, raven, or snake.

Demon, succubus (T7; 6-8 HP, 5 MP; +1 aspect, +1 intellect, +1 reflex; level 2 caster)

Taking the form of a human female, but equipped with demonic horns and leathery wings (which it often conceals using its *disguise self* spell), the succubus is a clever and tireless predator. It often seeks to ensnare its prey using charm and guile, but failing that, will always use violence to get its way.

Succubus Spells

Charm (person) – 1 non-hostile, intelligent person is immediately friendly to you; hostile persons must **intellect save** versus caster's spell save to prevent; lasts for caster's level x 1d10 minutes. Cost: 1 magic point.

Disguise self – you significantly alter your appearance, including minor changes to your shape and size; lasts for one hour. This spell is purely illusory, and may be exposed by physical contact; **intellect check** versus caster's spell save to recognize the illusion. Cost: 1 magic point.

Disease-fiend (T8; 11 HP, 9 MP; +2 intellect; level 3 caster)

Cloaked entirely in black and donning a black leather mask through which blood-red eyes glare mercilessly, the disease-fiend spreads plague and death wherever it roams. Wielding a black stave with a silver serpent finial, it is a being of malice and woe.

Disease-fiend Abilities

Resist magic – any time you are the target of a magical spell attack, conduct an **intellect challenge** against the attacker; if you succeed, the effects of the spell (but not the damage) are cancelled.

Disease-fiend Spells

Plague-cast – 1d5 damage; attack roll versus toughness; width 20 ft., range 50 ft. Cost: 3 magic points. Causes one of the following diseases, the effects of which last until the target succeeds an **aspect save** versus the caster's spell save:

Disease	Effect
<i>Blind ague</i>	Blindness and fever; -1 toughness, -2 attack and reflex.
<i>Bloody death</i>	Blood seeps from all pores; -1 toughness, -2 power.
<i>Devil's fire</i>	Sensation of burning flesh and uncontrollable convulsing; -1 toughness, -2 reflex.

Reprisal – any time you are struck, an opponent that has previously struck you suffers the damage; lasts for the duration of combat. Cost: 3 magic points.

Doppelganger (T7; 6-9 HP, 3-5 MP, 2 PP; +2 reflex)

Vaguely human in appearance, albeit slightly shorter than average, the doppelganger is ghostly pale, its hair white and eyes a soft red. It will often use its shapeshifting ability to impersonate others for its own personal gain.

Doppelganger Abilities

Shapeshift (humanoid) – lasts for 8 hours, or until attacking. Cost: 0 power points (racial advantage).

Doppelganger Spells

Detect thoughts – hear the active thoughts of a target. Cost: 2 magic points.

Vaporous form – take the form of a small, innocuous strand of fog or mist; lasts for 1d10 x your level minutes. Cost: 3 magic points.

Draconids – prehistoric reptilian beasts of myth and mystery, draconids exist today in far-flung and unspoiled climes, hidden away deep within dense tropical jungles or on remote islands. In these places, they carry on much as they did in the days of antiquity, playing out the age-old struggle for survival and supremacy, and taking not kindly to incursions upon their world by strange creatures...

Draconid, longneck (T9; 20 HP, 3-5 PP; -1 intellect, +2 power)

While the longneck draconid is an herbivore, it is as vicious – and deadly – as any bloodthirsty carnivore. More than twice the size of an elephant, its small head is set atop a long, powerful neck, and its massive body is supported by four tree trunk-sized legs and balanced by a long and muscular tail. By these tokens alone, it has persisted through the bloody, dangerous eons where other creatures perished. The longneck draconid is highly territorial, savagely attacking any living creature that trespasses in its domain.

Longneck Draconid Abilities

Tail sweep – inflicts 1d5 damage and knocks the target prone 1d5 x 10 ft. away. Cost: 2 power points.

Trample – inflicts 1d10 damage; **T5 reflex save** to reduce damage by half. Cost: 3 power points.

Draconid, sharp-tooth (T10; 25 HP, 6 PP; +2 power)

Titanic and terrible, the sharp-tooth draconid has a massive head and gaping mouth filled with innumerable long, serrated teeth. Standing on two thick, muscular legs with large, taloned feet, this gigantic reptile is as fearsome to behold as it is fatal to encounter. In the remote wilds where it rules uncontested, the distant thunder of its colossal feet is cause for silence to seize the jungle, and for all living things – from bird to beast, predator to prey – to seek shelter until the storm of the sharp-tooth draconid’s fury has passed.

Sharp-tooth Draconid Abilities

Bite II – inflicts an additional +2 damage. Cost: 1 power point.

Multi-strike (melee) – conduct a melee attack against up to 1d5 targets. Cost: 3 power points.

Draconid, winged (T7; 10 HP, 4 PP; -1 intellect, +1 power)

A true terror of the sky, the winged draconid is more fearsome even than dragons, owing to its lack of intelligence and insatiable appetite. It possesses powerful talons capable of crushing skulls like overripe fruits, a large and razor-sharp beak, and huge wings – spanning up to 20 feet – to tirelessly carry its prey for miles on end. Some rare varieties are even venomous (1-in-10 chance per encounter), injecting a paralyzing toxin into its victim using a syringe-like needle on the end of its reptilian tail.

Winged Draconid Abilities

Paralyze – injects a paralytic toxin that can immobilize its victim for 1d5 days; attack roll versus toughness; **T5 aspect save** to reduce paralysis to 1d5 hours. Cost: 2 power points.

Dragons – creatures of the oldest legends and lore, few today have actually seen a dragon, and fewer still have lived to tell of it. Dragons come in a bewildering variety of shapes, sizes, colors, temperaments, and intelligence levels. Their commonalities generally consist of iron-hard reptilian scales, slashing claws, crushing jaws, and a shrewd disdain for the races of men.

Dragon, gold (T12; 22 HP, 3 MP, 6 PP; +3 power)

So-called for its gold-plated hide, the gold dragon is covered head-to-tail in form-fitting gold “armor”. The typical gold dragon is a full-grown adult, gigantic in size, and possesses a grand hoard of the precious metal (mostly gold), which it liquefies using its fire-breath and applies the molten product to its already iron-hard hide.

Gold Dragon Abilities

Breath weapon (fire) – inflicts 1d10 damage; attack roll versus toughness; **T5 reflex save** to reduce damage by half; range 60 ft; Cost: 3 power points.

Tail sweep – inflicts 1d5 damage and knocks the target 1d5 x 10’ away. Cost: 2 power points.

Gold Dragon Spells

Dragonspell – any entity which looks into the dragon’s eyes may become transfixed by its dragonspell, rendering them immobile for one combat round; **aspect save** versus caster’s spell save. Cost: 1 magic point.

Dragon, silver (T10; 15 HP, 8 MP, 4 PP; +3 intellect)

Smaller, on average, than gold and stone dragons, the silver dragon is a unique species possessing silvery, glittering scales and a magical adeptness unrivaled by any other beast. Highly intelligent, they are descended unchanged of a very ancient breed, rightly believing themselves to be the first true “dragons”, and in their manner of speech and behavior, such conceit is apparent. Silver dragons harbor a strong dislike for most humanoid races.

Silver Dragon Abilities

Breath weapon (steam) – inflicts 1d5 damage; attack roll versus toughness; **T5 reflex save** to reduce damage by one; range 30 ft. Cost: 2 power points.

Silver Dragon Spells

Dragonspell – see *gold dragon*.

Invisibility – the target remains invisible for up to your level amount of hours, or until attacking. Cost: 2 magic points.

Silver spray – a spray of silver light surges at a target, inflicting 1d5 damage and permanently staining its flesh a metallic silver; **reflex save** versus caster’s spell save to reduce damage by half; range 50 ft. Cost: 2 magic points per spray.

Time stop – within your line of sight, time freezes for 1d5 rounds. Cost: 5 magic points.

Dragon, stone (T11; 20 HP; 4 PP)

The stone dragon is not a dragon, but rather a giant stone-carved statue depicting a fearsome dragon that has been animated using an immensely powerful magic. They were created by an ancient people who dwelt in stone castles of unimaginable size and antiquity, their sole purpose to stand guard over the relics of this civilization. Though they are little more than automatons, stone dragons are formidable opponents.

Stone Dragon Abilities

Breath weapon (necrotic) – inflicts 1d5 + 2 damage; attack roll versus toughness; **T5 reflex save** to reduce damage by two; range 30 ft. Cost: 2 power points.

Note: necrotic damage requires twice as long to heal/recover from.

Tail sweep – see *gold dragon*.

Dryad (T6; 6 HP, 3 MP; +1 aspect)

The spirit of the trees themselves, the dryad is manifest as a beautiful woman, appearing often to travelers lost in the deepest forests.

Dryad Spells

Heal – restores 1d5 hit points. Cost: 2 magic points (1 if the caster possesses the *heal* skill).

Imprint spell - you may temporarily learn one of any spell cast during the active combat encounter (does not affect total spell count) and cast it at cost.

Elementals – a peculiar collection of entities, elementals are comprised entirely of organic material, and possess a limited form of consciousness. They tend to display an affection for nature, and have been observed caring for plants and animals. Though elementals occur naturally in the wild, most are created or summoned by magic-users of sufficiently advanced ability. Generally, when encountered in the wild, elementals will avoid combat when possible, but will attack if given no other option; even then, they will attempt to escape any time the opportunity is presented.

Every elemental possesses the following ability:

Elemental surge – when at or below half of your hit points, each time you are damaged, there is a 1-in-2 chance that a surge of elemental magic will occur, affecting entities within a 50 foot radius.

Roll	Effect
1	Opponents are polymorphed for 1d10 hours
2-4	Opponents become dizzy, suffering -2 reflex and power for 1d5 rounds
5-6	All entities gain double hit points for 1d5 hours
7-9	Magic use is disabled for 1d10 rounds
10	Elemental becomes invisible for 1d10 hours

Elemental, crystal (T6; 5+1d5 HP; 4 PP; +1 aspect)

The crystal elemental is a silent, living edifice of white-to-purple crystals, roughly the size and shape of a humanoid.

Crystal Elemental Abilities

Crystal ray – a narrow beam of light that blinds a target (-2 to attack and reflex) for 1d10 rounds; attack roll versus toughness; range 50 ft. Cost: 1 power point.

