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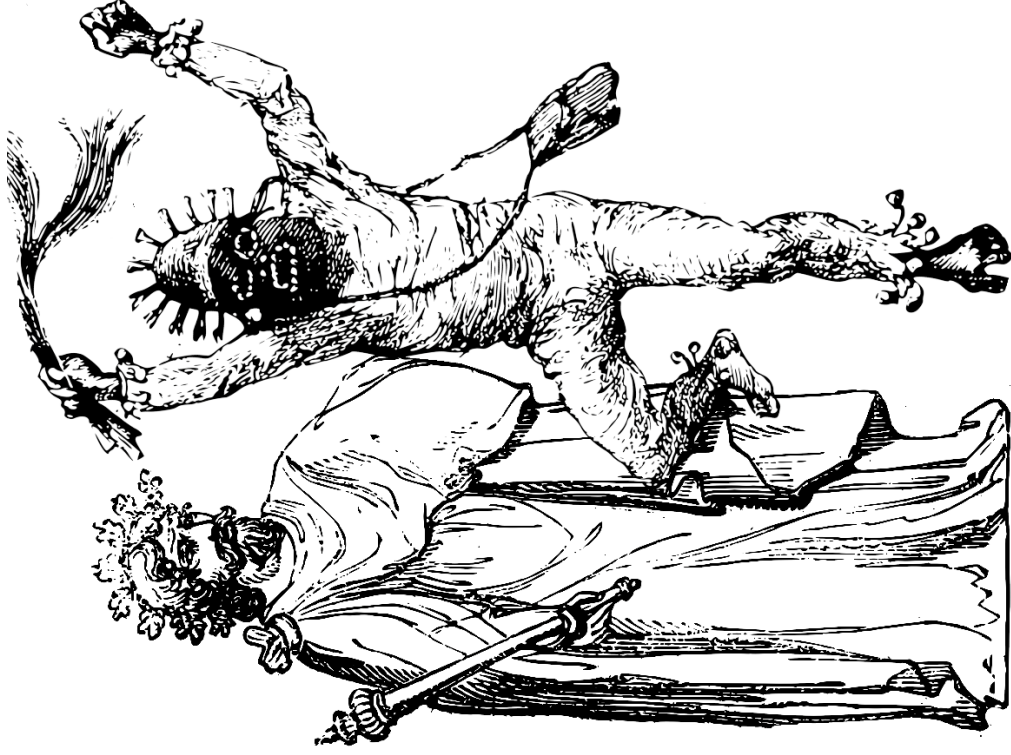
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The world of Men stands on the brink of the prophesied Fimbul Winter. The kingdoms of Andor are failing, mired in warfare within and without. Half a century has passed since the Great Plague swept the lands, felling peasant and noble alike. A howling wilderness waits to swallow any who travel beyond the safety of scattered communities.

THE SHROUDED KING

A curious band of ten adventurers—among them a Fair Elf Spellsword and a doughty Fire Dwarf Warrior—has been given its most perilous mission yet: retrieve the Silonian Codex from a barrow complex in the wildlands and return it to their High Elf patrons. What will they find upon arrival?

The Little Book of PRIMAL MAGICS



A Game Supplement for
Tiny d10: Fantasy

A book cover illustration. A man in a trench coat and hat stands in a dark, rocky, and somewhat desolate landscape. The title 'SNAKE EYES SOON' is written in large, bold, stylized letters across the top. Below the title, the text reads: 'Hard-Boiled Portal Fantasy Electro-Fungal Wyrld Fiction'. At the bottom, it says 'The Shape of Noir to Come May Day 2026'. The background shows a large, gnarled tree or rock formation.

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Primal Relics & Treasures

The wild wood is full of lost relics and treasure hoards: secreted away in the tangled and twisted den of the briarhound under the deep roots of the ancient willow, or on the beds of babbling brooks and rushing rivers where they washed down from the mountains and the misfortunes that take place on their peaks.

Bone Charm of the Lost Brother – a small charm, strung on a thin leather strap, made from the fingerbone of a man who died defending his friend. It feels ice-cold to the touch and tingles when "charged." Additionally, it whispers indistinctly when danger is nearby. When worn, it grants a reroll of any failed action once per day.

