

Tiny d10



Fantasy Core

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By Aaron Carlson

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

Welcome to Tiny d10!

Tiny d10: Fantasy Core is a simple tabletop roleplaying game designed for use by one game master and two-to-six players. It requires just a single ten-sided die (d10), and some pencils & paper. 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 become 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 fast-paced, immersive action.

Each player creates a character. Through their characters, they interact with a fantasy world in which they will attempt to do many things – slay enemies, win allies, overcome 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 Players)...

Tiny d10 is a “lightweight” rule system, meaning that there aren’t a lot of rules at all. As such, game masters (and players) will invariably encounter situations for which there are no clear or specific rules. In such situations, the game group should come to an agreement on what is the most fair and logical way to achieve resolution – this should then stand as a “house rule”, the emergence of which allows groups to adapt the game to their natural style of play. In summary: if there’s no rule, make one up (and stick to it)!

A Note to Creators...

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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*I am the spur
That rides men's souls,
The glittering lure
That leads around the world.*

– Robert E. Howard, “Adventure”

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; the *craft* skill; -1 to magical attacks against the dwarf; and +1 hit point per level.

Elves are tall, nimble, 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, dwelling in 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, athletic, and courageous, residing in all corners of the land, and living for 80+ years. They gain: +1 damage to natural beasts; 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, further influences his or her worldview, and enhances his or her faculties.*

Clerics are holy warriors and possess divine magic and powerful healing abilities. They have a toughness of 6 (T6); use middleweight weapons & below; 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 temporary hit points to allies within earshot. Cost: 1 power point.

Words of strength – a short invocation that grants +1 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 vagabonds. 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 – any projectile attack against you is a **reflex challenge**; if you win the challenge, the projectile is deflected.

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

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

Warriors are masters of combat and arms, experts with 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 movement 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.

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:

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

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 all creatures within a 10-foot radius of the target (attack roll versus toughness for each creature). Cost: 1 power point.

Attributes

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

Aspect is a measure of consciousness and charisma, and is used as a bonus during things like detecting intentions, or persuading/intimidating someone. Additionally, 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 detecting traps, or gathering information. Additionally, intellect is used as a bonus when casting magical spells.

Power is a measure of physical strength, and is used as a bonus during things like breaking down doors, or restraining a hostile creature. Additionally, 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. Additionally, 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) represent an entity's physical stamina, and can be added as a bonus to all forms of rolls (must be declared prior to rolling). Additionally, power points can be expended to use class abilities.

Magic Points

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

Magic points (MP) represent an entity's magical stamina, and are expended 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 "roleplaying", and will rely solely 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, 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 score. Bonuses from the *spot* and/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> – pulling an ally up from a ledge, or climbing a wall with large handholds.
T6-9	<i>Moderate toughness</i> – surprising unaware opponents, or fighting a strong current.
T10-11	<i>Difficult toughness</i> – surprising watchful opponents, or picking an expertly-crafted lock.
T12-13	<i>Extreme toughness</i> – leaping across a massive chasm, or scaling a sheer and smooth stone precipice.
T14-15	<i>Impossible toughness</i> – controlling a ship during a gale, or mounting and flying a wild dragon.

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 scores and/or skill bonuses to the result. Succeeding a save cancels any deadly effects, but other effects (like serious injury) may still occur.

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

Challenges

When two entities attempt the same thing at the same time, a challenge should be performed. The opposing parties each roll 1d10, adding the relevant attribute score and skill bonus(es) 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 a roll.

Attack rolls work like action or perception checks. Roll 1d10 and add the relevant attribute score: 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 movement sequence per turn (if standing up after being knocked prone, movement range is reduced by half).
- 4) Less significant actions may be done freely.
- 5) Damage inflicted is 1, unless otherwise specified.
- 6) Divine spells use **aspect**; magical spells use **intellect**; melee attacks use **power**; ranged and small weapon (e.g. dagger) attacks use **reflex**.

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

When in an advantageous position (e.g. catching opponents unawares), a character may receive a bonus (e.g. +1 attack). However, if their attempt does not succeed, a negative condition should be imposed (e.g. the character is knocked down, suffering -1 toughness while prone).

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 similar 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 to strike the creature, in addition to a successful power challenge to damage it. 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> – 1-5 HP; these monsters sometimes have bonuses, abilities, or skills, and rarely spells.
T6-9	<i>Moderate toughness</i> – 6-12 HP; these monsters sometimes have bonuses, abilities and/or spells, and skills.
T10-11	<i>Difficult toughness</i> – 10-20 HP; these monsters often have bonuses, abilities and/or spells, and skills.
T12-13	<i>Extreme toughness</i> – 15-30 HP; these monsters often have bonuses, abilities and/or spells, and skills.
T14-15	<i>Impossible toughness</i> – 20-30+ HP; these monsters always have bonuses, abilities and/or spells, and skills.

Healing

At 0 hit points, characters are considered immobilized and dying, and will expire after 5 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 (unless otherwise specified).

During combat, an entire turn must be forfeit to heal (or to make a heal check). 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.

Abilities

Abilities are special feats and tactics that enhance a character's proficiencies, and sometimes require the use of power points to invoke. Unless otherwise specified, abilities that target opponents require an attack roll versus toughness (as relevant).

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 <u>or</u> motive)	Detect trap	Disarm trap
Heal	Know (history, nature, <u>or</u> religion)	Hide
Intimidate	Listen	Pick lock
Persuade	Magic use	Sleight-of-hand
Survival	Spot	Sneak

Magic

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

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 a save before having an effect. Each spell-caster has a spell save, which is equal to their character level + casting attribute score (aspect or intellect) + 3.

Leveling Up

Characters begin as level 1 explorers, and gain levels by earning experience points (XP), which is accomplished 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). You gain: a class ability; one 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). You gain: a class ability; one skill; +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). You gain: a class ability; one skill; +2 hit points; +1 toughness; +1 to any attribute or 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 -2 to their attack).

Equipment

Equipment can augment a character's abilities, enabling them to inflict additional damage, increasing their hit points and/or toughness, or granting other unique bonuses. There are four classes of equipment: featherweight (FW), lightweight (LW), middleweight (MW), and heavyweight (HW). A sample of common equipment includes:

Armor

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

Note: featherweight (FW) is a quality generally possessed by rare and/or magical equipment.

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.

Items

There are a number of items available to characters that may be beneficial. A small sample includes:

Healing potion	Average potion restores 1d5 hit points.
Spell scroll	Contains one spell (may be used once); must be read aloud.
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 are supplementary, and not included in this 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 (e.g. invisible entities, hidden objects, traps, etc.); lasts for your level amount of minutes. Cost: 1 magic point.