Elemental, earth (T8; 10 HP, 4 MP; +1 power)

The earth elemental is a large humanoid composed of earth and stone. If discovered, it will attempt to camouflage itself in its surroundings.

Earth Elemental Spells

Move earth – a mass of earth within a 100' radius can be moved or manipulated; if used as an attack, conduct a standard attack roll against the target. Cost: 2 magic points.

Elemental, fire (T7; 1d10 + 1d5 HP, 6 MP; +1 reflex)

The rarest of elementals, the fire elemental is often found in mountainous or similarly dry, rocky terrain, and appears vaguely humanoid in shape.

Fire Elemental Spells

Fireball – inflicts 1d5 + 1 damage; attack roll versus toughness; range 50 ft. Cost: 2 magic points.

Gargoyle (T7; 6 HP; +1 power)

The origins of the beastly, stone-carven gargoyle are shrouded in mystery, though their countenance adorns the oldest castles known to man.

Gargoyle Abilities

Magical immunity – unaffected by all magical spells.

Gelatinous Cube (T9; 10 HP; +2 power)

A near invisible ooze that has adopted the shape of a cube due to its perpetual roaming of dungeon halls, the gelatinous cube will engulf anything it comes into contact with (**power challenge** versus target). Anything within the cube suffers 1 damage per round. Objects within the cube can be pulled out with a successful power challenge against the cube.

Ghoul (T5; 6 HP, 2 PP)

A fiendish, undead humanoid, the ghoul is vicious and vengeful, possessing a taste for living flesh and hot blood.

Ghoul Abilities

Poison – on a successful melee attack roll of 9 or higher (or at the cost of 1 power point), the victim becomes poisoned, losing their next combat turn.

Hunger for flesh – each successful melee attack, roll 1d10: if the result is 7 or higher, gain 1 hit point.

Giants – considerably larger than most civilized folk, giants are a primitive, simple race consisting of several different groups. While not always violent, giants are defensive, quick to anger, and easy to offend. However, their simple nature can make them trusting and loyal, under the right circumstances.

Giant, cave (T8; 12 HP, 3 PP; +1 power, -2 intellect)

The largest of the known giant races, cave giants commonly reach heights of 16 feet or more. Despite their leading solitary lives, they can be curious, and even friendly, toward other humanoids. Their suspicions are quickly overcome and trust easily gained when treated kindly, or offered an item which piques their interest. If they are tricked or betrayed, however, they are a whirlwind of fury and destruction.

Giant, half (T8; 10 HP, 2 PP; +1 power, -1 intellect)

Standing between seven-to-nine feet tall, half-giants are a little known race that dwell on remote mountaintops in small tribal bands. Contrary to popular belief, they are not the offspring of human and giant parents. Generally easy-going and pleasant, they are nonetheless territorial and distrustful of outsiders.

Half-giant Abilities

Stunning blow – inflicts 2 damage; target must succeed a **T5 + your level power save** to prevent being knocked unconscious for 1d5 rounds. Cost: 2 power points.

Giant, hill (T9; 12 HP, 4 PP; +2 power, -2 intellect)

The most wild and unpredictable of all known giant races, the hill giant is a formidable sight, standing 14 feet tall and usually wielding a great wooden club. An unreasoning brute and indiscriminate carnivore, it is responsible for the vast majority of deaths attributed to giants.

Hill Giant Abilities

Primal rage – your first melee attack of the combat encounter inflicts 1d5 damage (if successful).

Retaliation (at will) – when struck in combat, you may immediately make one melee attack against the attacker, or the nearest opponent. Cost: 1 power point.

Giant Eagle (T7; 9 HP, 3 PP; +1 intellect)

With a wingspan of greater than 20 feet, the giant eagle is a wise and noble creature. Though they care little for the affairs of others, they have been known to aid innocent or virtuous entities when the effort aligns with their own interests.

Giant Rat (T4; 2-3 HP; +1 damage)

Diseased, mangy, and vicious, giant rats are roughly the size of a large cat and typically attack in groups of 7-15.

Goblin (T6; 3-5 HP; +1 reflex)

Snarling, diminutive, blood-thirsty humanoids, goblins are clever, ruthless, and fundamentally evil. They often wield razor-sharp, wicked-edged daggers or shortbows.

Golems – a mindless bulk of organic material, the golem is animated to action by powerful magic. It is a servile creature by nature, obeying simple commands issued by the summoner, ceasing only when it has completed its task or is killed in the attempt. Nearly any organic material can be animated into a golem, though some may prove more difficult than others.

Golem, flesh (T5; 5 HP, 2 PP)

A twisted aberration of coagulated blood, sinew, bone, and muscle, the flesh golem is corporeal horror manifest, and often vaguely humanoid in appearance. Despite being un-living and possessing no memory, will, or spirit, the flesh golem is animated with a fiendish ferocity and attacks its enemies with untempered aggression.

Flesh Golem Abilities

Rampage – gain a +1 attack and damage bonus for 1d5 rounds; additionally, gain 2 temporary hit points. Cost: 2 power points.

Golem, iron (T8; 10 HP, 3 PP; +1 toughness against bladed weapons)

A suit of armor, bewitched to motion; a hulking clump of raw ore, stalking the stony foothills; these are two common forms in which the iron golem is manifest. Unless commanded to action by its creator, the iron golem tends to remain stationary, indistinguishable from an ornamental statue or crude iron sculpture.

Golem, rock (T7; 10 HP; +2 toughness against bladed weapons)

The most prolific of golems, the rock golem is also a naturally occurring entity, found frequently in the stony wilds. Though none are certain of the conditions of their non-magical creation, it is thought they are the result of lightning striking humanoid-shaped rock formations. Unique among the golems in that they are often unbound to a creator's will, rock golems seem unaware of their surroundings, attacking only in self-defense.

Goliath Crab (T6; 4 HP; +1 power)

Massive crustaceans with iron-hard carapaces and vice-like claws, goliath crabs are usually found clinging to the rocky ocean shores in groups of 5-20. 1-in-5 goliath crabs will possess the *vice* ability.

Goliath Crab Abilities

1-in-5 goliath crabs will possess the following ability:

Vice – on a melee attack roll of 10, you pin your target; they are unable to take a move action for 1d5 rounds, or until succeeding a **power challenge**.

Griffyn (T9; 1d10 + 1d5 HP, 6 MP, 5 PP; +2 intellect, +2 reflex)

Considered by many peoples to be the king of all beasts, the griffyn is both feared and revered by all manner of men. Possessing the head, wings, and talons of an eagle and the body, mane, and tail of a lion, it is a majestic and highly intelligent creature. To kill a griffyn – even in self-defense – is considered to be an atrocity, cursing the killer and all his descendants thereafter and until the end of time. However, to help a griffyn in distress is thought to confer an eternal blessing upon the Samaritan and his line in perpetuity.

Griffyn Abilities

Deadly dive – make a melee attack while airborne, gaining a +1 attack bonus, and immediately retreat up to 50 ft. high. Cost: 1 power point.

Griffyn Spells

Heavenly light – inflicts 1d10 damage, blinds any creature within a 10-foot radius of the target for 1d5 rounds (-2 to attack and reflex); **aspect save** versus caster's spell save to reduce damage by half. Cost: 3 magic points.

Protective spirit – cancel any one successful action (ability, attack, spell, etc.). Cost: 3 magic point.

Hags – creatures of pure malevolence, these witch-like beings were once human women, but a terrible and violent death has transformed them into hideous and hate-driven monstrosities. Unlike witches, hags form no covens and possess no familiars – they are completely solitary, loathing themselves nearly as much as they loathe all living beings; however, their hatred for men in particular burns brightest of all.

Hag, frost (T7; 7 HP, 5 MP; +2 *intellect*; level 1-2 *caster*)

A hunched and wizened horror, the frost hag hides her repugnant appearance beneath an illusion of beauty. She presents herself as a slender, youthful woman with thick black hair, fair white skin, and icy blue eyes in order to gain the trust of the lustful or unsuspecting.

Frost Hag Spells

Disguise self – you significantly alter your appearance, including minor changes to your shape and size; lasts for one hour. This spell is purely illusory, and may be exposed by physical contact; **intellect check** versus caster's spell save to recognize the illusion. Cost: 1 magic point.

Icy gaze – when casting this spell, any entity that looks upon your face must succeed an **aspect save** versus caster's spell save or be frozen for 1d10 rounds. Cost: 1 magic point.

Hag, sea (T8; 8 HP, 5 MP; +2 *intellect*; level 2-3 *caster*)

Her thick hair, almost iridescent blue and green, falls about her naked shoulders like a waterfall; her cool grey eyes are as deep and mysterious as the sea, and twice as deadly. Underneath this comely visage is a skeletal, demonic creature wrapped in sloughing, waterlogged skin and armed with wicked talons, glittering fangs, and a rage more fierce than a thousand gales.

Sea Hag Spells

Disguise self – see *frost hag*.

Tempest – the winds and waves obey your will, tearing like claws and crashing like boulders upon your targets (all entities within a 50-foot radius) for 1d5 + your level rounds; inflicts 2 damage per round, **power save** versus caster's spell save to reduce damage by half. Cost: 3 magic points.

Hag, swamp (T7; 9 HP, 7 MP; +1 *intellect*; level 2-4 *caster*)

Her laugh, which often announces her presences from the shadows, is full of mirth and mockery, and her scintillant dark eyes stare out from an untamed, beautiful brown face, full lips ever smiling. She wears her dusky hair piled atop her head, and moves like the swaying myrtle, but strikes like snapping jaws. Her true face is one of rot and black death, and a watery grave awaits all who cross her path.

Swamp Hag Spells

Disguise self – see *frost hag*.

Touch of death – any creature touched is immediately reduced to 0 hit points; **reflex challenge** versus target; **T5 aspect save** reduces the creature to 1 hit point. Cost: 5 magic points.

Harpy (T5; 6 HP, 4 PP; +1 *reflex*)

Before the flutter of its feathery wings can be heard, its soft, sweet melody lilts on the air, cloaking its evil intentions. The harpy is a vicious winged humanoid with a nasty temperament, bearing bird-like feet equipped with huge talons.

Harpy Abilities

Double-strike (melee) – gain an additional melee attack each time you make a successful melee attack (once per combat turn).