Additionally, the charm may be "charged" to store one hex, which can be released *at any time*. After a hex is released, roll 1d10: on a roll of 5 or less, the bone dissolves into dust, granting +5 temporary Hit Points to the wearer.

Circlet of Fiacte – a simple woven crown of living vines, said to have sprung from the staff of Fiacre himself. When worn, it emits a pleasant, warming sensation, and grants a +1 Aspect bonus and +1 temporary Magic Point.

Mask of the Old Wood – a heavy wooden mask carved with unrecognizable runes and stained by ash and sap. When worn, the wearer hears the whispers of the forest. The mask grants any wearer the ability to communicate with plants (using the *Green-speak* spell) for 10 minutes once per day. Additionally, any wearer may command plant life in a 20 ft radius to obey one simple command (bind, conceal, part, etc.).

Each time the mask is used, the wearer risks a spiritual intrusion. Roll 1d10: on a 5 or lower, the wearer must succeed an Aspect Save 8 or suffer a minor forest spirit, which attaches itself to the wearer and whispers incessantly for 1d5 days.

Moonbark Staff – carved from the wood of the moon-birch tree, it emits a ghostly white glow under the moonlight and will guide its bearer to their destination. The moonbark staff grants a +1 bonus when casting natural spells. Additionally, when staked into the ground it will reveal all hidden things in a 30 ft radius.

Seed of Renewal – a golden acorn that never rots and emits a faint pulsing, like that of a heartbeat. When planted in the soil next to a recently deceased creature, a green shoot rises from the earth and a white, skull-shaped flower blooms from it, restoring the creature to life with half of their total Hit Points. This action costs the planter 1 Hit Point, Magic Point, or Power Point permanently, as the forest claims its tithe.



The Little Book of Primal Magic is a game supplement for *Tiny d10: Fantasy* that introduces **two new classes** and **eight new races** that reside within the Primal Domain of Magic.

If Magic itself can be likened to electricity, then Primal Magic could be considered a live wire: surging with potential yet deadly to handle, and at the very least possessing the power to drive its users mad—if not outright destroy them. Indeed, only those with a little touch of madness already are inclined to wield it: the man who feels more at home in the dark wood than behind the city's walls; the woman who would speak with ghosts before her own neighbor.

Likewise, the races presented herein are touched, in one way or another, by this wild magic, and it animates them in a fashion rarely understood by the civilized world. When playing any of these classes or races, players would do well to bear this in mind! Additionally, these pages contain a host of other content to ensure that your adventures in the far and untamed reaches are full of excitement, danger, and—if the winds of fate, chance, and destiny are at your back—prosperity...

Root Hydra (T12; *Each head possesses: 4-6 HP, 3-7 PP; +2 damage*)

Comprised of the creeping, clawing roots of only the most ancient of trees, the root hydra is a creature of deepest forest legend. It lives primarily underground, where it carves great tunnels through the earth and across the centuries in search of nutrients. When the tree to which it is connected feels threatened, the root hydra will rise to defend it, erupting from the forest floor with 1 + 1d5 heads, attacking relentlessly, ensnaring and battering its targets, as well as biting and crushing with its gnarled wooden maw.

Root Hydra Abilities

Toxic Sap - any time you are struck by a melee attack, the attacker must Aspect Save 5 or suffer -1 Power and Reflex for 1d5 rounds.

Regeneration – restore 1d5 Hit Points. Cost: 1 Power Point.

Restrain II – 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 to break free (you gain a +1 bonus). Cost: 1 Power Point.

Verdant Titan (T14; 35 HP, 8 MP, 14 PP, +5 Power; 1d10 damage)

A slumbering giant composed of the very forest itself, the verdant titan is the great protector of the wild, rising from its deep sleep only when its home is imperiled by greedy prospectors and plunderers. Those who know the Old Wood know to tread lightly in the ancient groves where it lays dreamlessly. When it is awoken, the hulking mass of earth and stone stands some 50 ft tall and is intent on utterly destroying any creature not native to its forest home.

Verdant Titan Abilities

Earth Shatter – a mighty stomp deals 1d5 damage and knocks prone all creatures in a 50 ft radius; Power Save 5 to reduce damage by half (rounded up) and remain standing.

