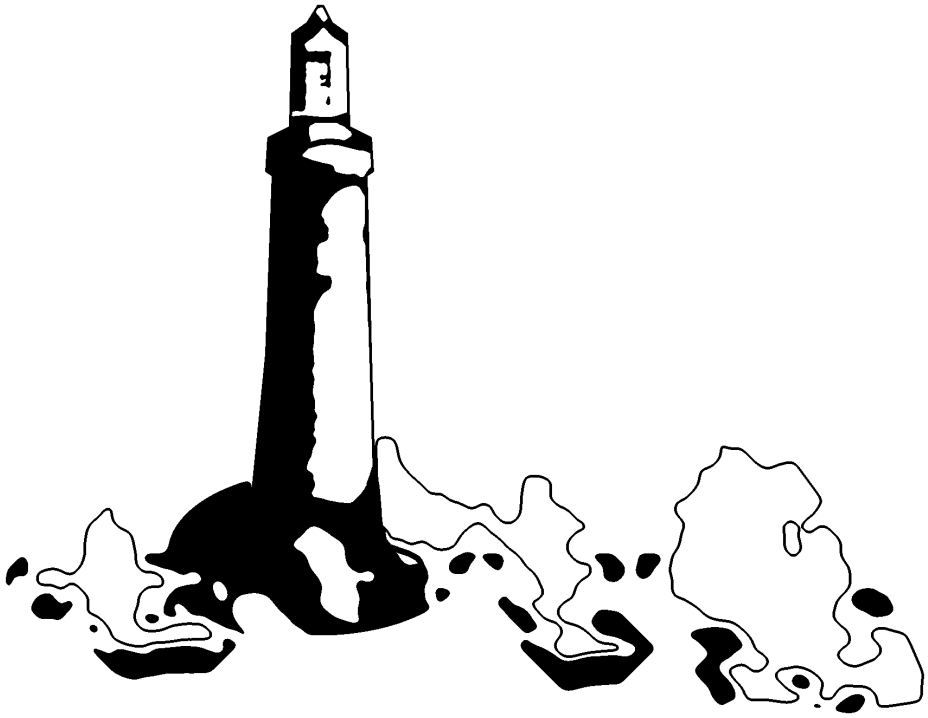
There is a cavern in the deep
Beyond the sea-winds brawl;
Where the hills of the sea slope high and steep,
And dragons sleep
And serpents creep.
There is a cavern in the deep
Where strange sea-creatures crawl.

Robert E. Howard, "Deeps"

Tiny d10



The Broken Light

1d10 Spooky Events

Sounds, sights, and occurrences 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: *Down becomes up*.
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: *In becomes out*.
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.

Tiny d10 Adventure

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 is the first in a series of one-shot adventures designed to be both stand-alone experiences easy to integrate into existing campaigns and modular entries in an unfolding world unique to the Tiny d10 fantasy setting. 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 (*T7; 9 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 (a 1-in-5 chance), roll 1d10 and use the following table to determine their encounter.

Above Ground Encounters

1	*Lightning bolt* – inflicts 2 damage to one random target.
2–4	1d10 *giant rats*
5–7	1d10 + 10 *ravenous birds*
8–9	1d5 *goliath crabs*
10	*Glowing slime*

> *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.

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. Additionally, exceptional Perception Checks when inspecting the caverns may also yield an unexpected discovery.

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 (*dark lights* – creates an effect of dancing lights of dark, mysterious colors)
21–25	Healing elixir (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	Rare strength potion (+2 PP; +1 Power for 1d10 combat rounds)
51–55	Spell scroll (*deep sleep* – 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, with a portrait of a woman within
91–95	1,000cp
96–100	Sacrificial dagger (see "Items & Equipment")

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, serpents, nymphs, etc.) suffer −1 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, the tomb itself. 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.

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 the 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. A yellowed 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 (sightings, 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. Storeroom (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 storeroom 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 (a 1-in-5 chance), roll 1d10 and use the following table to determine their encounter.

Below Ground Encounters

1–3	1d10 *giant rats*
4	*Acrid slime*
5	1d5 *cave bats*
6–7	1–2 *black-robed cultists*
8–9	1d10 *blackscale leeches*
10	*Black-ice serpent (adult or hatchling)*

Since time immemorial, these caverns have served as a nest for the black-ice serpent—a legendary, semiaquatic beast possessing a keen intellect 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 was eventually forgotten. Then, nearly one century ago, the cult was revived, and the temples restored to their dark glory.

Monsters

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

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, 6–8 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 +1 Toughness for 1d10 rounds. *Cost: 2 Magic Points.*

Magic Mirror – creates 1d5 illusory duplicates of yourself; attacks targeting you hit an illusion first, which vanishes upon impact. *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.*

Dark-mind Mutant

T7; 7–9 HP, 2 PP; +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 (or at the cost of 1 Power Point), you invade your target's mind; the target must succeed an Aspect Challenge versus you or lose its next combat turn.

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 GM 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.

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 under 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 dark 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; 1–3 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, 6–8 MP; +1 Intellect*) is seated at the desk, busily engaged in making a copy of a spell book.

The cultist will calmly inform the party that they are early. He will then rise, draw his dagger, and attack 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 PP; +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).