Hobgoblin (T8; 8-12 HP, 4 PP; +2 *power*)

A more developed and intelligent goblin race, the hobgoblin is distinguished from the goblin by its larger size and better-formed build. Hobgoblins are formidable combatants, and a war-like people; they live to slay and be slain on the battlefield. Preferring melee combat, most hobgoblins refuse the use of weapons beyond swords and shields.

Hobgoblin Abilities

Hobgoblins have one of the following three abilities:

One man army – on your combat turn, make a melee attack against multiple opponents within striking range. Cost: 1 power point per target.

Pummel – any time you roll a 10 in melee combat (or at the cost of 1 power point), you knock your opponent prone.

Raised by the sword – when facing an opponent also armed with a sword, gain a +1 attack bonus.

Howler (T5; 3-5 HP; +1 power)

Roughly three feet tall, the howler is a primitive, ape-like beast covered in thick white fur. Protruding from its naked jowls are large fangs, punctuated by rows of dull, pointed teeth. Howlers are extremely territorial, ferociously strong for their size, and exceedingly cruel.

Howler Abilities

Retaliation – when struck for the first time in combat, you may immediately make a melee attack against the attacker or nearest opponent.

Lizardfolk (T7; 7-10 HP, 4-6 MP/PP; +1 reflex)

Representing a wide variety of tribes, lizardfolk are reptilian humanoids that find employ as woodsmen, warriors, shamans, and more. When creating lizardfolk, use existing class abilities and spells to supplement the statistics provided here.

Manticore (T9; 13 HP, 6 PP; +2 reflex)

Possessing a human face, a lion's body, leathery wings, and a spike-tipped reptilian tail, the manticore is an amalgam of teeth, claws, and terror. Fiercely territorial and ceaselessly hungry, it is conversant in dozens of languages, but will heed no reason. The manticore is fast in speed, and is generally calculating while attacking, preferring to stay aloft and keep its distance, subjecting its targets to a volley of tail spikes and finding cruel pleasure in toying with its opponents. However, if goaded or enraged, it will viciously engage in melee combat.

Manticore Abilities

Multi-strike (ranged) – conduct a ranged attack against up to 1d5 targets. Cost: 3 power points.

Minotaur (T8; 10 HP, 4 PP; +1 power; +1 damage)

Standing up to eight feet tall, the minotaur is a towering, muscular humanoid with the head of a bull, torso of a man, and cloven-hooved feet. Minotaurs heavily favor the use of axes, hammers, and other large bludgeoning weapons.

Minotaur Abilities

Bullrush – on a successful melee attack, knock prone up to 1d5 opponents with which you are engaged in melee combat, and inflict a -2 penalty to their next attack; **T5 power save** to prevent. Cost: 1 power point.

Mummy (T7; 9-11 HP; +2 power)

Many ancient cultures engaged in the practice of mummification, but only those whose mysterious customs are now lost to the dim mists of distant epochs possessed the power to near-permanently reanimate their dead. Mummies cannot be killed – each part of their body can act independently of its head, and should they become separated, will autonomously seek to be reunited by whatever means possible.

Myconid (T5; 5-6 HP, 4 PP; +1 aspect or +1 reflex)

Also known as “mushroom men”, myconids are a sentient race of humanoid fungi that form vast and complex subterranean societies. They are generally wise, noble, and simple, possessing a deep connection to the natural world – particularly that which surrounds their underground habitat. While they are peaceable by nature, they are also reclusive and tribalistic, and as a result can present a serious danger to outsiders.

Myconid Abilities

Spore cloud – release spores to the wind, affecting all entities within a 20-foot radius for 1d5 + 5 rounds; **T5 aspect save** to cancel the effects. Cost: 2 power points.

Roll	Effect
1-5	<i>Fear</i> – entities are stricken with a deep, disturbing fear; suffers -1 to all attributes, -2 attack penalty.
6-9	<i>Sleep</i> – entities fall into a deep slumber (lasts for 1d5 hours or until damaged).
10	<i>Rage</i> – entities become enraged and attack the nearest entity blindly and without relent.

Ogre (T10; 10 HP, 2-4 PP; +1 power; +1 damage)

Standing up to ten feet tall, the thick-skulled, muscle-bound ogre is dull, brutish, and highly temperamental. Ogres lead solitary lives of raiding and reaving, and wield crude, primitive weapons like clubs and massive stone-tipped spears.

Ogre Abilities

Power strike – increase the damage of your attack. Cost: 1 power point per point of damage increased.

Note: the use of this ability must be declared prior to conducting the attack roll.

Ravenous Bird (T3; 1 HP; +1 reflex)

Starved and desperate, ravenous birds will attack ferociously until at least half of their flock – usually numbered 10-20 – is slain; when the flock numbers 15 or more, the ravenous birds gain a +1 toughness bonus.

Rolang (T6; 4-6 HP; +2 power)

A grim and somber creature, the rolang is an animated humanoid corpse, revived by dark magic to serve its creator. The rolang's skin is black and frostbitten, its body hard as stone and deceptively strong. Additionally, the rolang is missing its tongue, which is ritualistically removed during its creation.

Rolang Abilities

Undead – when reduced to 0 hit points, conduct a standard save; if you succeed the save, gain 1 hit point.

Serpents – cold-blooded and cold-hearted, serpents resemble massive snakes (e.g. long, sinuous bodies, scaly flesh, and cruel, inscrutable eyes) but present an even greater danger, as they are generally highly intelligent and possess a variety of supernatural powers – including spell-casting and telepathy.

Serpent, black-ice (adult) (T9; 12 HP, 3 PP; +1 aspect; +2 damage)

The black-ice serpent can reach up to 100 feet long, and its coal-black flesh is phosphorescent, becoming illuminated when agitated. Its gaping maw is studded with thousands of needle-like teeth, and its cold eyes glow bluely. It is completely blind, but can detect the body heat of its prey through solid stone walls. Additionally, it possesses limited telepathic powers. Found only within caves deep undersea, it spends much of its time in a state of semi-hibernation, thereby extending its longevity almost indefinitely.

Adult Black-ice Serpent Abilities

Bite II – inflicts an additional +2 damage. Cost: 1 power point.

Combat telepathy – all attacks against you must first succeed an **aspect challenge**; failed challenges result in a -2 penalty to the attack roll.

Venomous bite I – each successful bite attack, the target must succeed a **T6 aspect save** or suffer -1 to attack for 1d5 rounds.

Serpent, black-ice (hatchling) (T6; 6 HP, 4 PP; +1 damage)

The offspring of the black-ice serpent, hatchlings can be even more dangerous than their adult counterparts, as they are considerably more venomous while young, and inflict a nasty bite.

Hatchling Black-ice Serpent Abilities

Bite I – inflicts an additional +1 damage. Cost: 1 power point.

Venomous bite II – each successful bite attack, the target must succeed a **T8 aspect save** or suffer -2 to attack for 1d5 rounds.

Serpent, feathered (T7; 10 HP, 4-6 PP; +1 reflex)

Quick as a snake and graceful as a bird, the feathered serpent is covered in a rich plumage, the appearance of which varies based on the serpent's environment. These feathers enable the serpent to fly effortlessly through the sky, enabling it to attack its target through a series of lightning fast dives.

Feathered Serpent Abilities

Absorb magic – resist the effects (but not the damage) of any spell (except divine), and gain an amount of hit points or power points equal to the spell's cost in magic points.

Multi-strike (melee) – conduct a melee attack against up to 1d5 targets. Cost: 3 power points.

Shadowcat (T7; 6-9 HP, 2 PP; +3 reflex; skills: *hide, sneak*)

Despite its thick, shock-white fur, the shadowcat slinks invisibly in dusk and dawn alike. Often reaching the size of a large tiger, though even more lithe and sleek, shadowcats are typically found on the highest, snow-capped mountains. They will semi-frequently descend from their alpine homes in search of food or mates.

Shadowcat Abilities

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

Shambling Horror (T12; 15 HP)

A huge mass of writhing flesh and a gaping maw studded with rows of flat, grinding teeth, the shambling horror is a grotesque aberration whose churning stomach is never full.

Shapeshifter (T8; 9 HP, 4 PP; +1 *aspect*, +1 *intellect*, +1 *reflex*)

Taking many forms – from intelligent humanoid to cunning beast – the shapeshifter is a creature of malice and deceit. No matter its form, however, its eyes remain unchanged: a deep, dull red. The shapeshifter will often approach travelers, presenting a friendly countenance in an attempt to gain a token: clothing, food, spare coin, etc. If it should receive such a token, the individual who gave it is marked for death. Usually that very night, the shapeshifter will announce its presence with an unearthly howl and attack its marked victim, taking its true form: a pale-fleshed, long-limbed humanoid with red, glowing eyes and gnashing teeth.

Shapeshifter Abilities

Shapeshift – take the form of any creature of similar size; lasts for 8 hours, or until attacking. Cost: 0 power points (racial advantage).

Unearthly howl – emit an unearthly, piercing howl; all entities within earshot must succeed a **T6 aspect save** or suffer a -2 attack penalty for 1d5 rounds. Cost: 2 power points.

Skeletal Warrior (T6; 6-8 HP)

The skeletal warrior comes in the form of a wide variety of humanoid shapes – sometimes still glistening wetly, other times dry as the crypt from which it escaped – and is animated by some evil force to attack relentlessly until slain. The skeletal warrior is always wielding some form of traditional melee weapon like a dagger, shortsword, or mace; additionally, there is a 1-in-2 chance that the skeletal warrior is equipped with chainmail armor.

Slimes – normally found in caves and dungeons in the form of puddles on floors, coating walls, and in some instances, clinging to ceilings, slimes are simple creatures: unthinking and unfeeling. Slimes exist to consume, and will attempt to devour any living entity with which they come into contact.

Slime, acrid (T3; 1-3 HP)

A wandering, aimless ooze, the acrid slime is the most numerous of slimes in existence.

Acrid Slime Abilities

Acidic – on a melee attack roll of 10, completely destroy one non-enchanted metallic weapon.

Slime, blood (T4; 3-5 HP; +1 *power*)

So named for its deep red color (which is the result of its parasitic affinity for blood), the blood slime prefers to cling to high ceilings and drop onto its unsuspecting prey, latching to it and greedily drawing its blood (this attack can be treated as a trap). If triggered, the blood slime will use its parasitic latch ability.