Regeneration II – restore 1d10 Hit Points. Cost: 2 Power Points.

Rockslide – if you suffer more than 5 damage in a single combat round, a rockslide is triggered, raining boulders on all creatures in a 10 ft radius (Reflex Save 5 or suffer 2 damage).

Verdant Titan Spells

Animate Plant II – 1d5 small-to-medium plants (T6; 8 HP) come alive and follow basic commands. Cost: 0 Magic Points (racial advantage).

Monsters

The monsters of *Primal Magic*s consist of a small variety of creatures touched in some way by that wild magic, thus presenting a more interesting—and deadly—challenge than their natural counterparts.

These monsters are arranged in order of Toughness, from least (Simple) to greatest (Impossible).

Briarhound (T4; 3-4 HP; 1-in-2 chance of +1 Power; +1 damage)

Unusual four-legged plant-beasts, briarhounds resemble medium-sized dogs wrapped in tangled, thorny vines; appear in groups of 6-10; there is a 1-in-2 chance that the group precedes a Willow Wight.

Briarhound Abilities

Brambleburst – any time you are struck by a melee attack, the attacker must Reflex Save versus your Toughness or suffer 1 damage.

Willow Wight (T7; 8-10 HP, 6 PP; +1 Power; 1d5 damage)

Formed of the black and gnarled heartwood of a dead willow tree, the willow wight is a mournful and wicked creature. Its long, hair-like branches obscure its twisted wooden visage, from which glowing green eyes glare.

Note: Axes inflict double damage to the willow wight.

Willow Wight Abilities

Command Beast (Briarhound) – one type of beast follows your commands and gains +1 Toughness in your presence.

Sapping Touch – a successful melee attack also drains Magic Points and Power Points equivalent to the amount of damage inflicted. Cost: 1 Power Point.

Horned Stalker (T10; 14 HP, 3 PP; +2 Power, +2 Reflex; +2 damage)

A savage and tireless predator, the horned stalker is a part elk, part demon aberration equipped with two powerful legs that carry it at great speed through the benighted wood, along with vicious talons and powerful crushing jaws set with two rows razor-sharp teeth.

Horned Stalker Abilities

Blood Frenzy – if you slay a creature, gain a +2 attack and damage bonus for 1d10 rounds.

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

Classes

Primal Chaos

Primal Magic was born from the chaos that existed before creation and is today a remnant of that anti-force. As a result, use of primal magic is dangerous—even deadly. Each time a caster invokes Primal Magic, he must roll 1d10: if the result is 1, roll again and consult the following table to determine the outcome of the invocation.

Roll	Chaos Effect
1	<i>Blankback</i> – the caster is affected by their own spell or hex instead of the intended target.
2	<i>Disavowal</i> – the spell or hex fails, and the caster’s “self” dissolves temporarily. Roll 1d5 and use the following table to determine what happens: <ol style="list-style-type: none">1. The caster loses all memory of the past day2. The caster forgets a random hex or spell for 1d5 days3. The caster believes they are someone else for 1d5 hours4. The caster believes they are something else for 1d5 hours5. A moment of clarity strikes and nothing happens
3	<i>A Tear in Space</i> – the spell or hex is visibly swallowed up by a tear in the fabric of space; a sense of dread descends on the caster, and for 1d5 days spells or hexes cost double their amount in Magic Points.
4	<i>Ancient Echo</i> – the spell or hex fails, and its magic reverberates unnaturally; the caster loses 1d5 Magic Points and suffers a -1 penalty to all actions during their next round.
5	<i>Unmaking Surge</i> -the spell or hex fails, and the caster suffers 1d5 damage as unfiltered chaos surges through their body.
6	<i>A Twist of Fate</i> – the spell or hex succeeds, but a random nearby target (including allies) is also affected; if there are no nearby targets, the caster is stunned and loses their next action.
7	<i>Magical Discharge</i> – the spell or hex succeeds, but all magical effects in a 50 ft radius are dispelled.
8	<i>Caophany of the Beyond</i> – the spell or hex succeeds but for 1d10 rounds, the caster suffers -1 to all rolls as ghostly whispers from the before fill their head.
9	<i>Spell Roulette</i> – instead of the intended spell or hex, one spell or hex (selected at random from the list of all available spells or hexes) is cast.
10	<i>Primal Explosion</i> – the spell or hex is a critical success, inflicting twice the amount of damage (if applicable) or otherwise succeeding spectacularly; the caster regains 1 Magic Point.