Consecrate – designates an area (radius of 10 x your level 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 the remaining hit points of all entities within 50 ft. Cost: 1 magic point.

Divine medicine – restores 1d5 + 1 hit points, magic points, and power points. Cost: 2 magic points (1 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.

Sword of the Spirit – conjures a ghostly sword 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 **aspect save** versus caster's spell save or suffer 1 damage. Cost: 2 magic points.

Magical Spells

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

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

Ball of light – a powerfully luminous orb. Cost: 0 magic points.

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 1d10 x your level minutes. Cost: 1 magic point.

Create magic item – imbues 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 I – 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 any magical spell cast during the active combat encounter and cast it at cost; lasts for duration of combat encounter.

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 I – 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 line of sight. Cost: 1 magic point.

Advanced Spells List

Spells for magic-users level 3 and above.

Advanced Divine Spells

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

Cataclysm – summons deadly, cataclysmic conditions; each round, all entities (caster immune) within range (100 ft.) of target must **power save** versus caster's spell save or suffer 1 damage; lasts for 1d10 + your level rounds. Cost: 5 magic points.

Causes one of the following conditions:

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

Healing light – restores 1d10 hit points to one target in your line of sight. 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).

Holy binds – all evil, undead, or otherwise unholy creatures in a 50 ft. 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 (e.g. ability, attack, spell, etc.). Cost: 3 magic point.

Sunburst – 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; range 30 ft. Cost: 4 magic points.

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 encounter. Cost: 3 magic points (2 if cast on a nearby target).

Advanced Magical Spells

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

Detect magic – range 100 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 encounter. 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 (+1 attack bonus); range 100 ft. Cost: 1 magic point (2 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: 4 magic points.

Repel – all creatures within your path are repelled by an unseen force, pushed aside or otherwise kept 5 ft. from you for the duration of this spell; last for 1d5 + your level movement sequences. Cost: 2 magic points.

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

Reverse gravity – affects a radius of 50 x your level ft.; lasts for your level amount of hours; range 100 ft. 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 – time freezes within your line of sight (caster immune); lasts for 1d5 rounds. Cost: 4 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 encounter. Cost: 2 magic points (3 if cast on a nearby target).

Additional Class Abilities

As characters advance, new class abilities become available.

Cleric Additional Class Abilities

Appeal to heaven – when reduced to half of your total hit points, gain a +1 attack and damage bonus, and suffer no damage for your level amount of rounds. Cost: 2 power points.

Bless weapon – touch a weapon to imbue it with radiant energy, granting it a +1 damage bonus, and causing it to inflict 1d5 damage to evil, undead, or otherwise unholy entities; lasts for duration of combat encounter. Cost: 2 power points.

Blessed – re-roll any failed roll. Cost: 3 power points (4 if applied to a nearby ally).

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: 2 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 – choose a favored weapon (type); on an attack roll of 10 using that weapon, inflict 1d5 damage.

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

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

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

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

Wrath – gain a +1 damage bonus against all evil, undead, or otherwise unholy entities.

Rogue Additional Class Abilities

Bloody slash – for every successful melee attack you make using a bladed weapon, roll 1d10: on a roll of 6 or higher, 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 melee or ranged 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 point.

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.

Haste – 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 (game master's discretion).

Prying eye – discover and exploit a target or obstacle's weaknesses, reducing its 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 even if you have moved during this combat round) you may retreat to just outside of your opponent's movement range. Cost: 1 power point.

Warrior Additional Class Abilities

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

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

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 +1 toughness when facing two or more opponents, and +2 toughness when facing four or more; lasts for the duration of combat encounter. Cost: 3 power points.

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

Disarm – any time you roll a 10 during melee combat, 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.

Heroics – when conducting any check involving heroic acts or values, gain a +2 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, 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 **power challenge** to prevent being knocked prone and unconscious for 1d5 rounds; attack roll versus toughness (+1 attack bonus). 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 or 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 spell that you know.

Arcane knowledge – reduce spell cost by 1 magic point (may not reduce spell cost to 0).

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 re-lock after your passing (must possess the *pick lock* skill).

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

Multi-cast – cast other spell types (e.g. dark, natural, illusion, etc.) for their cost in magic points.

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

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

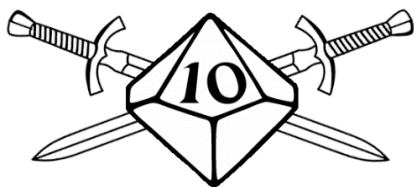
Re-spell – if you cast a spell last combat round, you may cast it again for half its cost (rounded up) in magic points.

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 – any time you heal (or are healed), restore double the amount of magic 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).

This section consists of rules that will aid GMs in running games in which all manner of things can – and will – happen.

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, consuming food or rations (a character must eat at least one meal per day or else suffer a penalty imposed by the GM), and more.

Time in the Dungeon

Time spent exploring and moving through dungeons is measured in turns – one turn represents about 10 minutes. During this time, several actions can occur:

- 1) The GM may check for wandering monsters (1-in-5 chance);
- 2) Characters may perform one or more perception checks (as necessary) to search for monsters, traps, treasures, or supplies;
- 3) Characters may move up to ten times their movement speed (though they may move more quickly with a penalty imposed by the GM).

Time in the Wilderness

Time spent exploring and traveling across wilderness is measured in turns, with one turn representing four hours. During this 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 et al., foraged food (1-in-5 chance), and hunted food (1-in-10 chance). If characters dedicate 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 (or more quickly with penalty).

Exploration

A significant amount of time is spent on exploration, which is typically split between three location types: cities/towns, dungeons, 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 in 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(es) 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. Most times, the reactions of these monsters are immediately apparent, and generally consistent with their moral alignment; other times, reactions are less certain. In these instances, GMs should roll 1d10 and use the following table to determine their initial demeanor:

Roll	Reaction
1-4	Hostile and aggressive, will attack
5-6	Hostile, may attack
7-8	Unfriendly, hesitant
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 (and if) the opponents flee – whether they panic and run, retreat while fighting, or otherwise.

Crawling the Dungeon

To provide game masters some technical guidance for characters exploring and interacting with dungeons and their various features, the following are 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 use; 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 may attract wandering monsters.

Additionally, locked or stuck doors can be broken down or forced opened 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.

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.

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, and 2) succeed a reflex check against the trap's toughness. Disarming magical traps requires the *dispel magic* spell.



*In the black and cold of night,
Beasts glut and heroes fight,
And men and monsters lie slain.*

*But death of good is not the end,
Though steel slashes and claws rend,
And blood is let and falls like rain*

Upon the endless, dusty plain.