Blood Slime Abilities

Parasitic latch – once physical contact is made, you latch on to your target and immediately inflict 2 damage; on the target's combat turn, it must succeed a **power challenge** against you or suffer 1 damage per round until you are unlatched.

Slime, glowing (T2; 6 HP)

The glowing slime is a vivid, luminous slime that comes in a variety of colors – blue, green, purple, etc. It “feeds” on warmth, and as such, is attracted to living creatures, aggressively seeking physical contact, though it is harmless to the touch. Any entity with which it comes in contact is left glowing for 1d10 hours.

Stormbird (T8; 12 HP, 6 MP; +2 *intellect*)

A creature of ancient legend, the stormbird soars high through the moody skies, bringing the sound of distant thunder on its massive wings. Its feathers are deep grey and blue, and a long, majestic tail trails behind it like wisps of cloud. Though the stormbird can sometimes be a portent of dangerous weather (1-in-5 chance), it is a neutral beast, disinterested in the affair of the terrestrial. All the same, its wrath is fearsome, should it be provoked.

Stormbird Spells

Summon storm – fills the sky with thick, sullen clouds that unleash torrential rain, booming thunder, and crackling lightning for 1d10 hours; target entities within the storm with lightning, inflicting 1d5 damage per successful attack. Cost: 2 magic points to summon storm, 1 magic point per attack.

Townfolk (T4-6; 3-8 HP)

Townfolk are generally quiet and simple, and their modest livelihoods are dependent on farming, fishing, and other tradecrafts. Generally quick to avoid conflict – particularly with armed adventurers – they are very often helpful, though can be antagonistic under some circumstances (e.g. drunk).

Ungoliant (T7; 8 HP, 4 PP; +1 power, +1 reflex)

A massive and unsettlingly intelligence race of spiders, the ungoliant has a keen taste for human blood, though will prey especially on all manner of humanoids.

Ungoliant Abilities

Bite I – inflicts an additional +1 damage. Cost: 1 power point.

Sticky web – restrain target, preventing their movement or attack actions; **power challenge** (+1 bonus) once per round to retain control; range 20 ft. Cost: 1 power point.

Vampires – ageless, timeless, and fiendishly intelligent, vampires shun the light, consume only blood, and possess dark and vast magical powers. They generally dwell in small, tight-knit communities hidden away in remote locations, but maintain close contact with other groups through a variety of magical means.

There are two types of vampires in existence:

Vampire Convert (T7; 9-11 HP, 3-6 MP, 2-4 PP; +1 intellect or power; level 1 caster)

Retaining their original racial features, vampire converts undergo minor changes upon their transformation: their flesh becomes pale, their eyes dark, and classic vampiric fangs sprout from their mouths. They are more numerous and autonomous than racial vampires, tending to lead nomadic lives rather than dwelling within the secretive societies of their creators; however, they are still instrumental in advancing the interests of the vampire race, and are regularly involved in their myriad conspiracies.

Vampire Convert Abilities

Infectious bite (vampire) – inflicts an additional +1 damage; 1-in-5 chance of infecting and converting the victim (**T6 aspect save** to prevent). Cost: 2 power points.

Vampire Convert Spells

Drain life – target loses 1d5 hit points; you gain them as temporary hit points; **aspect save** versus caster's spell save to reduce by half. Cost: 3 magic points.

Phantom dagger – you declare a target by brandishing a dagger at it, immediately inflicting 1 damage; each combat turn, the target must succeed an **intellect challenge** or suffer 1 damage. Cost: 3 magic points.

Vampire, racial (T9; 12-14 HP, 6-8 MP, 4-6 PP; +2 intellect or power; level 2-3 caster)

Racial (or pure) vampires wear their raven black – or rarely, deep red – hair in long, loose styles. They are vaguely bat-like in appearance, with sharp ears, dark eyes, and pronounced fangs. Despite this, they are strangely alluring, even charming, when it suits them. Beneath their ageless porcelain flesh surges a superhuman vitality, a hardened heart, and an unquenchable lust for blood.

Racial Vampire Abilities

Animal form (bat) – take the form of a bat; requires 1 combat round for transformation. Cost: 1 power point.

Infectious bite (vampire) – inflicts an additional +1 damage; 1-in-5 chance of infecting and converting the victim (**T6 aspect save** to prevent). Cost: 2 power points.

Racial Vampire Spells

Dark flight – fly anywhere within your line of sight. Cost: 2 magic points.

Drain life – see *vampire convert*.

Dark mirror – create 1d5 + your level illusory copies of yourself; **intellect check** versus caster's spell save to recognize the illusion. Cost: 1 magic point (2 if cast on another entity).

Raise dead – reanimate a corpse (T5; 6 HP; +1 power) that follows basic commands. Cost: 3 magic points.

Werebeasts – in the dead of night, the werebeast is able to transform at will from their original form into that of a vicious half-man, half-monster. This power is the result of a number of things: black rituals, surviving a bite from a werebeast, or even having been born into the condition. While not intrinsically evil, werebeasts are often unable to control their behavior while transformed, becoming supernaturally strong and possessed by a rapacious bloodlust. Additionally, all werebeasts possess the following ability:

Infectious bite (werebeast) – inflicts an additional +2 damage. 1-in-10 chance of infecting and converting the victim (**T7 aspect save** to prevent). Cost: 2 power points.

Werebear (T10; 13 HP, 4 PP; +2 power; +2 damage)

Standing up to ten feet tall, the werebear is equipped with crushing jaws and paws like stones. Transforming into a werebear is a power regarded as evil by the various wilderfolk tribes, though many among them engage in the dark and taboo ritual to gain it. Those who do are discovered and cast out, at which point they often turn their darkness on the world. Of all forms of werebeast, the werebear is the most insatiably vicious, capable of committing astonishing acts of carnage and violence.

Werebear Abilities

The werebear possesses one of the following abilities:

Maul – on an attack roll of 10, knock prone the target, and gain an additional attack (+1 damage).

Primal rage – your first melee attack of the combat encounter inflicts 1d5 damage (if successful).

Wererat (T7; 8-10 HP; 3 PP; +1 power, +1 reflex; +1 damage)

Cursed as man and beast alike, the wererat is vile in appearance. By day, he is likely to live on the fringes of society, albeit commanding considerable power there (e.g. a bandit king); by night, he becomes a beastly terror, skulking the shadows in search of blood and gold, glutting without fill until the dawn again buries the monstrosity beneath his soiled flesh.

Werewolf (T9; 9-10 HP, 5 PP, +2 power; +1 damage)

Driven by an insatiable lust for blood and gore, the werewolf's mind has been subsumed entirely by barbarity. Possessed by the cunning of the wolf but with none of its patience, the werewolf leaves brutality in its wide wake everywhere it haunts.

Werewolf Abilities

Go for the throat – if an opponent fails a melee attack against you, immediately gain an attack against it. Cost: 1 power point.

Wight (T7; 12 HP, 2 PP; +1 power)

An undead warrior with unfinished business, the wight is a ghostly corpse still adorned in its battle gear (1-in-5 chance of chainmail armor) and wielding the weapons it died grasping – often a sizeable sword and bow.

Wildman (T6; 8 HP, 1 PP; +1 power)

Spotted in the outskirts of remote mountain towns, the wildman is a feral humanoid known to cause mischief, and sometimes worse.

Wilderfolk – the term wilderfolk comprises all tribes of humans (and certain humanoids) that dwell beyond the walls of civilization, eking out a hardscrabble life in the unforgiving wilds in exchange for complete and total freedom. They are a primitive and barbaric assemblage, and are generally larger and stronger than their civilized counterparts. The wilderfolk use this to their advantage when conducting their frequent raids against the settlements that border their wild realm.

Wilderfolk huntsman (T6-7; 6-8 HP, 2 PP)

Even among a people of the wild, the wilderfolk huntsman possesses an unrivaled knowledge of the backcountry and is a skilled hunter, tracker, and wanderer.

Wilderfolk Huntsman Abilities

Natural healing – at the beginning of each combat round, roll 1d10: on a roll of 8 or higher, regain 1 hit point; when not in combat, heal at double the standard rate.

Weapon proficiency (bow) – gain a +1 attack or damage bonus when using a bow.

Wilderfolk shaman (T5-6; 5-9 HP; 4 MP, 4 PP; +1 aspect; level 1-3 caster)

Considered the spiritual leaders of the wilderfolk, the wilderfolk shaman is both feared and revered for his ability to commune with the Wild, and for the powerful natural magical spells he wields as a result.

Wilderfolk Shaman Abilities

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

Wild growth – animal form grows to a large size; gain +2 hit points and +1 attack bonus for 1d10 + your level combat rounds/minutes. Cost: 2 power points.

Wilderfolk Shaman Spells

Cure wounds – restores 1d5 hit points. Cost: 1 magic point.

Lightning bolt – inflicts 1 damage; attack roll versus toughness. Cost 0 magic points.

Wilderfolk shieldmaiden (T7-8; 8-12 HP, 4 PP; +1 power)

Wild and ferocious as the she-wolf, the wilderfolk shieldmaiden has taken up the arms of her dearly departed, fighting and slaying in his name with the desperate hope of joining him for eternity in the Wild Beyond.

Wilderfolk Shieldmaiden Abilities

Cleave – on an attack roll of 10, gain an additional attack against the target.

Unwavering will – re-roll any type of roll. Cost: 2 power points.

Worm-of-the-Earth (T13; 20-25 HP, 4-6 PP; +3 power; +2 damage)

Dwelling deep beneath the surface of the earth, the worm is a huge and ancient creature. Its segmented body can reach over 100 feet long and ten feet thick, and though blind, it can sense living beings with a supernatural keenness: neither earth nor stone may stand between it and its prey. An integral part in the animist belief systems of the wilderfolk, the worm-of-the-earth is feared and reviled, being largely associated with death, decay, and pacts of darkness. Though now existing in much fewer numbers than when the earth was young, the endless miles of caverns crisscrossing the depths of the earth are evidence of their passing.

Worm-of-the-Earth Abilities

Breath weapon (acidic) – inflicts 1 damage per round, lasts 1d5 rounds; attack roll versus toughness; range 30 ft. Cost: 2 power points.

Thrash – conduct a melee attack against up to 1d5 opponents. Cost: 1 power point.