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

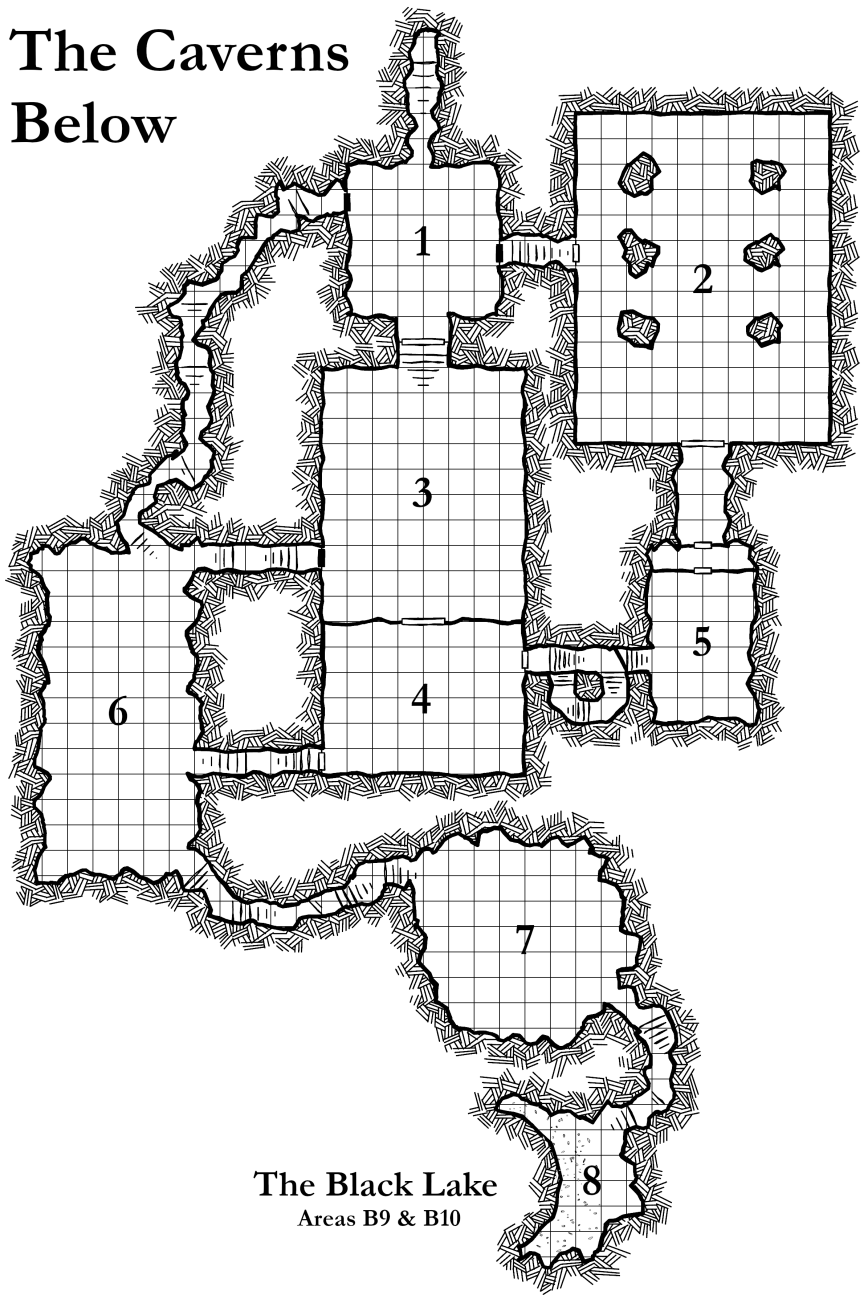
It is recommended that GMs thoroughly read this adventure prior to running it—this will aid them in understanding the environment and its antagonists. Doing so will better prepare them to run a smooth and efficient game, increasing enjoyment for both their players and themselves.

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 explores 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 one of the 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.



B6. Chamber of Mutants

> *The room is illumined 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 unnoticed past them. In the event of a failed Reflex Check, the mutants will wake and begin to attack, though 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 bluely under the twinkling light.*

A close inspection (T9 Perception Check) of the marbles will reveal that they are a clutch of eggs belonging to the black-ice serpent that has made this cavern her home. The dark-mind mutants, being caretakers of the serpent's brood, are highly protective of the eggs, and touching even one will summon any remaining mutants from B6 to attack the party. Additionally, there is a 1-in-2 chance that any egg will hatch immediately upon being touched, yielding a fresh—and vicious—hatchling (*T6; 6 HP, 6 PP; +1 Reflex; +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 (*T10; 12 HP, 3 PP; +1 Aspect, +1 Reflex; +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 (if it has not already been encountered by the party).

The serpent will reach them in less than a minute, and once upon them, will attempt to capsize the boat (Power Challenge to prevent). If it fails to do so after two rounds, it begins to attack directly. Once it has suffered 5 damage, it will retreat a short distance, attacking again when the party gains 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 bluely, 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 (*T3; 1–2 HP*) inside. It emits a high-pitched screech, waking 1d10 + 5 additional nymphs, all of which swarm the party after one turn.

If being attacked by nymphs, each character 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 (suffering 1 point of damage for every 10 feet after the first 10 feet).

The Portal

When the party reaches the bottom, they will find that while the wooden hatch is unlocked, it must be pushed—not pulled—open. Once opened, the pit is flooded with a brilliant white light, causing any remaining nymphs to flee immediately. If the party enters 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 gray 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*.