– “Ages”

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 will be adversarial to them: many are neutral to their actions, and others still may prove friendly – even helpful. The two primary components of all 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) & power points (PP) that enable monsters the use of spells and abilities, respectively;
- 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) Abilities & spells, which increase the overall combat challenge presented by the monster.

Together, these components comprise a monster’s *statistics*, or *stats*. The inclusion of any of these components will make the monster more challenging and dangerous, i.e. 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> – 1-5 HP; these monsters sometimes have bonuses, abilities, or skills, and rarely spells.
T6-9	<i>Moderate toughness</i> – 6-12 HP; these monsters sometimes have bonuses, abilities and/or spells, and skills.
T10-11	<i>Difficult toughness</i> – 10-20 HP; these monsters often have bonuses, abilities and/or spells, and skills.
T12-13	<i>Extreme toughness</i> – 15-30 HP; these monsters often have bonuses, abilities and/or spells, and skills.
T14-15	<i>Impossible toughness</i> – 20-30+ HP; these monsters always have 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

Akanaa (T8; 6-10 HP, 4 PP; +1 power, +1 reflex; +1 damage)

Its stone-hard flesh is black as the night, and its body is inhumanly tall and thin. Yellow eyes peer out from a bird-like face, and leathery wings issue from its lean, muscular back. The akanaa looks like a creature from the pits of hell, but hot blood fills its veins, and it is more man than demon. Heinously cruel and fueled by hatred alone, the akanaa is a sworn enemy of all that is good and upright. It will frequently use its *restrain* ability on a target, taking flight and dropping it to its death.

Akanaa Abilities

Claw – inflicts 1 damage; target is bloodied and must succeed a **T5 aspect save** each round for 1d5 rounds or suffer an additional 1 damage. Cost: 1 power point.

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.



Antlions – dwelling beneath the soil or high in the canopy (depending on their lifecycle stage), antlions are bizarre and ferocious insects commonly found in temperate forests and jungles.

Antlion, adult (T6; 6-8 HP; +1 damage)

Emerging from their cocoon with a humanoid form and equipped with dazzling transparent wings, adult antlions focus solely on reproduction. To achieve that end, the male must present the significantly larger female with a live meal – monkeys, pigs, and humanoids being among their preferred fare.

Antlion, larva (T5; 6 HP; +2 damage)

These centipede-like creatures grow up to six feet long and are equipped with large, powerful mandibles. Antlion larvae typically lie in wait at the mouth of their tunnel, obscured by brush, springing at passersby and attempting to pull them into their underground lair.



Apemen – a savage and war-like people, apemen stand up to six feet tall and generally move about bipedally, though they employ their thick, muscular arms in the process of running, and with surprising swiftness. They are a tribal people by nature, and though terribly strong and exceedingly violent, they maintain peaceful relations within their own tribes. They admire bravery and recklessness, and are fierce allies to those they consider powerful. Possessing but one creative inclination, apemen craft exquisite blades, many of which have passed through heroic hands over the march of the epochs. Additionally, all apemen possess the following ability:

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

Apeman Brute (T8; 7-8 HP, 3 PP; +1 power; +2 damage)

Ill-tempered and overfull with lust for battle and conquest, the apeman brute is often encountered in small hunting bands.

Apeman Brute Abilities

First blood – if you are the first to inflict damage during combat, gain a +1 attack bonus for the duration of combat encounter.

Primal instinct – if a melee attack against you is equal to your toughness, roll 1d10: if the result is 8 or higher, you evade the attack.

Apeman Elder (T6; 6 HP, 4-6 MP; +1 aspect)

A rare creature in that apemen almost never reach old age due to their barbaric lifestyles, the apeman elder has developed strange psionic powers in his advanced years.

Apeman Elder Psionic Abilities

Pyrokinetic blast – inflicts 1d5 +1 damage; requires a source of fire to manipulate; attack roll versus toughness. Cost: 2 magic points.

Telekinesis II – open doors, move objects, attack opponents (standard melee attack; +1 attack and damage bonus) within your line of sight. Cost: 1 magic point.

Telepathy – communicate your thoughts into the mind of a target (or targets) within your line of sight. Cost: 0 magic points (at the cost of 1 magic point, hear the active thoughts of a target).

Apeman Slaver (T7; 7-8 HP, 2 PP; +2 power; +1 damage)

Though largely self-sufficient, apemen obtain their few luxuries through the slave trade, when the opportunity presents itself. This responsibility has fallen to particularly cruel apemen, who conduct raids on nearby settlement and have a number of weapons at their disposal (nets, shackles, whips, etc.) to aid in the capture of their victims.

Apeman Slaver Abilities

Two-fisted – always roll two dice and keep the higher result.

Wrath – if an opponent inflicts 2 or more damage against you (at once or cumulatively), you gain a +2 attack bonus against it; this bonus is lost if you attack another target.

Aurox (T6; 6-10 HP; +1 power)

Closely resembling a cow or water buffalo, but of a gargantuan size, the aurox is an ill-tempered natural beast found semi-frequently on wide plains and rocky foothills. Standing some eight feet tall and six feet wide, its head alone weighs more than the average man. Commonly encountered in large herds protected by several bulls, aurox meat is considered a delicacy, though often hard to come by owing to their ferocity.

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. All bandits possess the following ability:

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

Bandit Abilities

Bandits possess one of the following abilities (bandit chiefs may possess two):

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

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

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

Banshee (T6*; 10 HP, 5 MP, 2 PP; +2 aspect)

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.

**As a non-physical entity, the banshee can only be struck by enchanted weapons or magical attacks.*

Banshee Abilities

Shriek – all living creatures within 50 ft. must succeed an **aspect challenge** or be sickened for 1d5 rounds (-2 to all rolls). Cost: 1 power point.

Banshee Spells

Touch of death – any creature touched is reduced to 0 hit points; **reflex challenge** versus target. **T5 aspect save** to prevent, instead reducing the victim 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 2 damage. Cost: 1 power point.

Petrifying gaze – a single target that looks upon your 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.

Bathemoth (T10; 14 HP, 3 MP, 2 PP; +1 aspect)

A rare and ancient creature, the bathemoth dwells in the deepest, blackest reaches of the sea. It is of gigantic proportions – some 20 feet tall – and its monstrous head rests upon twelve massive tentacles, each thick as a tree trunk. During severe storms, the bathemoth will emerge from the depths and stalk the coasts, devouring fishermen and capsizing ships.

Bathemoth Abilities & Psionic Abilities

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

Psychic boom – cancels a successful melee attack against you and knocks the attacker prone. Cost: 1 magic point.



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. Additionally, all bears possess the following ability:

Bite I – inflicts 2 damage. Cost: 1 power point.