Wolf (T6; 4-8 HP, 3 PP; +1 power)

Untamed and ever-noble, the wolf is prince of the hinterlands: a superior and tireless predator. Usually encountered in packs of up to ten, the wolf is generally hesitant to attack without reason, but when it does, it does so in a highly tactical manner, using its numbers and coordination to its advantage.

Wolf Abilities

1-in-2 wolves will have the following ability:

Bite I – inflicts an additional +1 damage. Cost: 1 power point.

Zilant (T12; 15-20 HP, 3 MP, 2 PP; +3 intellect, +2 power)

Part dragon, part bird; part serpent, part dog; the zilant is a strange and highly intelligent chimera that stands over 12 feet tall, with wings that span roughly 30 feet. A psychologically complex creature, the zilant leads a solitary life, though possesses an affinity for the company of intelligent humanoids. Once maligned for kidnapping, they now dwell far from the borders of civilization in self-imposed isolation. Should any intelligent humanoids be discovered in the zilant's territory, however, they are likely to be descended upon and whisked away to its mountain keep, where it stores its vast riches obtained by plundering the hoards of dragons and giants. Despite the untowardness of the zilant's actions, it is not unreasonable, and will allow its guests to leave when they wish. If it is pleased with their visit, it will endow the guests with treasure and sage advice for their journey. If it is displeased or attacked, the zilant will respond in kind.

Zilant Abilities

Restrain – when in grappling range, conduct a **power challenge** against a target; if you win the challenge, the targeted is restrained (cannot move or attack). On its turn, the target must succeed a **power challenge** in order to break free (this challenge is performed at a disadvantage). Cost: 1 power point.

Zilant Spells

Charm (person) – 1 non-hostile, intelligent person is immediately friendly to you; hostile persons must **intellect save** versus caster's spell save to prevent; lasts for caster's level x 1d10 minutes. Cost: 1 magic point.

Ray of weakness – a beam of black energy that weakens a target (-2 to toughness and power) for 1d10 rounds; additionally, a weakened entity has a 1-in-2 chance of failing to inflict damage after a successful melee attack. Cost: 2 magic points.

Zombie (T4-7; 2-8 HP; 1-in-2 chance of +2 power)

The mindless, ceaseless undead – remove the head or destroy the brain.

Zombie Abilities

Horde – inflict +1 damage in groups of five or more.

Undead – when reduced to 0 hit points, conduct a standard save; if you succeed the save, gain 1 hit point.

Appendix A: Monsters by Toughness

Monsters listed by toughness, and including the additional details of alignment and habitat/terrain.

Simple Toughness

<i>Acolyte</i> – evil – most.....	p. 15
<i>Bandit</i> – neutral/evil – most.....	p. 15
<i>Bear, brown</i> – neutral – forest.....	p. 16
<i>Blackscale leech</i> – neutral – aquatic.....	p. 16
<i>Boar</i> – neutral – forest.....	p. 16
<i>Cave-crawler, adult</i> – neutral – underground.....	p. 16
<i>Cave-crawler, nymph</i> – neutral – underground....	p. 16
<i>Cave bat</i> – neutral – underground.....	p. 16
<i>Demon, imp</i> – evil – most.....	p. 17
<i>Elemental, crystal</i> – neutral – most.....	p. 19
<i>Gelatinous cube</i> – neutral – underground.....	p. 20
<i>Ghoul</i> – evil – most.....	p. 20
<i>Giant rat</i> – evil – most.....	p. 21
<i>Goblin</i> – evil – most.....	p. 21
<i>Golem, flesh</i> – evil – most.....	p. 21
<i>Goliath crab</i> – neutral – aquatic/underground..	p. 21
<i>Harpy</i> – evil – mountains/plains.....	p. 22
<i>Howler</i> – neutral – arctic/mountains.....	p. 23
<i>Myconid</i> – good – all natural environs.....	p. 23
<i>Ravenous bird</i> – neutral – most.....	p. 24
<i>Rolang</i> – evil – arctic/mountains.....	p. 24
<i>Serpent, black-ice (hatchling)</i> – evil – aquatic.....	p. 24
<i>Slimes</i> – neutral – underground.....	p. 25
<i>Townsfolk</i> – alignment varies – most.....	p. 25
<i>Zombie</i> – evil – most.....	p. 26

Moderate Toughness

<i>Ape</i> – neutral – jungle/mountains.....	p. 15
<i>Basilisk</i> – evil – forest/underground.....	p. 16
<i>Bear, giant</i> – neutral – forest.....	p. 16
<i>Bear, polar</i> – neutral – arctic/tundra.....	p. 16
<i>Cave-crawler, queen</i> – neutral – underground.....	p. 16
<i>Demon, blood</i> – evil – most.....	p. 17
<i>Demon, succubus</i> – evil – most.....	p. 17
<i>Disease-fiend</i> – neutral – city.....	p. 17
<i>Doppelganger</i> – neutral – most.....	p. 17
<i>Draconid, winged</i> – neutral – jungle/mountains..	p. 18
<i>Dryad</i> – neutral – forest.....	p. 19
<i>Elemental, earth</i> – neutral – most.....	p. 20
<i>Elemental, fire</i> – neutral – most.....	p. 20
<i>Gargoyle</i> – evil – city.....	p. 20

<i>Giant, cave</i> – neutral – mountains.....	p. 20
<i>Giant, half</i> – good – mountains.....	p. 20
<i>Giant eagle</i> – good – forests/mountains.....	p. 21
<i>Golem, iron</i> – neutral – urban.....	p. 21
<i>Golem, rock</i> – neutral – mountains.....	p. 21
<i>Griffyn</i> – good – forests/mountains.....	p. 21
<i>Hag, frost</i> – evil – arctic/forests.....	p. 22
<i>Hag, sea</i> – evil – aquatic/coastlines.....	p. 22
<i>Hag, swamp</i> – evil – swamp.....	p. 22
<i>Hobgoblin</i> – evil – most.....	p. 22
<i>Lizardfolk</i> – neutral – most.....	p. 23
<i>Manticore</i> – evil – mountains/plains.....	p. 23
<i>Minotaur</i> – evil/neutral – underground.....	p. 23
<i>Mummy</i> – evil – underground.....	p. 23
<i>Serpent, feathered</i> – neutral – jungle/mountains..	p. 24
<i>Shadowcat</i> – neutral – mountains.....	p. 24
<i>Shapeshifter</i> – neutral, evil – forests, plains.....	p. 25
<i>Skeletal warrior</i> – evil – most.....	p. 25
<i>Stormbird</i> – neutral – most.....	p. 25
<i>Ungoliant</i> – evil – all natural environs.....	p. 26
<i>Vampires</i> – neutral/evil – most.....	p. 26
<i>Wererat</i> – neutral/evil – city.....	p. 27
<i>Wight</i> – evil – most.....	p. 27
<i>Wilderfolk</i> – alignment varies – most.....	p. 27-28
<i>Wolf</i> – neutral – forest, mountains, plains.....	p. 28

Difficult Toughness

<i>Banshee</i> – evil – most.....	p. 15
<i>Draconid, longneck</i> – neutral – jungle.....	p. 18
<i>Draconid, sharp-tooth</i> – neutral – jungle.....	p. 18
<i>Dragon, silver</i> – neutral – mountains.....	p. 19
<i>Giant, hill</i> – evil/neutral – plains.....	p. 20
<i>Ogre</i> – evil – forests, mountains.....	p. 23
<i>Serpent, black-ice (adult)</i> – evil – aquatic.....	p. 24
<i>Shambling horror</i> – evil – most.....	p. 24
<i>Werebear</i> – evil – forest.....	p. 27
<i>Werewolf</i> – neutral, evil – forest.....	p. 27

Extreme Toughness

<i>Dragon, gold</i> – neutral/evil – mountains.....	p. 18
<i>Dragon, stone</i> – neutral, evil – underground.....	p. 19
<i>Worm-of-the-Earth</i> – neutral – underground.....	p. 28
<i>Zilant</i> – good – mountains.....	p. 28

Appendix B: Mastering Monsters

Guidance for game masters in running and adapting monsters to the Tiny d10 system.

Monster Alignment

A monster's alignment influences on a fundamental level its interaction with both its environment and the inhabitants thereof.

Monster alignment in Tiny d10 is simple: *good*, *neutral*, and *evil*, though additional granularity is introduced by the distinction between a comma and a slash, e.g.:

- *Neutral/evil* – this indicates that the monster is neutral in alignment, but inclined to evil.
- *Neutral, evil* – this indicates that the monster can be either neutral or evil in alignment, depending on factors up to the game master.

Alignment & Reactions

The monster reaction table (see page 12) prescribes the reaction and behavior of wandering monsters when encountered. Though some results on this table may produce a friendly reaction, this behavior can still be considered consistent with evil monsters – e.g. intelligent evil monsters may feign friendliness in order to lower the party's guard.

Converting Monsters to Tiny d10

The following chart shows the equivalent difficulty of three different rating systems: *hit dice*, common to old-school renaissance (OSR) systems like *Swords & Wizardry*; *challenge rating*, common to d20-based systems like *Dungeons & Dragons*; and *toughness*, the measure of difficulty used by Tiny d10.

OSR Hit Dice (HD)	D20 Challenge Rating (CR)	Tiny d10 Toughness (T)
0-2	0-1	Simple Toughness
3-5	2-9	Moderate Toughness
6-8	10-16	Difficult Toughness
9-11	17-22	Extreme Toughness
12+	23-30	Impossible Toughness

This chart can be used to convert to Tiny d10 any monsters designed using either HD or CR concepts.

Appendix C: Further Reading

To aid game masters in developing monsters – from legends regarding their existence and their reputations, to the force of their presence and the tactics they use in combat – a list of fiction and reference works are presented below. Careful study of these resources will enable game masters to enliven their monsters and produce more memorable game experiences. Additionally, many of the works presented here – both fiction and reference – are in the public domain, and are available for free from various online sources.

Works of Fiction

Algernon Blackwood – perfecting an atmosphere of mystery and suspense, Blackwood's many horror stories are often less about the monsters, and more about the psychological impact on their victims. There are many valuable lessons to this regard in his works. Recommended readings include: *Running Wolf*, *The Wendigo*, and *The Camp of the Dog*.

Edgar Rice Burroughs – presenting a fascinating array of monsters and opponents of varying intelligences, Burroughs' work is an excellent instructional on imbuing monsters with life through developing their motives and tactics. Recommended readings include: *The Pellucidar series*.

