

TINY D10: HEDGES & HOLLOWS

Races

Gnomes are small, wise, and unflappable, residing in deep forests and secluded glades, and living for 300 years. They gain: +2 magic points; the *acrobatics* skill; and -1 to melee attacks against the gnome. Additionally, gnomes begin with one natural spell.

Satyrs are short, nimble, and sturdy, dwelling in the remotest woodlands and forested mountaintops, and living for many hundreds of years. They gain: +1 hit point; +1 magic point; and +1 reflex. Additionally, satyrs begin with two natural spells.

Note: both gnomes and satyrs are *fae* beings, and as a result are imbued with magical power and able to cast natural spells for their cost in magic points.

Monsters



Gnomes – a secretive and insular people, gnomes reside in deep forests and secluded glades wherein they build labyrinthine communal dwellings that tunnel through stone, earth, and tree. Hidden away in these havens, they are rarely seen unless they wish to be. Gnomes are mechanically inclined, and are like to build complex traps to defend their unseen kingdoms. For this same reason, their friendship is easily won by good creatures when presented with tokens, trinkets, or gadgets of fine craftsmanship.

Gnome Beastmaster (T6; 6 HP, 5 MP, 2 PP; +1 *aspect or power*)

Possessing an unbreakable spiritual bond with the natural beasts of his native land, the gnome beastmaster is a fierce and noble warrior. Additionally, the beastmaster is a skilled rider, and often uses a mount (e.g. boar) in combat.

Gnome Beastmaster Abilities

Command beasts – 1d5 natural beasts that are friendly to you obey your commands, even fighting on your behalf. Cost: 2 power points.

Gnome Beastmaster Spells

Cure wounds – restores 1d5 hit points. Cost: 1 magic point (0 if the caster possesses the *heal* skill).

Oakenhide – target gains 1d5 temporary hit points. Cost: 2 magic points.

Gnome Spymaster (T5; 5-7 HP, 2 MP, 3 PP; +2 *reflex*; level 1-2 *caster*)

Silent as a shadow and swift as a wolf, the gnome spymaster is less than half the size of the typical rogue, but more than twice as deadly.

Gnome Spymaster Abilities

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

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.

Gnome Spymaster 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.

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

Gnome Tinkerer (T5; 4-6 HP, 3 MP, 2 PP; +1 *intellect*, +1 *reflex*; level 1-2 *caster*)

Though gnomes are naturally talented craftsmen, the gnome tinkerer is a cut above: obsessed with the craft, he uses his preternatural skill to design weapons and traps of unparalleled complexity and lethality. Additionally, the gnome tinkerer forgoes his inclination to natural magic and instead studies – and excels in – the use of magical spells.

Gnome Tinkerer Abilities

Armor piercer – ignore the effects of a target's armor when conducting ranged attacks.

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

Gnome Tinkerer Spells

Automaton – enchants a weapon to act independently of you; it may conduct your level amount of attacks on your combat turn (+1 attack bonus); lasts for one day. Cost: 2 magic points.

Singing steel – all metal within 100 ft. radius rings loudly; you may discern the location and amount of objects from the sound. Cost: 1 magic point.



Natural beasts – creatures of natural origin that are usually encountered in the untamed wilds, natural beasts are neutral in alignment, though their reactions (which should be determined using the **monster reactions** table) may differ vastly based on the circumstances of their being encountered.

Bobcat (T5; 5 HP, 1 PP; +1 reflex; +1 damage)
Typically of little threat to full-sized humanoids, the bobcat is nonetheless a ferocious natural enemy of gnomekind.

Giant Ant (T6; 4-6 HP, 3 PP; +2 power)

Usually encountered in groups of 15-30, giant ants are swift and voracious carnivores. They do not generally consume their prey upon capture, however, instead incapacitating it with their venom. It is then taken back to their underground nest complex and offered to appease their even larger and hungrier queen.

Giant Ant Abilities

Paralyze I – immobilizes target for 1d5 hours; attack roll versus toughness; **T6 aspect save** to reduce paralysis to 1d5 minutes. Cost: 1 power point.

Giant Flying Squirrel (T4; 4 HP; +1 reflex)

Roughly the size of a dog, the giant flying squirrel is a close ally of gnomekind, and are often used as mounts, particularly by gnome spymasters. They can effortlessly glide over 200 ft. through the air at the slightest leap.

Stoke (T5-7; 6-9 HP, 1-3 PP; +2 reflex, 1-in-2 chance of +1 power; skills: *sneak*)

Stokes are a race of intelligent bipedal weasels. Intensely insular and fiercely territorial, Stokes use simple stone weapons like daggers, bows, and spears to defend their domain. They ambush trespassers when possible, taking their enemies by surprise and attacking with a wild fury. If encountered, suffice it to say: you're in their territory.

Stoke Abilities

Ambush – gain a +2 bonus to attempts to ambush or conduct a sneak attack against opponents; if successful, gain a +1 attack bonus (in addition to any benefits conferred by combat advantage) for the first 1d5 combat rounds; applies to groups of up to ten.

Traps

List of traps that may be used by gnomes, for employ in the hedge-maze dungeon.

Black mist	Triggered when any hedge is touched; affects the length of the passage (moves 40 ft. per round); causes psychological malaise, entities become slow in speed and suffer -2 to all attributes while within the mist.
Earth mine	T6 (no save); triggered by a mound of grassy earth that is noticeably different from that around it; inflicts 1d5 damage.
Living vine	T6; affects a radius of 5 ft.; inflicts 1-2 damage (power challenge to break free).
Rube-Goldberg rolling rock	T8 (no save); triggered by a mound of grassy earth that appears just slightly different from that around it; causes a number of small round stones to emerge from the hedges, traveling along complex pathways of woven branches. This display is designed to distract from the huge stone rolling toward the party from behind (moves 80 ft. per combat round); the stone cannot be avoided and must be outrun/avoided by a turn in the passageway.