Bear, brown (T5; 5 HP, 2 PP; +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 (T7; 12 HP, 4 PP; +2 power)

Exceedingly vicious and unusually intelligent, the giant bear is a primeval predator that stands an average of six 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

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

Bear, polar (T6; 9 HP, 3 PP; +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.

Polar Bear Abilities

Bite II – inflicts 3 damage. Cost: 2 power point.



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 one pint from a victim in under a minute. They can survive out of water indefinitely, but suffer -1 to attack rolls when on land.

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 render it a surprisingly dangerous opponent.



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 foot in length.

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, cave bats use darkness to their advantage, lurking in the shadows or high in the night sky and attacking their targets with a ferocious swoop.

Cultist (T5-7; 5-7 HP, 3-6 MP; +1 intellect; level 1-3 caster)

A fanatical disciple of one of the many cults in existence today, the cultist wields an array of magical powers – some of which have been long forgotten by the world proper. Most cultists possess the following spell:

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

Cultist Spells

The cultist possesses up to 3 additional magical (and/or dark) spells.



Demons – hellish, twisted creatures from the darkest depths of the underworld, demons are physical incarnations of pure evil. As a result, they cannot be killed by conventional means. The demon's body may be destroyed, its black soul cast back into hell, but only a killing blow delivered by divine magic can permanently banish a demon.

Demon, blood (T8; 6-9 HP; +2 damage)

The blood demon is the result of a summoning ritual involving a victim's blood. It stands between four to five feet tall, and has blood-red flesh, short horns, a saturnine face, and coal-black eyes.

Blood Demon Abilities

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

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

A small, loathsome fiend, the imp is a servile demon, and typically acts on behalf of a larger, more diabolical evil. When shapeshifted, the imp prefers the form of a rat, raven, or snake.

Imp Abilities

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

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 changes to your shape and size; lasts for one hour. This spell is purely illusory, and may be exposed by physical contact. Cost: 2 magic points.



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

Brachiosaurus (T9; 20-22 HP, 3-5 PP; -1 intellect, +2 power)

While the brachiosaurus 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 brachiosaurus is highly territorial, and will savagely attack any entity trespassing in its domain.

Brachiosaurus Abilities

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

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

Pterosaur (T7; 10-12 HP, 4 PP; -1 intellect, +1 power)

A true terror of the sky, the pterosaur 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.

Pterosaur Abilities

Bite I – inflicts 2 damage. Cost: 1 power point.

Paralyze – immobilizes target for 1d5 days; attack roll versus toughness; **T5 aspect save** to reduce paralysis to 1d5 hours. Cost: 2 power points.

Tyrannosaurus (T10; 15-20 HP, 6 PP; +2 power)

Titanic and terrible, the tyrannosaurus 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 tyrannosaurus's fury has passed.

Tyrannosaurus Abilities

Bite II – inflicts 3 damage. Cost: 2 power points.

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

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 fiercely, the disease-fiend spreads plague and death wherever it roams. Wielding a black staff with a silver serpent finial, it is a being of malice and depravity.

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>Devil-fire</i>	Sensation of burning flesh and uncontrollable convulsing; -1 toughness, -2 reflex.
<i>Red death</i>	Blood seeps from all pores; -1 toughness, -2 power.

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

Doppelganger (T7; 6-9 HP, 3-6 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.



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 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 prone 1d5 x 10 ft. 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 it immobile for one combat round; **aspect save** versus caster’s spell save to prevent. Cost: 1 magic point.

Dragon, silver (T10; 15 HP, 9 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 1 point; range 30 ft. Cost: 2 power points.

Silver Dragon Spells

Dragonspell – see **dragon, gold**.

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 (rounded up); range 50 ft. Cost: 2 magic points.

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. Created by an ancient people who dwelt in stone castles of unimaginable size and antiquity, the stone dragon’s singular purpose today is to stand guard over the relics of this long-gone race. Though 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 2; range 30 ft. Cost: 2 power points.

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

Tail sweep – see **dragon, gold**.



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

The spirit of the forest trees, the dryad is manifest as a beautiful woman adorned by leaves and vines. She is known to appear to lost travelers, sometimes offering aid, and other times mocking their plight.

Dryad Spells

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

Imprint spell – temporarily learn any magical spell cast during the active combat encounter and cast it at cost; lasts for duration of combat encounter.



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 comprised of white-to-purple crystals that form a roughly humanoid shape.

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 – move or manipulate a large mass of dirt, soil, or earth; if used as an attack, conduct a standard attack roll against the target (+1 damage bonus); range 100 ft. 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 I – inflicts 1d5 + 1 damage; attack roll versus toughness; range 50 ft. Cost: 2 magic points.

Gargoyle (T7; 6-8 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 I – immune to the effects (but not the damage) of 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 to prevent). Anything within the cube suffers 1 damage per combat 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

Hunger for flesh – each successful melee attack, roll 1d10: if the result is 5 or higher, gain 1 hit point.

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.



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 (T7; 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 **power challenge** to prevent being knocked prone and unconscious for 1d5 rounds; attack roll versus toughness (+1 attack bonus). Cost: 2 power points.

Giant, hill (T9; 12 HP, 3 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 (+1 damage). 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 cat. Attacking exclusively in large groups, they will always flee when half of their number has been slain.

Goblin (T5-6; 4-8 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. 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 1d10 rounds; additionally, gain 2 hit points. Cost: 2 power points.

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

An empty suit of armor, standing an eternal watch; a hulking clump of raw ore, ever 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 (though rarely) in the stony wilds. While 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, a rock golem is generally unperturbed by all but a direct attack against it.

Goliath Crab (T6; 4-6 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.

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 make a move action for 1d5 rounds, or until succeeding a **power challenge**.

Griffyn (T9; 10 + 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 points.

Grimalkin (T6; 9 HP, 2 MP, 2 PP; +2 *reflex*; level 2 *caster*)

Short and lithe, grimalkin – also known as catfolk – are swift of mind and body, possessing all the grace and conceit native to the feline races. Bipedal and standing no more than four feet tall, their tails are equal to their body length, and their fur coats come in several colors and patterns. While whimsical and child-like in demeanor, grimalkin are also fierce warriors equipped with powerful jaws, wicked claws, and natural magic.

Grimalkin Abilities

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

Grimalkin Spells

Wild grace – gain +2 reflex for 1d5 + your level amount of rounds. Cost: 1 magic point (2 if cast on a nearby target).



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 to ensnare the lustful or unsuspecting.

Frost Hag Spells

Disguise self – you significantly alter your appearance, including changes to your shape and size; lasts for one hour. This spell is purely illusory, and may be exposed by physical contact. Cost: 2 magic points.

Drain life – target loses 1d5 hit points; you gain them (may exceed your maximum hit points). Cost: 3 magic points.