“Great revelations of nature, of course, never fail to impress in one way or another... mountains overawe and oceans terrify, while the mystery of great forests exercises a spell peculiarly its own. But all these, at one point or another, somewhat link on intimately with human life and human experience. They stir comprehensible, even if alarming, emotions. They tend on the whole to exalt.”

– **Algernon Blackwood**, *The Willows*

Crafting Concoctions

There are three general types of concoctions an herbalist can craft:

Poultice – this is the easiest and least potent of the three, consisting of one or more herbs chewed or mashed and applied directly to the skin, or sometimes ingested; most often used for treating wounds.

Tea – this consists of one or more herbs steeped in hot water for 5-10 minutes, producing a more concentrated form of its component parts.

Tincture – this is the most potent concoction, taking time and care to extract the active herbal ingredients, and yielding a powerful product. The process requires that fresh herbs be steeped in a high-proof alcohol for 2-6 weeks, then strained, squeezed, and the resulting liquid bottled. Most teas can also be tinctured, and their efficacy doubled in the process.

Common Concoctions

Battle tincture – grants +1 Power and Toughness for one combat encounter. Recipe: extract five doses of fly agaric mushroom; creates enough for one dose.

Bream (dried) – one dose of the dried bark from a bream shrub tossed into a fire creates a smoke that repels undead for 1d5 minutes in a 10 ft diameter.

Focus tea – grants +1 Intellect for one day. Recipe: steep one dose of mandrake and mugwort. Note: this tea can be mildly hallucinogenic in high doses.

Healing poultice – restores 2 Hit Points. Recipe: one dose of willow bark and yarrow.

Healing tea – restores 1d5 Hit Points. Recipe: steep one dose of chamomile and willow bark.

Healing tincture – restores half of your total Hit Points (rounded up). Recipe: steep 10 doses of chamomile, rue, and willow bark; creates enough for three doses.

Rejuvenation tea – restores 1d5 Power Points. Recipe: steep one dose of chamomile and ginger root.

Traveler's tea – negates any penalties of prolonged or accelerated travel. Recipe: steep one dose of ginger root and chamomile.

Vitality poultice – grants +1 Power for one day. Recipe: mash one dose of garlic and ginger root.

Wormwood tincture – grants immunity to magical attacks for one hour. Recipe: extract 10 doses of mandrake, rue, and wormwood; creates enough for one dose.

Druid

Druids are defenders of the natural world, wielding powerful natural magic and possessing a deep connection to the unspoiled wilderness. They have a toughness of 5 (T5); use middleweight weapons & below (no axes); and gain +2 Magic Points and +1 Power Point.

Druids begin with **three** class abilities:

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

Spell-casting (Natural) – start with 3 spells and cast Natural Spells for their cost in Magic Points.

Wild Growth – your *Animal Form* grows to a large size; gain +2 Hit Points and +1 attack bonus for 5 + your level rounds (or your level amount of hours when out of combat). Cost: 1 Power Point.

Basic Natural Spells

Animate Plant – one small-to-medium plant (T4; 5 HP) comes alive and follows basic commands. Cost: 2 Magic Points.

Charm Animal – one non-hostile animal regards you with trust; Aspect Challenge to command it. Cost: 1 Magic Point.

Cure Wounds – restores 1d5 Hit Points. Cost: 1 Magic Point (0 if the caster possesses the *heal* skill).

Detect Traps – radius of 100 feet. Cost: 1 Magic Point.

Green-speak – you enter into a trance, and the plants within your level amount of miles become your eyes and ears. Cost: 2 Magic Points.

Lightning Bolt – inflicts 1 damage; attack roll versus Toughness. Cost: 0 Magic Points (1 to inflict 1d5 damage).

Oakenhide – target gains 1d5 temporary Hit Points. Cost: 2 Magic Points.