Rules

The following are optional mechanics provided to assist GMs in resolving unusual or uncommon scenarios.

Ambushes & Sneak Attacks

When hidden away and expecting an enemy's passing, entities may conduct an ambush or sneak attack.

Ambushes & sneak attacks are treated as challenge rolls: the entity launching the ambush or sneak attack should conduct a reflex roll (including any bonuses, such as *hide*) against the victim's perception roll. If there are multiple ambushers, each entity should conduct a reflex roll (unless otherwise specified, e.g. the *ambush* ability), with the lowest roll representing the result for the group. If there are multiple victims, each entity should conduct a perception roll, with the highest roll representing the result for the group.

If the victim's perception roll is higher than the attacker's reflex roll, they are "tipped off" to the attack. If the attacker's reflex roll is higher, the victim remains unaware, and the attacker gains combat advantage (as determined by the GM in conjunction with the core rules).

Hedge-maze Dungeons

Hedge-maze dungeons are found deep within thick and forgotten forests and often mark the entrance to a gnomish domain, and only gnomes are capable of navigating them without becoming disoriented and lost, or worse. They are ever-growing and always changing, their walls comprised of dense, dark shrubbery that is – for all intents as purposes – as thick and impenetrable as a stone wall.

The starting area of a hedge-maze dungeon is inconspicuous enough: an arch-like opening into a thicker and more tangled copse. Once entered, the path quickly narrows, the brush becomes impregnable, the paths twist and wind, and its true nature becomes apparent: fog creeps, vines reach, and beyond the sounds of furtive rustling and errant ravens crowing, the silence is deafening.

Generating a Hedge-maze Dungeon

The following tables will enable GMs to randomly generate a hedge-maze dungeon on the fly. The process for using this generator is simple:

1. Use table 1 to generate a passage through which the party will travel;
2. Use table 2 determine if any doors are discovered along the passages (1-in-5 chance if not specified in table 1);
3. Use table 3 to determine the characteristics of any rooms that the party may enter; if the party enters a room, a wandering monster check should be made.
4. Any time the party reaches the end of a generated space, roll table 1 and/or 2 to continue.

Table 1: Passages

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| 1 | Straight passage; 30 ft. |
| 2 | T-junction; 20 ft. in both directions. |
| 3 | Cross-junction; 30 ft. in all directions. |
| 4 | Straight passage; ends in a door. |
| 5 | Straight passage for 10 ft., side passage to the left for 10 ft.; straight passage for 10 ft., side passage to the right for 10 ft.; straight passage for 10 ft. |
| 6 | Large chamber; six passages radiate in six directions for 20 ft. |
| 7 | Large room filled with huge, geometric topiary. |
| 8 | T-junction; both passages (30 ft.) end in a door. |
| 9 | Passage winds in an 'S' shape for 30 ft. |
| 10 | Straight passage or 20 ft.; dead end. |

Table 2: Doors

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| 1-2 | A sturdy wooden door, its aged surface covered in lichen. |
| 3-4 | A cell door, its wooden bars comprised of strong vines trained to grow in this fashion. |
| 5-6 | A dense curtain of leafy vines. |
| 7-8 | A door comprised of the hedge itself, hidden nigh seamlessly among the foliage (T8 perception check). |
| 9-10 | A round stone, its surface covered in moss and vines, rolled in front of the entrance (T9 power check). |

Table 3: Rooms

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| 1 | A circle room 20 ft. in diameter, its floor comprised of aged and perfectly fit stones of various shapes. |
| 2 | A square room 10 x 10 ft., its floor soft and moss-covered; in its center, an immaculate fountain (enchanted) pours crystal-clear water, the falling of which rings like small bells. |
| 3 | A square room 15 x 15 ft., filled with larger-than-life stone statues of gnomes; if touched, the statue(s) spring to life (<i>stone golems</i>). |
| 4 | A circle room 10 ft. in diameter, covered in living vines; in its center, a well plunges deep into the earth. |
| 5 | A rectangular room 10 x 20 ft., its floor mucky, the air stinking of mud; 1d5 doors are on the far wall. |
| 6 | A square room 20 x 20 ft.; there is a wandering monster here. |
| 7 | A rectangular room 10 x 30 ft., in which an underground river comes to the surface and runs its length; the water is cool and refreshing, and will eliminate any conditions affecting the character. |
| 8 | A five-pointed star-shaped room 20 ft. in diameter, filled with immaculate topiary depicting beautiful, mythical creatures (e.g. griffyngs, unicorns, winged men, etc.). |
| 9 | A square room 10 x 10 ft., its grassy floor will collapse in its center if two or more characters walk on it, dropping them into a raging underground river. |
| 10 | A square room 30 x 30 ft., its floor carpeted by soft grass, and filled with fruiting trees and shrubs, and blooming plants; divans and comfortable furniture fill the room. Resting here (or consuming any of the fruits) will cause characters to become too comfortable and unable to leave (T8 aspect check). |

End of the Dungeon

Every ten rolls, the GM should roll 1d10: if the result is 9-10, the next passage exits the dungeon, admitting the party into the realm of gnomekind.

To make the dungeon more interesting, consider adding trap, treasure, and wandering monster tables.