Icy gaze – 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 **hag, frost**.

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

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

Her laugh, which often announces her presence 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 **hag, frost**.

Touch of death – any creature touched is reduced to 0 hit points; **reflex challenge** versus target. **T5 aspect save** to prevent, instead reducing the victim 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)

More developed and intelligent than goblins, the hobgoblin is easily distinguished 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, hobgoblins generally only use melee weapons – though they will employ primitive siege engines when necessary.

Hobgoblin Abilities

Hobgoblins have one of the following abilities:

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

Pummel – any time you roll a 10 in melee combat, 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, and exceedingly cruel.



Lizardfolk – representing a wide variety of tribes, lizardfolk are intelligent reptilian humanoids that live at the fringes of large cities and other settlements. Lean, shrewd, and extremely reserved, they are skilled woodsmen, and as such, often find employ as guides, men-at-arms, scouts, and more. While the various lizardfolk tribes wage war amongst themselves, they have a peaceful relationship with the world of men.

Lizardfolk druid (T5; 6 HP, 4 MP, 2 PP; +1 aspect)

Possessing a deep connection with the natural world and deriving from it great magical power, the lizardfolk druid is a guardian of the free, wild lands.

Lizardfolk Druid Spells

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

Oakenhide – gain 1d5 temporary hit points (may exceed your maximum hit points). Cost: 1 magic point (2 if cast on a nearby target).

Lizardfolk ranger (T6; 7-8 HP, 4 PP; +1 reflex)

Possessed by a wandering foot, the lizardfolk ranger is never long in one spot, ever seeking the furthest and deepest reaches of the hidden, wild places.

Lizardfolk Ranger Abilities

Preemptive strike – immediately gain a ranged attack against any opponent moving toward you. Cost: 2 power points.

Ranged prowess – gain a +1 damage bonus when attacking with a ranged weapon.

Lizardfolk skull-splitter (T9; 12 HP, 3 PP; +3 power)

Standing head-and-shoulders taller than most lizardfolk, the skull-splitter is a born and bred warrior with the temperament of a crocodile, and wields a large stone axe (+1 damage).

Lizardfolk skull-splitter Abilities

Pummel – any time you roll a 10 in melee combat, knock your opponent prone.



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 calculating when attacking, preferring to stay afar and aloft, 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 in the immediate vicinity of the target, and inflict 2 damage to each knocked prone; **T5 power save** to prevent. Cost: 1 power point.

Miscreant (T4; 1-3 HP; +3 reflex; skills: hide)

A race of small, goblin-like creatures, miscreants are best known for their habit of surreptitiously lightening the load of treasure-laden adventurers.

Miscreant Abilities

Petty thief – gain a +2 bonus to all attempts to conceal, steal, or pilfer something (game master's discretion).

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

Mountain Devil (T8; 10 HP, 1 PP; +1 aspect, +1 power)

Despite its great stature, this hairy biped moves like a shadow through the thick forests that blanket its mountain home. The mountain devil is a reclusive and mysterious creature – part ape, part man, part otherworld. Peaceful by nature, mountain devils dwell in small, well-hidden communities comprised of simple timber structures, but are capable of shocking acts of violence if threatened or harmed.

Mountain Devil Abilities

Shout of war – all allies within earshot may conduct a **T5 aspect check**; if succeeded, they gain a +1 attack bonus for 1d5 rounds. Cost: 1 power point.

Muddeman (T12; 16 HP; +2 power)

A great lumbering mass of slimy black earth, the muddeman is the result of a water supply (swamps and lakes, typically) becoming contaminated with enchanted “run-off”. Most muddemen are quite large, standing some 15 feet tall with a stocky build. They protect their territory fiercely, springing like a trap on man and beast alike (this attack can be treated as a trap).

Muddeman Abilities

Magical immunity I – immune to the effects (but not the damage) of magical spells.

Mummy (T7; +2 power)

Many ancient cultures engaged in the practice of mummification, but only those whose secrets are now lost to the dim mists of time were able to permanently reanimate the dead. Mummies cannot be killed – each part of a mummy's 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. While they are peaceable by nature, they are also reclusive and tribalistic, and can be dangerous if approached carelessly.

Myconid Abilities

Spore cloud – release spores to the wind, affecting all entities within a 20-foot radius; effects lasts 1d5 + 5 rounds (unless otherwise specified); **T5 aspect save** to prevent. Cost: 1 power point.

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

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

Standing up to 13 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.

Pyrocan (T10; 14 HP, 6 MP, 3 PP; +1 *intellect*)

A rare and magical creature, the pyrocan is a large canine (bigger even than a horse) whose body is comprised of flame, and great wings of fire sprout from its back. It is a fierce friend to humanoids with which it has bonded, but a fiercer foe to strangers or enemies.

Pyrocan Abilities

Bite I – inflicts 2 damage. Cost: 1 power point.

Pyrocan Spells

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.

Ravenous Bird (T3; 1-2 HP; +1 *reflex*)

Starved and desperate, ravenous birds will attack ferociously until at least half of their flock – usually numbered 10-20 – is slain.

Ravenous Bird Abilities

Swarm – gain a +1 toughness bonus in large numbers (10+).

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 ice and deceptively strong. Additionally, the rolang is missing its tongue, which is ritually 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 ink-black flesh is phosphorescent, glowing blue when agitated. Its steel-trap jaws are studded with thousands of needle-like teeth, and its cold black eyes glitter dully. The serpent is completely blind, but can detect body heat through solid stone. Its senses are further enhanced by a primitive telepathy. Dwelling only in deep undersea caverns, it spends much of its time in a state of semi-hibernation, extending its lifespan indefinitely.

Adult Black-ice Serpent Abilities

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 – inflicts 2 damage; target must succeed a **T6 aspect save** or suffer -1 to attack for 1d5 rounds. Cost: 1 power point.

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

Venomous bite II – inflicts 3 damage; target must succeed a **T8 aspect save** or suffer -2 to attack for 1d5 rounds. Cost: 2 power points.

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 allow the serpent to fly effortlessly through the sky, enabling it to attack its targets through a series of lightning fast dives.

Feathered Serpent Abilities

Absorb magic – resist the effects (but not the damage) of any spell, 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 high atop 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, 2 MP)

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.

Shambling Horror Spells

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

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).

Sbriek – all living creatures within 50 ft. must succeed an **aspect challenge** or be sickened for 1d5 rounds (-2 to all rolls). Cost: 1 power point.

Skeletal Warrior (T6; 6-8 HP)

The skeletal warrior comes in a wide variety of humanoid shapes – sometimes still glistening wetly, other times dry as the crypt from which it escaped. It 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 PP; +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 – latch on to a target and immediately inflict 1 damage; on the target's combat turn, it must succeed a **power challenge** or suffer 1 damage per round until you are unlatched. Cost: 1 power point.