Poison Touch – inflicts 1d5 damage. Cost: 2 Magic Points.

Spider's Silk – climb any surface for your level amount of minutes. Cost: 1 Magic Point.

Shield of Thorns – raises a protective wall of thick, thorn-studded vines (T3; 10 HP) that is up to 10 ft high and 20 ft wide. Cost: 2 Magic Points.

Advanced Natural Spells

Biting Wind – inflicts 1d5 damage on up to 10 creatures within a 50 foot radius; Aspect Save to reduce damage by half. Cost: 4 Magic Points.

Lightning Bolt II – inflicts 2 damage; attack roll versus Toughness. On a roll of 10, the attack may inflict 2 damage on up to 5 creatures within 10 feet of the target. Cost: 1 Magic Point (3 to inflict 1d10 damage).

Mending Touch – magically repairs damage on small to medium-sized items like torn cloaks, broken blades, or cleaved chain links. Cost: 2 Magic Points (1 if the caster possesses the *craft* skill).

Shape Elements – control water, fire, or earth within your line of sight, changing its shape, color, or direction; any effects may last up to your level amount of hours. Cost: 3 Magic Points.

Speak with Animals – speak with one non-hostile animal; lasts your level amount of minutes. Cost: 1 Magic Point.

Summon Guardian – raises a giant of earth and stone (T6; 10 HP; +2 Power) to your aid. Cost: 4 Magic Points.

Thorn-lance – large spikes erupt from the earth, inflicting 1d10 damage (may be freely divided between all creatures in the spell's 10 ft attack radius); attack roll versus Toughness for each target. Cost: 2 Magic Points.

Ward (Natural) – target becomes immune to the effects of natural spells for the duration of combat. Cost: 2 Magic Points.

Will Grave – target gains +2 to Reflex for 1d5 + your level amount of rounds. Cost: 1 Magic Point.

Windwalk – you and up to five allies walk with the wind and are able to fly in any direction at a rate of up to 100 feet per turn; lasts for your level amount of minutes. Cost: 3 Magic Points.

About Natural Magic

Derived from the magical energy left over from creation and brimming in the wild lands, natural spells are best cast by Druids, use the Aspect attribute, and are gained through a life of hermitage and harmony with nature.

Tiny d10's Druid class is based on St. Fracere, whose miraculous works as an Irish priest exemplify much of what we commonly associate with druidic magic, but teach us that the properly ordered “forest sage” is not one with nature but master over it.

Supplemental Rules

Primal Magic introduces two new rules that immerse players in the wild spaces of the world: the Herbalism skill and the consequences of Primal Chaos.

Herbalism

Herbalism is a new skill under the Intellect attribute that grants a basic knowledge of common herbs and their uses. It can be used in a number of situations: as a bonus while foraging for herbs or wild foods, to enable a character to craft poisons that possess healing powers or other effects, and more.

Foraging for Herbs

When exploring and traveling across wilderness areas, characters may also forage for herbs (1-in-2 chance) as an additional action. If they find a herb, roll 1d10 and use the following table to determine the quantity (as applicable).

Roll	Quantity
1-2	Enough for two doses
3-8	Enough for five doses
9-10	Enough for 10 doses

Note: A character may search for either a specific herb or any commonly found herbs, the results in both cases being dependent on regional and seasonal availability.

Common Herbs

Useful herbs commonly found in most temperate climates include:

Chamomile – doubles rate of healing outside of combat.

Garlic – strengthening effect; grants +1 Power for 1d10 rounds.

Ginger root – energizing effect; restores 1 Power Point per dose.

Mandrake – grants a +1 bonus to spellcasting for 1d10 rounds.

Mugwort – grants a +1 bonus to Perception Checks for one day.

Rue – grants a +1 bonus to saves for one day.

St. John's Wort – dispels psychological effects like fear and rage.

Willow bark – mild analgesic; restores 1 Hit Point per dose.

Wormwood – dispels magical effects or grants +1 resistance to magical attacks.

Yarrow – clotting agent, stops bleeding.