R.E. Howard – often praised for the uncommonly brilliant tactics included in his many works of fiction, Howard is an unparalleled study in combat and conflict, and his gritty interpretations of classic fantasy monsters are rivaled only by his original creations. Recommended readings include: *Almuric*, the *Conan series*, and the *Solomon Kane series*.

Reference Materials

The four principal references of this work include the bestiaries of:

- *Ancient Greece*, by Aaron Atsma
- *Medieval Europe*, maintained by David Badke
- d20 Pathfinder SRD
- *Swords & Wizardry SRD*

Additionally, game masters should review *Principia Apocrypha* (by Ben Milton, David Perry, and Steven Lumpkin). This short book is a free and comprehensive primer for foundational game mastering skills.

BOOK III:
THE BROKEN LIGHT

TINY D10: THE BROKEN LIGHT

A lonely isle, long-forgotten, holds in its hidden depths a dark and ancient secret. Its existence unknown to all – save the notoriously superstitious fishermen – it waits with solemn patience for its next victim. When a party of adventurers are shipwrecked on its rocky shores, the steel trap is shut, and to escape it, the only way out is in, and the only way up is down...

Introduction

The Broken Light (B01) is the first in a series of adventures written to be complete, stand-alone experiences while also being easy to integrate into existing campaigns. As such, this adventure lacks some context – history, geography, etc. – to allow game masters (GMs) more creative control of the world in which it takes place. GMs are recommended to have at least a rough outline of these details prior to beginning the adventure.

Additionally, these details can be developed in conjunction with the players, even during character creation. Determining who they are, where they are, and where they are going (and why) can be a collaborative effort that will add interesting, engaging details to subsequent gameplay.

Background

This adventure begins when the party encounters a fearsome gale during a journey at sea. It descends with almost supernatural suddenness. The clouds mass and seas mount. In a flash of lightning, the violent waves sweep the deck and wash the captain overboard. The ship pitches in the roiling sea as the **first-mate** (T8; 11 HP; +2 power) leaps to the helm and battles for control. He will bark orders at the party, telling them to man rigging, “heave-to”, and run the jib. At this point, each player must conduct a **T8 power check**; the GM should roll for the first-mate. If at least half (rounded down) of the group succeed, the ship manages to ride out the storm, and instead of sinking, will run aground the island.

Otherwise, the ship sinks under the icy waves, and the party will quickly fall unconscious in the lethally cold water.

If the ship runs aground the island, the first-mate and the remaining 1d5 **sailors** (T6; 6-8 HP; +1 power) will accompany the party onto the island. Otherwise, the party washes ashore, and there is a 1-in-2 chance the first-mate will be with them.

The Island

If the party encounters wandering monsters while exploring the island, roll 1d10 and use the following table to determine their encounter.

Above Ground Encounters

Roll	Monster
1-2	1d10 <i>goliath crabs</i>
3-5	1d5 <i>goliath crabs</i>
6-8	1d10 + 5 <i>giant rats</i>
9	<i>Lightning bolt</i> – inflicts 2 damage to one random target; aspect save to reduce damage to 1.
10	<i>Glowing slime</i>

The shore is rocky and uneven, and where they once crashed, the waves now lap calmly. Thick fog, impenetrable to the eye, streams past in the steady wind. Thunder rumbles in the distance as it rolls away, and furtive scuttling over the nearby rocks can be heard.

If the party ran aground, they will find on the ship a weeks' worth of provisions, and among the scattered cargo, 1d10 **unstable healing elixirs**, 1d10 torches, and 1d10 explosives. If they did not, half the provisions and 1d5 of each item will be found in cargo washed ashore.

The island is approximately 150 feet long and 75 feet at its widest, and sits roughly two miles off the coast of the party's destination, though this is impossible to discern, due to the denseness fog. From the rocky shoreline, steep cliffs rise some 15 feet to meet the shadowy spire of the lighthouse perched atop them, its height disappearing into the gray mist.

Area A: The Lighthouse

The lighthouse reaches high into the gray sky, disappearing in the swirling fog. Its white stone exterior is faded and worn, and deep gouges crisscross its surface. The heavy wooden door is open, hanging loosely from one hinge.

The lighthouse is centuries old. Once used to warn ships away from the hazardous island, it has long-since been abandoned. Roughly 15 feet in diameter and 50 feet high, it is timeworn yet sturdy, being hewn from a single, massive hunk of calcite. Small, camber-style windows sporadically stud its flat-white length.

A1. The Ground Floor

The interior is sparse, its bare walls illuminated by the gray light of a single window. In the center of the room, the stone floor has collapsed, leaving a roughly 5-foot wide hole. To the right of the door, an aged iron staircase spirals to the second floor. On opposite side of the room, an old wooden desk sits facing the wall.

The hole leads ten feet down into a natural stone passage, the collapsed portions of the floor providing easy access. The desk is covered in the dried multicolored wax of old candles. An aged piece of paper partially obscured by the wax reads: *In becomes out.* Inside the desk are 1d10 candles which will burn for 1d5 hours each.

A2. Library (Second Floor)

More gray light leaks in from two small windows, dimly illuminating the several bookshelves that lie on the floor, and the books and quills strewn about the room. The smell of decaying paper fills the air.

The oldest books, their pages permanently soggy and mold-stained, are treatises on nautical subjects and histories of the lighthouse. If the GM has developed a background for the area, these books may reveal important information regarding it.

Other books, these of varying age, are keepers' logs, detailing vessel activity from the earliest days of the lighthouse. Newer-looking logs become increasingly incoherent, containing for the most part illegible scrawls.

One recent logbook, however, is perfectly readable, describing in detail its author's experience: A sudden storm overtook his vessel, foundering it completely, and thrusting him onto the island. Several days he spent in hope of rescue, though none came. He eventually entered the caverns below, his sanity shaken irrevocably by what he witnessed (see **The Logbook** in the "Additional Content" section).

A3. Store Room (Third Floor)

The room is dark and damp, and empty chests, their lids ajar, line the windowless walls. Several simple fishing poles lean against a chest on the far wall, and a long-disused wood stove sits gathering dust. Innumerable small bones litter the floor, and the moldering corpses of rats are scattered here and there.

Upon the party's entry, 1d10 + 5 giant rats will emerge, attacking until roughly half are killed, at which point they will flee.

A4. Keeper's Room (Fourth Floor)

One window lights the room darkly. A small bed and nightstand, both covered in dust and long disused, sit against the far wall. Beside the stairs, an armoire, its doors swung wide, stands empty.

In the top drawer of the nightstand are 1d5 black opals, roughly the size of a talisman. In the bottom drawer, 1d10 candles are stored. The stove pipe from the store room enters the floor here, the heat from which once warmed the room. An iron-rung ladder leads to the fifth and final floor.

A5. Light Room (Fifth Floor)

The small room's walls are a fine lattice of iron and glass, and in its center, a large brazier is caked in countless years of ash. Fog presses against the glass as it hastens past on the rushing wind, making observation of the island, or the sea surrounding, impossible.

The brazier, once used to hold blazing fires that warned wayward mariners from the island, is cold to the touch, and significantly rusted from the harsh salt air.

Beneath the Island

If the party encounters wandering monsters while exploring the caverns beneath the island, roll 1d10 and use the following table to determine their encounter.

Below Ground Encounters

Roll	Monster
1-3	1d10 <i>giant rats</i>
4	<i>Acrid slime</i>
5	1d5 <i>cave bats</i>
6-7	1-2 <i>black-robed cultists</i>
8-9	1d10 <i>blackscale leeches</i>
10	<i>Black-ice serpent</i>

Since time immemorial, these caverns have served as a nest for the black-ice serpent – a legendary, semiaquatic beast possessing a keen intelligence and powerful telepathic abilities. Some millennia ago, it was fashioned into a temple devoted to these ferocious creatures, and a cult was born in worship of them. Quickly extinguished by its many enemies, its temples fell into disuse, and their existence eventually forgotten. Then, nearly one century ago, the cult was revived, and the temples restored to their dark glory.

Area B: The Caverns Below

Descending into the caverns, the air is noticeably different – cooler, more damp, smelling of earth and stinking of rot. The jagged stone walls are wet to the touch, and slimy with reddish-purple algae. The narrow passage plunges ahead and down into the darkness over stairs hewn from the rock itself.

The caverns below consist of both shaped rooms and natural caves, the environment sometimes oscillating between the two. It is cold beneath the island, and the water is colder.

B1. Anteroom

The room is square and tall, its ceiling some 15 feet high, its walls rough but flat – clearly hewn by hand and with purpose. Natural spires have been shaped into intricate columns, the bases of which bear fearsome carved images of snarling serpents.

On the southern wall is a wooden door. On the eastern wall is a hidden door (**T8 perception check**), carved in and of the rock itself, and concealing a wooden door behind it. The rock door swings open silently upon the slightest pressure. On the western wall is a hidden door of the same composition.

B2. Temple of the Dark Serpent

The dark stone of the cavern has been hewn level and plumb, and the now-smooth surfaces polished to a glossy black sheen. Strange blue light shimmers off the sleek walls and floor, emanating from translucent orbs hung at regular intervals from the natural ceiling. Massive black pillars carved into the shape of writhing serpents stare down over a glittering black altar appointed on a dais in the room's center. Life-like in countenance, their reptilian eyes flicker wickedly in the weird light. Though the room is illuminated throughout, the darkness is heavy and difficult to penetrate.

In this temple, the cult performs its arcane rituals, including sacrificing shipwrecked sailors to the black-ice serpent. There is a 1-in-2 chance that 1d5 **black-robed cultists** (T5-T6; 5-6 HP; 3-4 HP; +1 intellect) will be here, encircling the altar and in a state of deep meditation (**T5 reflex check** to prevent waking).

The altar is oblong and irregularly shaped, black and opaque as night but flecked with deep red, green, blue, and purple plays-of-color that shimmer like a mystical fire.

The altar is a large black opal – a gemstone capable of amplifying the power of magical rituals.

B3. Flooded Antechamber

The short passage leads downward on narrow, steep steps carved into the rock, terminating in a small, partially flooded room. The walls bear engravings of snake-like creatures, twisted in helical bands. There is a wooden door on the southern wall, on a landing above the water.

The ice-cold water is roughly three feet deep, and conceals 1d10 + 5 **blackscale leeches** (T4; 5 HP) beneath its black surface.