Slime, glowing (T2; 5 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 affairs 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. Typically 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, though will prey on all warm-blooded beings.

Ungoliant Abilities

Venomous bite I – inflicts 2 damage; target must succeed a **T6 aspect save** or suffer -1 to attack for 1d5 rounds. Cost: 1 power point.

Sticky web – restrains target, preventing their movement or attack actions; on its turn, the target must succeed a **power challenge** (you gain a+1 bonus) to break free; range 20 ft. Cost: 1 power point.



Vampires – ageless, timeless, and fiendishly intelligent, vampires shun the light, consume only blood, and possess dark and ancient magical powers. Additionally, all vampires possess the following abilities:

Legerdemain – creates a minor illusory effect like dimming lights, darkening shadows, a sudden chill in the air, etc.

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

Vampire Convert (T7; 9-11 HP, 3-6 MP, 2-4 PP; +1 intellect or power; level 1-2 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 tend to lead nomadic lives, rather than dwell 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 Spells

Drain life – target loses 1d5 hit points; you gain them (may exceed you maximum hit points). 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. They typically dwell in remote locations, in secretive communities.

Racial Vampire Abilities

Animal form (bat) – take the form of a bat. Cost: 1 power point.

Racial Vampire Spells

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

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 a nearby target).

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

Wart (T5; 4-6 HP, 1 PP; +1 reflex)

Standing on two legs and no more than three feet tall, warts are primitive, frog-like humanoids that dwell in densely populated settlements hidden away in the canopies of swampy forests. They are intensely reclusive creatures, known to fiercely defend their territory with traps and stone weapons.



Werebeasts – in the dead of night, the werebeast is transformed from their original form into that of a vicious half-man, half-monster. This curse is the result of a number of things: black magic rituals, surviving a bite from a werebeast, or even ancestry and heritage. While not intrinsically evil, werebeasts cannot control their behavior when transformed and become possessed by a rapacious bloodlust. Additionally, all werebeasts possess the following ability:

Infectious bite (werebeast) – inflicts 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 claws like daggers. Unique among werebeasts, werebears are able to control their transformation, though they are only able to transform at night. This power is gained through a dark and taboo ritual, and as a result, werebears are invariably evil. Additionally, of all forms of werebeast, it 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 (1-in-2 chance the weapon confers a +1 attack or damage bonus).

Wild-man (T6; 8 HP, 1 PP; +1 power)

Spotted on the outskirts of remote mountain towns, the wild-man 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, prone to infighting, but generally unified by their common enemy. Wilderfolk are generally larger and stronger than their civilized counterparts – an advantage they exploit in the many battles waged between them.

Wilderfolk Huntsman (T6-7; 6-8 HP; +1 reflex)

Even among a wild people, the 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 (if applicable); 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 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. Cost: 1 power point.

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



Windigo (T5*; 5 HP, 7 MP; +3 aspect)

Silent as a revenant, the windigo is an evil spirit that haunts the cold northern forests in search of warm flesh. When it allows itself to be observed, it appears as a tall, shadowy humanoid with penetrating red eyes, its head crowned by twisted antlers. It craves flesh but cannot taste it in the spirit form; as such, the windigo will stalk a target until it is alone, at which point it will possess the entity, and through its flesh commit many foul deeds.

**As a non-physical entity, the windigo can only be struck by enchanted weapons or magical attacks*

Windigo Spells

Possession – your spirit enters a target's body for 1d5 hours (cost: 2 magic points); at the cost of 1 magic point per action, you may: speak to the possessed; speak through the possessed; control the possessed's actions. **Aspect challenge** versus the target to succeed each action (including the initial possession); actions must be taken sequentially.

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 demanding both fear and awe from the world around it. 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

Bite I – inflicts 2 damage. Cost: 1 power point.

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

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. The worm-of-the-earth exists in many legends where it is feared and reviled, being largely associated with death, decay, and darkness. Though extremely rare today, the endless miles of caverns crisscrossing the depths of the earth are proof of their once-cessless 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.

Yaggath (T11; 13 HP, 8-10 PP; +1 reflex)

An entity lurking just at the edge of time and space, the yaggath is manifest as a large, irregular, glowing orb with innumerable eyes of infinite varieties: all manner of colors, shapes, and sizes. The yaggath sees and knows much, and is predisposed to influence – or even interfere with – events concerning time and space.

Yaggath Abilities

Ray of disintegration – inflicts 1d5 damage; attack roll versus toughness; if this reduces the target to 0 hit points, they are immediately disintegrated (**T6 reflex save** to prevent). Cost: 2 power points.

Magical immunity II – immune to the effects and the damage of magical spells.

Yeti (T8; 7 HP, 1 PP; +1 power; +1 damage)

A foul odor announces this abominable creature's proximity, emanating from the tangled mat of thick white fur covering its huge, muscular body. A solitary and territorial beast, the yeti haunts the bare, lonesome peaks of towering mountains, descending with explosive fury on all who trespass.

Yeti Abilities

Shout of fury – force opponents within 30 ft. to conduct an **aspect challenge** against you; if failed, they suffer a -1 attack penalty for 1d5 rounds. 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 15 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>Antlion, larva</i> – neutral – forest, jungle.....	15
<i>Bandit</i> – neutral/evil – most.....	15
<i>Bear, brown</i> – neutral – forest.....	17
<i>Blackscale leech</i> – neutral – aquatic.....	17
<i>Boar</i> – neutral – forest.....	17
<i>Cave-crawler, nymph</i> – neutral – underground.....	18
<i>Cave bat</i> – neutral – underground.....	18
<i>Demon, imp</i> – evil – most.....	18
<i>Ghoul</i> – evil – most.....	21
<i>Giant rat</i> – evil – most.....	22
<i>Goblin</i> – evil – most.....	22
<i>Golem, flesh</i> – evil – most.....	22
<i>Harpy</i> – evil – mountains, plains.....	24
<i>Howler</i> – neutral – arctic, mountains.....	24
<i>Miscreant</i> – neutral/evil – underground.....	25
<i>Myconid</i> – good – all natural environs.....	26
<i>Ravenous bird</i> – neutral – most.....	26
<i>Serpent, black-ice (hatchling)</i> – evil – semi-aquatic.....	27
<i>Slimes</i> – neutral – underground.....	27-28
<i>Townsfolk</i> – alignment varies – most.....	28
<i>Wart</i> – neutral/good – most.....	29
<i>Windigo</i> – evil – arctic, forest, tundra.....	30
<i>Zombie</i> – evil – most.....	31