Witch Doctor

Witch doctors are spirit-workers and bone-conjurers, walking the line between life and death with hexes, charms, rites, and fetishes. They have a Toughness of 4 (T4); use lightweight weapons & below; use lightweight armor & below; and gain +1 Hit Point, +1 Magic Point, and +1 Power Point.

Witch doctors begin with the following class ability:

Hex-casting— start with two hexes and cast hexes for their cost in Magic Points.

And one of the following class abilities:

Blood Brother— through ancient rite, you forge a sacred bond with one ally, mingling your spirits inextricably and empowering you both.

- Once per day, your blood brother may re-roll any failed check, adding a +1 bonus if it involves Aspect or Power.
- The two of you always know if the other is in danger, regardless of distance.
- At the cost of 1 Power Point, you may transfer up to 5 Hit Points between each other (requires physical contact).

Note: This bond is lifelong, and as such may only be formed once in a character's lifetime.

Death Rite— you perform a short ritual over a corpse or grave, allowing you to commune with the dead and ask one yes or no question of the creature's spirit, which it must answer truthfully. Cost: 3 Power Points (1 if your Aspect score is 3 or higher).

Fetish Crafter— once per day, you may create crude charms, talismans, or fetishes that produce minor magical effects (e.g. grant a +1 bonus to any save, temporarily learn a skill, inflict an attribute penalty, etc.). The fetish crumbles to dust after use or at sunrise.

Jujin Stave— you wield a magical stave carved with sigils and adorned with bones. This lightweight weapon is treated as a heavyweight weapon in anyone else's hands, inflicts +1 melee damage, and glows faintly in the dark. Additionally, at the cost of 2 Power Points, it will disrupt a successful magical attack against you or a nearby ally, forcing the attacker to reroll (if applicable).

Spirit Mask— you don a ceremonial mask (or trace one with ash or blood) and become briefly terrifying. All enemies within 10 feet must succeed an Aspect Save versus your spell save or suffer -1 to all rolls; lasts 1d5 rounds. Cost: 2 Power Points.

“Trust the Oak, and the Elm, and the Great Beech. Take care of the Birch, for though she is honest, she is too young not to be changeable. But shun the Ash and the Alder, for the Ash is an ogre—you will know him by his thick fingers; and the Alder will smother you with her web of hair, if you let her near you at night.”

— **George MacDonald**, *Phantastes*

Hexes

Bombard – a target within line of sight becomes partially paralyzed; for 1d5 rounds, its movement is halved and it suffers -1 to attacks. Cost: 1 Magic Point.

Decay – causes a non-magical object to rot, rust, or warp; it becomes unusable, negating all effects, until repaired. Cost: 2 Magic Points.

Fatebound – the target is bound to another creature within 50 ft. for 1d5 rounds; any damage dealt to one is dealt also to the other. Cost: 2 Magic Points.

Hungry Spirits – ghostly spirits surround up to five nearby targets, drawn to their life-force; for the next 1d5 rounds, the targets lose 2 additional Hit Points whenever they takes damage. Cost: 3 Magic Points.

Inversion – the target's next successful attack inflicts damage to themselves instead of its intended target. Cost: 2 Magic Points.

Madness – the target is tormented by hallucinations and whispers from the spirit world for 1d2 rounds. Cost: 2 Magic Points. Each round, roll 1d5:

- The target drops its weapon
- The target flees for 1d5 rounds
- The target attacks nearest creature
- The target is paralyzed with fear for 1d2 rounds
- No effect

Diminishing – a target's vitality is diminished for 1d10 rounds, during which it may not cast spells or use abilities. Cost: 3 Magic Points.

Spoiled Flesh – the target is unable to heal for 1 day. Cost: 2 Magic Points.

Swarming – a swarm of biting, stinging insects assails the target for 1d10 rounds, inflicting 1d2 damage per round and -2 to all rolls. Cost: 4 Magic Points.

Withering – the target's flesh is blackened; inflicts 1d5 damage and causes the target to suffer -1 Toughness for 1d10 rounds. Cost: 5 Magic Points.

About Hex Magic

Hex magic represents a certain type of primal magic that differs importantly from its natural counterpart. Hex magic manifests in the form of curses, and though it is singularly malefic it is not inherently evil, in the same way that the sword is not inherently evil. The witch doctor wields this magic as the warrior wields the sword, his strange relationship with—and in many cases, obligation to—the dead granting him, for a time, their otherworldly powers.