On the west wall is a hidden passage, its entrance almost entirely submerged (**T6 perception check**).

B4. The Study

The room is well-lit by a simple iron chandelier arrayed with a number of thick red candles. Bookshelves cover the walls ceiling to floor, and an ornate, semi-reclined wooden chair sits in the center. Huddled in the northwestern corner is a large wooden desk.

One **red-robed cultist** (T7; 8 HP, 5 MP; +1 intellect; level 2 caster) is seated at the desk, busily engaged in making a copy of a spell book.

The cultist rises calmly when the party enter the room, and informs them they are early. He draws his dagger and attacks without further explanation, supplementing his melee prowess with combat spells. After three rounds, he will telepathically summon 1d5 **dark-mind mutants** (T7; 7-9 HP; +2 aspect) from area B6; they will arrive after two rounds.

Additionally, this cultist is the jailer, and possesses the key to the cell in area B5.

B5. The Cell

A short stone passage descends deep into the dimly lit cavern below. The walls are raw and jagged, but shaped into a neat square. The floor is uneven and dotted with stagnant pools of water. Iron bars, stretching from floor to ceiling, enclose the northern portion of the room. A lone torch just outside the makeshift cell casts eerie shadows.

This area doubles as both a cellar for goods, and a cell for prisoners. The door to the cell is locked (**T10 reflex check** to pick the lock; **T12 power check** to break the door down). Inside is bruised and battered **Jon Morrow** (T5; 3 HP; +2 intellect) – author of the logbook. He is delirious from his week of captivity among the cultists, but after coming to his senses, is eager to help the party escape (using information overheard during his captivity).

B6. Chamber of Mutants

The room is illuminated by a strange light: black as a shadow, but bright as a flame. It emanates from a massive chandelier hanging in the center of the room from which black gems dangle, banded around a large black opal finial, glittering darkly in its own weird radiance. The walls are hewn smooth and unadorned.

The light that is cast from the chandelier causes the room – and everything in it – to appear black and white.

1d10 mutants are here, standing upright and staring at the opaline chandelier. The gemstone has an almost narcotic effect on the mutants, and the cult uses it to control them.

The mutants will wake from this state only if 1) they are commanded by the cultists, 2) they are summoned by the black-ice serpent, or 3) a character fails a **T4 reflex check** as they attempt to move unseen past the group. In the event of a failed reflex check, the mutants will wake, attacking after one turn; they will not pursue the party out of the room.

B7. Serpent's Nest

A winding passage plunges steeply downward, opening into a large cavern lit dimly by phosphorescent blue algae. Arranged neatly on the raw stone floor are ten large, perfectly spherical marbles roughly two feet in diameter. Their opalescent surfaces glimmer blue under the twinkling light.

A close inspection of the marbles will reveal that they are actually a clutch of eggs belonging to the black-ice serpent that has made this cavern her home. The dark-mind mutants, being caretakers of the serpent's brood, are highly protective of the eggs, and touching even a single one will summon any remaining mutants from B6 to attack the party. Additionally, there is a 1-in-5 chance that any egg will hatch immediately upon being touched, yielding a fresh – and vicious – **hatchling** (T6; 6 HP, 4 PP; +1 damage).

B8. The Black Shore

The cavern descends further, growing wider and taller, the floor turning from raw stone to pebbles. It quits onto the black sand shore of a vast underground lake that stretches into the darkness on either side.

There is a 1-in-5 chance the party will encounter 3 hatchlings here. If encountered, there is a 1-in-2 chance the black-ice serpent will also be nearby.

B9. Black Lake

The lake is quiet, disappearing into the deep shadows ahead. The only sound is the dripping of water in the great invisible distance. Somewhere out on the lake, a faint blue glow shimmers in the gloom.

A small rowboat is moored to a single piling by the shore – the last remnant of a long-collapsed dock. The vessel is used by the cult to cross the lake. The island is roughly one half-mile out, and it takes approximately five minutes to reach.

In a small cavern hidden away in the shadows of the eastern shore, the **black ice-serpent** (T9; 12 HP; +1 aspect; +2 damage) has made its den, raising juvenile serpents and waiting for its remaining eggs to hatch. The moment the party sets the boat underway, the serpent is aware of their presence and begins its cautious pursuit.

The serpent will reach them in less than a minute, and once upon them, will attempt to capsize the boat (at least one member of the party must succeed a **power challenge** against it to prevent). If it fails to do so after three rounds, it begins to attack directly. Once it has suffered 5 damage, it will retreat a short distance, attacking again when the party gain the shore. The serpent will attempt to flee permanently when it has been reduced to 2 hit points.

B10. Island on Black Lake

The small island is covered entirely in a glowing blue lichen, making its rocky surface slick and treacherous to navigate. At its center, a wide, circular opening descends into the earth, and a spiral staircase of stone leads down into its depths. Torches are mounted to the smooth stone wall, though the flames flicker blue, casting a ghostly shimmer on the black stone surface. Some 50 feet down, a wooden hatch is embedded in the floor, and white light leaks faintly through its cracks.

Hundreds of holes, roughly the size of a human head, stud the smooth walls of the pit at regular intervals. If any character investigates a hole closely (e.g. holds a torch up to/into one), they wake the **nymph cave-crawler** (T4; 1 HP) inside. It emits a high-pitched screech, waking 1d10 + 5 additional nymphs, all of which swarm the party after one turn.

It takes five turns to reach the bottom of the pit. If being attacked by nymphs, they must succeed a **T5 reflex check** each turn to prevent falling as they fend off attacks and race down the stairs. If they fail, they must succeed a **T6 reflex save** or fall to the bottom (1 point of damage for every ten feet).

The Portal

When the party reach the bottom, they will find that while the wooden hatch is unlocked, it must be pushed – not pulled – opened. Once opened, the pit is flooded with a brilliant white light, causing the nymphs to flee immediately. If the party enter the portal, they will experience a strange sensation, like that of floating, before they find themselves climbing up and into the light of day.

Conclusion

The hatch leads to a rocky and deserted beach, its surface disguised by a wide, flat stone. The waves crash ceaselessly on the rugged shore, and steep cliffs mass against the stony beach, rising some 100 feet into the cold grey sky. The icy sea stretches into the distance: a solid, amaranthine mass of stormy silver. To the west, the shore sweeps forever into the distance. To the east, roughly ten miles away and perched atop a sheer ridge abutting the sea, a sturdy-looking fortress stands watch over the choppy, endless surf.

This conclusion can easily be connected to the upcoming Tiny d10 adventure, *The Fort in the Hinterlands* (A01).

Additional Content

This adventure includes a wide range of additional content that can be used to enhance the game experience.

Running the Adventure

It is recommended that game masters thoroughly read this adventure prior to running it – this will aid them in understanding the environment and its antagonists. Doing so will better prepare them to run a smooth and efficient game, increasing enjoyment for both their players and themselves.

Specific details like names, backgrounds, and motivations have been for the most part omitted to enable this adventure to be more adaptable to the individual game master's wants and needs.

Finally, each area is described by a short, italicized paragraph. These descriptions can be read aloud, at the GM's discretion, or meted out as the party physically explore the space. They provide flavor to each area, as well as important visual details not included on the map.

Character Death

If a character dies during this adventure, allow the player to portray remaining sailors (if any), or to create a new character – perhaps a fellow victim of the shipwreck who washed up just minutes after the party.

Running the Monsters

Every monster in this adventure has its own motives, which should factor heavily into their portrayal by the game master.

Cultists believe the serpent to be a demi-god – the remnants of a race of highly intelligent snake-gods. They worship it, performing rituals – such as sacrifices – to attain its dark powers. Cultists are fanatical in the pursuit of their goals, and will die to see them accomplished.

Dark-mind mutants are comprised of a variety of different humanoid races whose long-dead bodies have been completely subsumed – and then animated to action – by a fungal parasite. This organism lives alongside the black-ice serpent, its singular collective purpose being to guard the nest and defend the hatchlings.

The black-ice serpent is in a broody state, and its primary motivation is the rearing of her hatchlings – an event that occurs only once every 300 years. As such, she will retreat rather than be slain, unless her brood is threatened, which she will defend to the death.

Note: if the monsters in this adventure prove too easy for the party, it is recommended that the game master either 1) increase the number of monsters per encounter, usually in increments of 1d5, or 2) substitute with tougher monsters. Monsters can also be made tougher by increasing their attribute scores or including additional abilities.

Running the Players

GMs should encourage cooperation among the players, and allow a natural order to develop. This order will be important when crawling the dungeon (the *marching order*) or when making group decisions (that are announced by the designated *caller*).

Additionally, players should be encouraged to plan together, take necessary precautions, and use their resources wisely: a quick wit is necessary to survival.

Monsters

Most of the monsters in this adventure can be found in *Fantasy Monsters*. The following are monsters unique to this adventure.

Cultist, Black-robed (T5-T6; 5-6 HP, 3-4 MP; +1 intellect; level 1 caster)

Cloaked in black robes, wielding a serpent-shaped dagger in one hand and dark magic in the other, the black-robed cultist is a formidable combatant.

Black-robed Cultist Spells

Dark armor I – gain +1 toughness for 1d5 rounds. Cost: 1 magic point.

Wounding hands – gain 1d5 spectral hands and make as many melee attacks as hands per combat round; lasts 1d5 rounds. Cost: 3 magic points.

Cultist, Red-robed (T7; 8 HP, 6 MP; +1 intellect; level 2 caster)

Cloaked in red robes, wielding a large serpent-shaped dagger in one hand and lethal dark magic in the other, the red-robed cultist is a deadly opponent.

Red-robed Cultist Spells

Dark armor II – gain +2 toughness for 1d10 rounds. Cost: 2 magic point.

Dark mirror – create 1d5 + your level illusory copies of yourself; **intellect check** versus caster's spell save to recognize the illusion. Cost: 1 magic point (2 if cast on another entity).

Phantom dagger – declare a target; doing so immediately inflicts 1 damage. On both the target's turn and yours, it must succeed an **intellect challenge** versus you; it suffers 1 damage each time it fails, and cancels the spell when it succeeds. Cost: 3 magic points.

Dark-mind Mutant (T7; 7-9 HP; +2 aspect)

A deformed creature, though vaguely humanoid in appearance, the dark-mind mutant is part of the black-ice serpent's ecosystem. Mutants care for and defend the serpent's nest, and share a telepathic connection with the beast.