Moderate Toughness

<i>Akanaa</i> – evil – jungle, mountains, plains.....	15
<i>Antlion, adult</i> – neutral – forest, jungle.....	15
<i>Aurox</i> – neutral – plains/foothills.....	15
<i>Apemen</i> – neutral – jungle, mountains.....	16
<i>Bandit</i> – neutral/evil – most.....	16
<i>Banshee</i> – evil – most.....	17
<i>Basilisk</i> – evil – forest, underground.....	17
<i>Bear, giant</i> – neutral – forest.....	17
<i>Bear, polar</i> – neutral – arctic.....	17
<i>Cave-crawler, adult</i> – neutral – underground.....	18
<i>Cave-crawler, queen</i> – neutral – underground.....	18
<i>Demon, blood</i> – evil – most.....	18
<i>Demon, succubus</i> – evil – most.....	18
<i>Dinosaur (Brachiosaurus)</i> – neutral – jungle.....	19
<i>Dinosaur (Pterosaur)</i> – neutral – jungle, mountains.....	19
<i>Disease-fiend</i> – neutral – city.....	19
<i>Doppelganger</i> – neutral – most.....	20
<i>Dryad</i> – neutral – forest.....	21
<i>Elemental, crystal</i> – neutral – most.....	21
<i>Elemental, earth</i> – neutral – most.....	21
<i>Elemental, fire</i> – neutral – most.....	21
<i>Gargoyle</i> – evil – city.....	21
<i>Gelatinous cube</i> – neutral – underground.....	21
<i>Giant, cave</i> – neutral – mountains.....	22

<i>Giant, hill</i> – evil/neutral – plains.....	22
<i>Giant, half</i> – good – mountains.....	22
<i>Giant eagle</i> – good – forests, mountains.....	22
<i>Goblin</i> – evil – most.....	22
<i>Golem, iron</i> – neutral – urban.....	22
<i>Golem, rock</i> – neutral – mountains.....	23
<i>Goliath crab</i> – neutral – semi-aquatic.....	23
<i>Griffyn</i> – good – forests, mountains.....	23
<i>Grimalkin</i> – neutral/good – forest, jungle.....	23
<i>Hag, frost</i> – evil – arctic, forests.....	23
<i>Hag, sea</i> – evil – aquatic/coastal.....	24
<i>Hag, swamp</i> – evil – swamp.....	24
<i>Hobgoblin</i> – evil – most.....	24
<i>Lizardfolk</i> – neutral – most.....	24
<i>Manticore</i> – evil – mountains, plains.....	25
<i>Minotaur</i> – evil/neutral – underground.....	25
<i>Mountain Devil</i> – neutral – forests, mountains.....	25
<i>Mummy</i> – evil – underground.....	25
<i>Rolang</i> – evil – arctic, mountains.....	26
<i>Serpent, feathered</i> – neutral – jungle, mountains.....	27
<i>Shadowcat</i> – neutral – mountains.....	27
<i>Shapeshifter</i> – neutral, evil – forests, plains.....	27
<i>Skeletal warrior</i> – evil – most.....	27
<i>Stormbird</i> – neutral – most.....	28
<i>Townsfolk</i> – alignment varies – most.....	28
<i>Ungoliant</i> – evil – all natural environs.....	28
<i>Vampires</i> – neutral/evil – most.....	28-29
<i>Wererat</i> – neutral/evil – city.....	29
<i>Werewolf</i> – neutral, evil – forest.....	29
<i>Wight</i> – evil – most.....	29
<i>Wild-man</i> – neutral – most wilderness.....	30
<i>Wilderfolk</i> – alignment varies – most.....	30
<i>Wolf</i> – neutral – forest, mountains, plains.....	30
<i>Yeti</i> – neutral/evil – arctic/mountains.....	31

Difficult Toughness

<i>Bathemoth</i> – evil – aquatic/coastal.....	17
<i>Dinosaur (Tyrannosaurus)</i> – neutral – jungle.....	19
<i>Dragon, silver</i> – neutral – mountains.....	20
<i>Ogre</i> – evil – forests, mountains.....	26
<i>Pyrocan</i> – good – plains, mountains.....	26
<i>Serpent, black-ice (adult)</i> – evil – semi-aquatic.....	26
<i>Shambling horror</i> – evil – most.....	27
<i>Werebear</i> – evil – forest.....	29
<i>Yagath</i> – neutral/evil – most.....	31

Extreme Toughness

<i>Dragon, gold</i> – neutral/evil – mountains.....	p. 20
<i>Dragon, stone</i> – neutral, evil – underground.....	p. 20
<i>Muddeman</i> – neutral – semi-aquatic.....	p. 25
<i>Worm-of-the-Earth</i> – neutral – underground.....	p. 31
<i>Zilant</i> – good – mountains.....	p. 31

Appendix B: Mastering Monsters

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

Alignment

Alignment (or moral alignment) influences every aspect of a creature's behavior – from how it uses its environment to how it interacts with and reacts to those around it (including its own kind). Both characters and monsters have an alignment.

Alignment is simple: *good*, *neutral*, and *evil*. It can be made more nuanced, however, by the use of commas and slashes:

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 and/or setting.

Alignment & Reactions

In most instances, a monster's alignment will determine its reaction to being encountered, e.g. a goblin will always attack, an elemental will always flee, etc. However, in some instances, a monster's reaction may be uncertain, e.g. encountering a meandering bear or a scouting lizardfolk ranger. In these circumstances, the monster reaction table (p. 12) should be used to determine the monster's reaction and behavior.

Converting Monsters to Tiny d10

The following table 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	T2-5
3-5	2-9	T6-9
6-8	10-16	T10-11
9-11	17-22	T12-13
12+	23-30	T14-15

This table 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, GMs should review the *Principia Apocrypha* (Lumpkin, Milton, & Perry) for an overview of essential game mastering skills.



*There is a cavern in the deep
Beyond the sea-winds brawl;
Where the hills of sea slope high and steep,
And dragons sleep
And serpents creep.
There is a cavern in the deep
Where strange sea-creatures crawl.*

– Robert E. Howard, “Deeps”

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 who shun its dark waters – 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.

Alternatively, 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

The 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, the sky darkens and the boat begins to pitch. In a flash of lightning, the violent waves sweep the deck and wash the captain overboard. The ship yaws helplessly 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 **T7 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 by half.
10	<i>Glowing slime</i>

The shore is rocky and uneven, and where they once crashed, the waves now calmly lap. 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 week’s worth of provisions, and among the scattered cargo, 1d10 **unstable healing elixirs**, 1d10 torches, and 1d10 explosives; if they did not run aground, half the provisions and 1d5 of each item can be found in cargo washed ashore.