Additional Content

Satyr

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 the *Spell-casting (Natural)* ability and one natural spell.

Skunk Ape

Skunk apes are wild and elusive creatures covered in pungent fur, roaming the swamps and forests, and living for 35+ years. They gain: +1 Power; the *Survival* and *Sneak* skills; and are immune to hindrance from terrain such as mud, marsh, or thick foliage. Additionally, skunk apes begin with +2 Magic Points and may cast *Detect Traps* as a racial spell.

Note: Thanks to @Messerschmid14 for the contribution of the skunk ape.

Stoke

Stokes are small, sinuous, and swift, and live for 30+ years. They are a race of intelligent, bipedal weasel and dwell in dense canopies and thick hedges.

They gain: the *Sneak* skill; -1 to melee attacks against the stoke; and +1 to ranged attacks.

They have: a toughness of 4 (T4); use lightweight weapons & below; use lightweight armor & below; and gain +1 Power Point and +2 Magic Points.

Stokes begin with three racial abilities:

Cat-like – your movement speed is fast; gain +1 to all Reflex-based checks (not including attack rolls).

Spell-casting (natural) – start with 2 spells and cast natural spells for their cost in Magic Points; may not use any other type of spell.

Wild fury – on an attack roll of 10, inflict double the amount of damage.

Note: When playing a stoke, unlike when playing other races, the player does not select a class—the stoke is both a race and a class.

Wart

Warts are primitive, frog-like humanoids, dwelling in rainforests and swamps, and living for 200+ years. They gain: +1 damage to insectoids; +1 Reflex; and the *Aerobatics* skill. Additionally, warts begin with +2 Magic Points and may cast *Wild Grace* as a racial spell.

Races

Catfolk

Catfolk are short, lithe, and swift of mind & body, possessing all the grace and conceit native to the feline species, and living for 80+ years. Standing on two feet and no more than a meter tall, their fur coats come in a variety of colors and patterns.

They gain: the *Charm* and *Survival* skills; and a +1 attack bonus against evil creatures.

They have a Toughness of 5 (T5); use lightweight weapons & below; use lightweight armor & below; and gain +2 Hit Points and +2 Magic Points.

Catfolk begin with two racial abilities:

Nine Lives – gain a +2 bonus to all saves.

Spell-waving (Natural) – start with 1 spell and cast natural spells for their cost in Magic Points; may not use any other type of spell.

Note: When playing a catfolk, unlike when playing other races, the player does not select a class—the catfolk is both a race and a class.

Dryad

Dryads are female tree-spirits born of ancient groves and sacred woods, manifesting as graceful, humanoid creatures with bark-kissed flesh and leafy locks, and living for a thousand years or more. They gain: +1 to Perception Checks, the *Herbalism* skill, and +1 Aspect. Additionally, dryads begin with the *Spell-casting (Natural)* ability and two natural spells.

Gnome

Gnomes are small, wise, and unflappable, residing in deep forests and secluded glades, and living for 300 years. They gain: +2 Magic Points, the *Arboreal* skill, and -1 to melee attacks against the gnome. Additionally, gnomes begin with the *Spell-casting (Natural)* ability and one natural spell.

Mushrooman

Mushroomen are quiet, short, and secretive, dwelling in the damp shade of the deep wood and hidden hollows, and living for untold eons. Their bodies are soft and pale, and their minds are slow but profoundly connected to the rhythms of nature. They gain: +1 Aspect; +2 Magic Points; and the *Herbalism* and *Survival* skills. Additionally, mushroomen begin with the *Spell-casting (Natural)* ability and one natural spell.

“In the blood of man there is a tide, an old sea-current rather, that is somehow akin to the twilight, which brings him rumours of beauty from however far away, as driftwood is found at sea from islands not yet discovered: and this spring-tide or current that visits the blood of man comes from the fabulous quarter of his lineage, from the legendary, the old; it takes him out to the woodlands, out to the hills; he listens to ancient song.”

– Lord Dunsany, *The Book of Wonder: The Bride of the Man-Horse*