Dark-mind Mutant Abilities

Dark thoughts – on an attack roll of 10, you invade your target's mind; the target must succeed an **aspect challenge** versus you or lose its next combat turn.

Items & Equipment

Some items and pieces of equipment possess special characteristics and effects, which are explained here in detail.

Black opals – these gemstones have an almost narcotic effect on creatures of the dark, and are being used by the cult to hypnotize and control them. If a character wields an opal in combat, any creatures of the dark (leeches, mutants, nymphs, etc.) suffer -2 to attack rolls against that character.

Explosives – small iron balls filled with explosive material; treat as a ranged attack with a +1 attack bonus. Inflicts 1d5 damage.

The logbook – written by Jon Morrow approximately two weeks past, the logbook contains the account of his shipwreck and stranding:

Entry #1 – My name is Jon Morrow. I was a sailor aboard the Grand Wind, and the sole survivor of its sinking. I am stranded on this long-abandoned isle, scribbling in long-abandoned books, and I am not the first.

Entry #2 – For three days, I read the books that litter the library. This lighthouse is a tombstone, and what lurks beneath it the tomb. I will go down below. I will see what they saw.

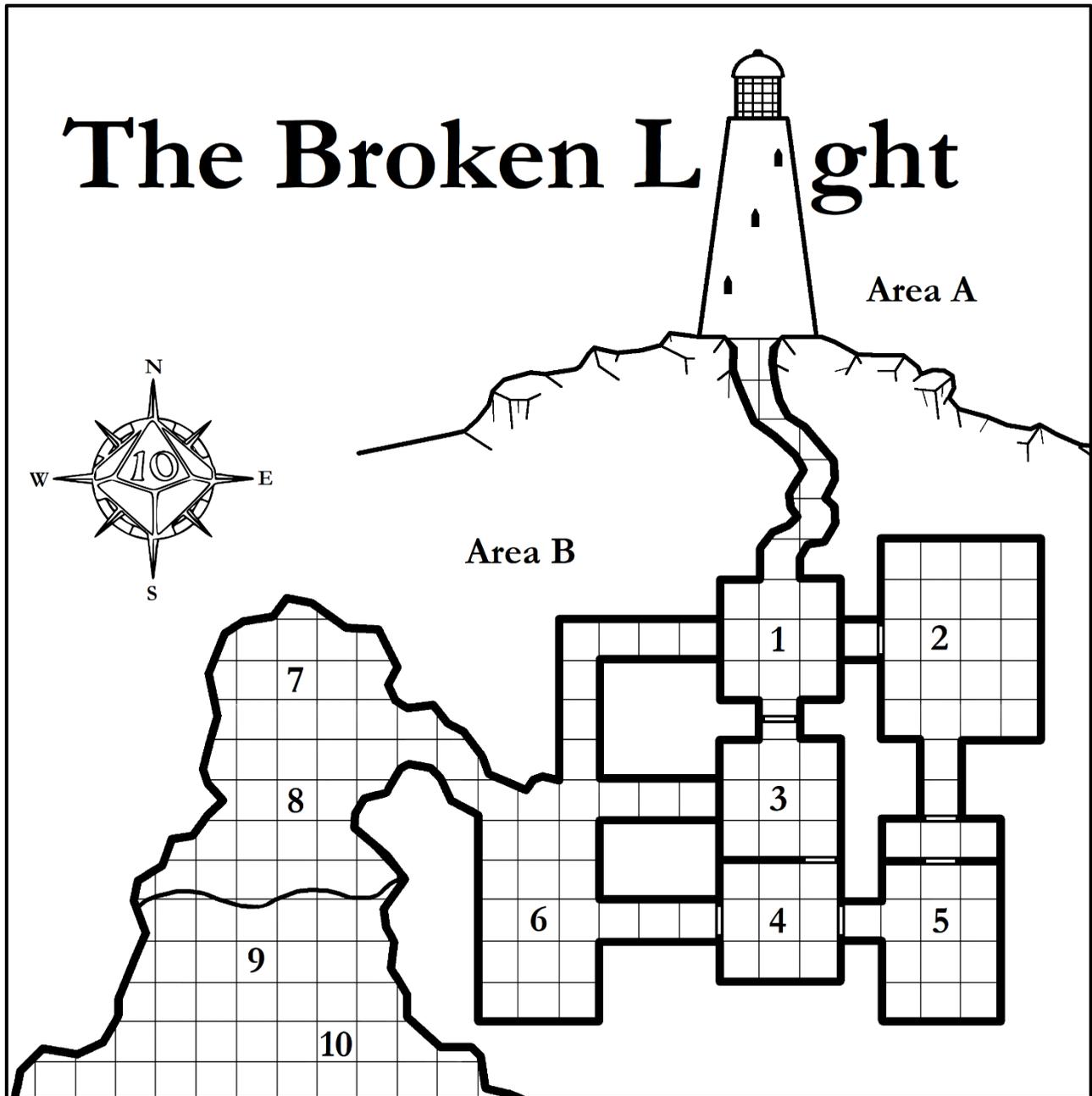
Entry #3 – Horrors. Blasphemies. Curses against all that is good! But I understand now. In this evil place, down becomes up, and in becomes out.

Note: the logbook is an optional item that can be used to provide direction in the event that the party is unsure of the next move after exploring the lighthouse.

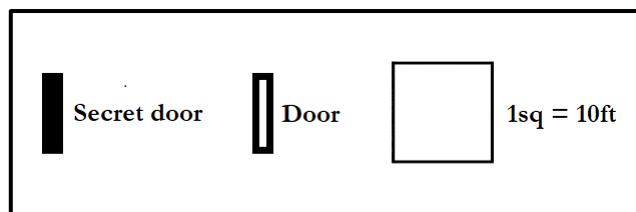
Sacrificial dagger (+1 attack, +2 damage bonus) – an evil sensation surges through this blade. The dagger is sentient and will eventually turn against any non-evil wielder, making a standard attack against them (usually when their back is turned, or they are asleep) until it is destroyed or its target is slain.

Note: this dagger was lost in the caverns by a red-robed cultist, and they have been routinely searching for it since. If a character finds it, it should be after a high perception check roll.

Unstable healing elixir – this looks and smells like a standard healing potion, but is slightly “off” in some noticeable way; on a roll of 3 or above, it restores 1d5 HP; otherwise, it inflicts 1 damage.



This map depicts the lighthouse and the layout of the caverns below. It should be used by the game master, in conjunction with the room descriptions, to guide the party's exploration of the area.



Also note that Black Lake is not shown in its entirety, nor is it depicted to scale. The distance from the shore to the island on Black Lake is approximately one half-mile.

Random Tables

A collection of random tables that can be used intermittently throughout the adventure.

1d100 Random Treasures

In this adventure, there is a 1-in-2 chance that any monster will possess random loot. After combat, any dead or unconscious opponent may be looted. Roll 1d100 (roll 1d10 twice – the first roll is tens place, the second ones place) and use the table below to determine what is found.

Roll	Treasure
1-5	Polished blackstone miniature (of a serpent)
6-10	16sp
11-15	Blackscale dagger scabbard (10gp)
16-20	Spell scroll (<i>dark lights</i> – creates an effect of dancing lights of dark, mysterious colors)
21-25	Healing potion (restores 1d5 HP)
26-30	Leather belt with fine steel buckle
31-35	Black opal (25gp)
36-40	1d10 thunder agates (2gp per gem)
41-45	Blood-stained ceramic miniature (of the patron of sailors)
46-50	Strength potion (+2 PP; +1 power for 1d10 combat rounds)
51-55	Spell scroll (<i>deep sleep</i> – affects 1d10 creatures for 1d10 minutes; T5 aspect save)
56-60	Small bag of incense (+1 HP when healing)
61-65	Silver flask
66-70	1d10 lapis lazuli (3gp per gem)
71-75	13gp
76-80	Blackwood wand (reduces spell cost by 1 MP)
81-85	Polished blackstone miniature (of a serpent-man)
86-90	Blood-stained gold locket (portrait of a woman within)
91-95	1000cp
96-100	Wicked dagger (+1 attack bonus)

1d10 Spooky Events

Sounds, sights, and other things to create a tense and unnerving atmosphere. Use intermittently and as necessary.

Roll	Event
1	The party finds a message scrawled in long-dried blood on the rough wall: <i>Down becomes up.</i>
2	A gust of wind, hot and stale, whips down the corridor, blowing past the party.
3	Scraping sounds echo down the corridor, but their source can never be located.
4	A deep, almost subsonic humming can barely be detected; it seems to be coming from below.
5	The party finds a message scrawled in long-dried blood on the rough wall: <i>In becomes out.</i>
6	A volley of small rocks strike the party, causing no damage, but originating from no obvious source.
7	The sound of footsteps echo down the corridor.
8	A shadow was seen, lurking around the corner just ahead, but when investigated, there is no trace of anything having been there.
9	Carved into the wall and glowing a phosphorescent blue are two hands, clasped in prayer, that look eerily reptilian.
10	The sound of violent splashing echoes from somewhere ahead.

This completes Tiny d10: Fantasy Core.

For character sheets and more content, or to contribute your own, go to <https://tinyd10.com>

TINY D10 SAMPLE CHARACTER SHEET

NAME Conan

LEVEL 1

RACE Human

CLASS Warrior

POWER 2

ASPECT 1

INTELLECT 0

REFLEX 1

TOUGHNESS 7 + 1 HP 10 / 9 PP 4 / 4
base bonus(es) current total current total

MP / SPELL SAVE + + 3 =
current total level A/I bonus total

SPELLS

(none)



WEAPONS

Longsword (HW; +1 attack)

Black war-axe (HW; +1 attack, +1 damage)

Throwing axe (LW; range 50 ft.)

RACIAL BONUSES

+1 damage to natural creatures

EQUIPMENT

Chainmail armor (+1 toughness, +1 hit point)

Enchanted gauntlet (if opponent rolls a 10 against you, force them to re-roll)

ABILITIES

Defensive rush

Power strike

Withstand

SKILLS

Intimidate

Persuade

WEALTH

40 gp

70 sp

30 cp

CARRYING

Small sack of jewels (worth 80gp); leather sandals; rucksack (contains essentials enough for 5 days); backup leather sandals.