The island is approximately 150 feet long and 75 feet wide, and sits roughly two miles off the coast of the party’s destination, though this is impossible to discern, owing to the dense 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 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 descends ten feet into a natural stone passage, the rubble from the collapsed 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 (sighting, wrecks, etc.) from the earliest days of the lighthouse. Newer-looking logs become increasingly incoherent, eventually containing little more than illegible scrawling.

One recent logbook, however, is perfectly readable, describing in detail its author's misfortunes: a sudden storm overtook his vessel, sinking it, and spitting him ashore 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 (adult or hatchling)</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 primitive 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 carven 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** (T5-6; 5-6 HP; 3-4 MP; +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 door (**T6 perception check**), carved in and of the rock itself, and sitting just above the waterline.

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) 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 luxuriantly. Banded around a large black opal finial, the stones glitter darkly in their own weird radiance. The walls are 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. Comprised of black opals, it has an almost narcotic effect on the mutants, and the cult uses it to control them.

The mutants will wake from this narcotic 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 **T5 reflex check** as he or she attempts to move unseen past them. 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-minded 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 as far as the eye can see. 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 and extend the game experience.

Running the Adventure

It is recommended that GMs 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 GM'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 GM.

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 for survival.

Monsters

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

Cultist, black-robed (T5-6; 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 a nearby target).

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.

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 defend the serpent's nest and care for the hatchlings, going so far as to "farm" blackscale leeches with which to feed them in the days following their hatching. Additionally, they share a telepathic connection with the serpents.

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; inflicts 1d5 damage; attack roll versus toughness (+1 attack bonus) for all entities in a 5 ft. radius.

The logbook – written by Jon Morrow approximately three 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.

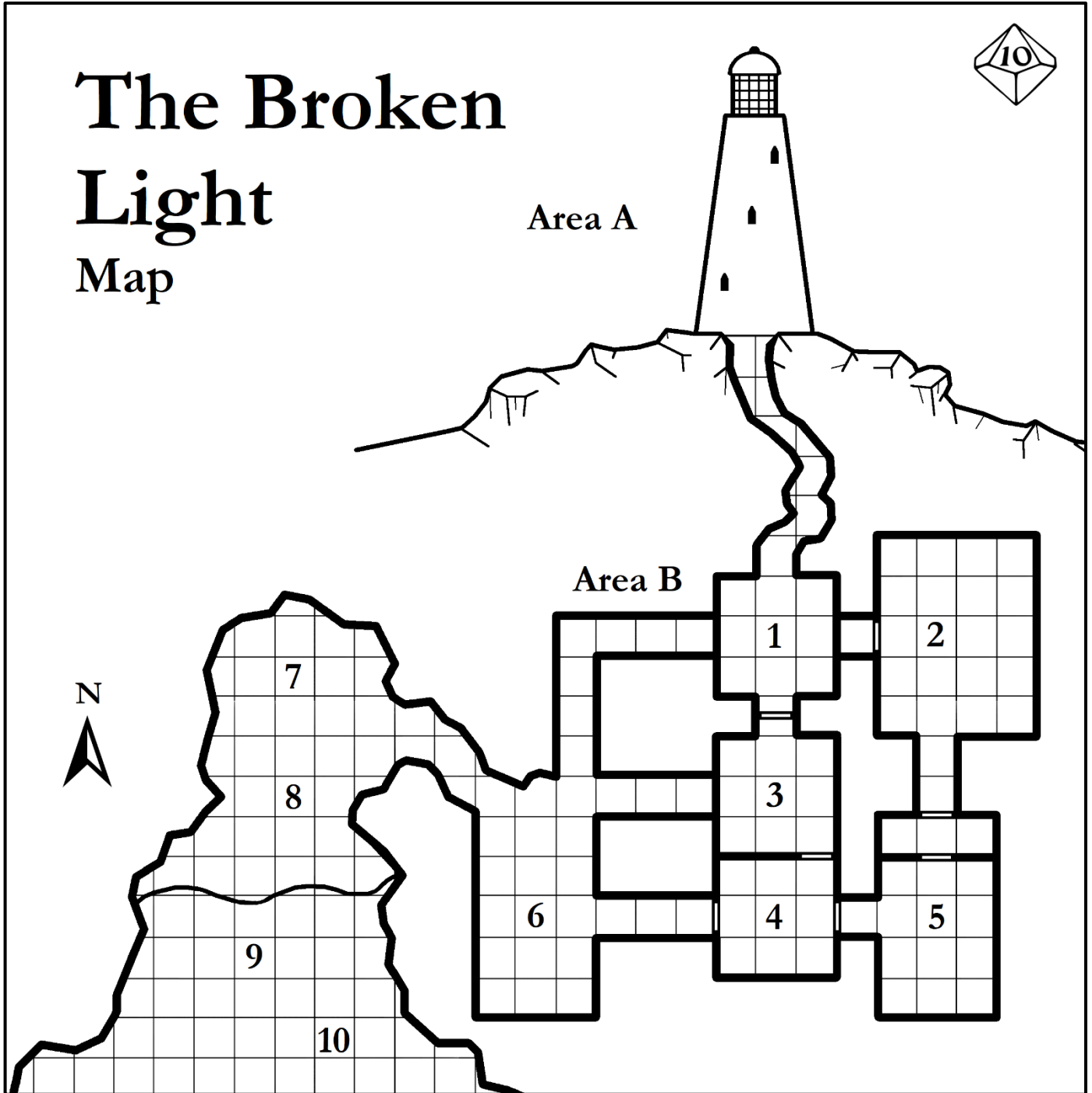
Note: the logbook is an optional item that can be used to provide direction in the event that the party is unsure of the next move after exploring the lighthouse.

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.

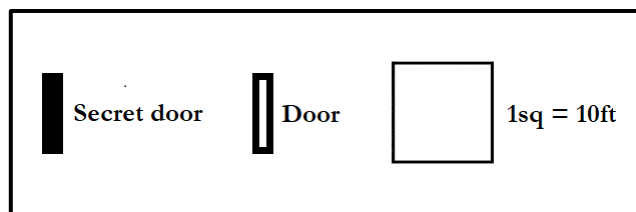
Note: this dagger was lost in the caverns by a red-robed cultist, and they have been routinely searching for it since. If a character finds it, it should be after a high perception check roll.

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.

The Broken Light Map



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.



Note: 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 is 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 targets for 1d10 minutes; T7 aspect save to prevent)
56-60	Small bag of incense (+1 HP when healing)
61-65	Silver flask (4gp)
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 passageway, blowing past the party.
3	Scraping sounds echo down the corridor, but their source can never be located.
4	A deep, almost subsonic humming is just barely audible; 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.





HOUSE RULES



HOUSE RULES

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.