

ET MINI GAMES

TINY TERRORS

THE BASEMENT OF DOOM



An Adventure for Tiny Terrors

Requires the use of the d20 Modern Roleplaying Game,
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Presents:

TINY TERRORS

THE BASEMENT OF DOOM

By Lee Hammock

Artwork: Corey Reid

The Basement of Doom is an adventure for the Tiny Terrors d20 Mini-Game that is designed for 4-6 characters of 1-3rd level. The adventure is set in the Robinson Household, a stereotypical suburban family but can be easily reconfigured for any house that has a kid's room, a hallway, stairs, and a basement. No floor plan is given for the house; instead it is encouraged that players use sections of their own home as the playing area and utilize toys to keep track of their characters. The difficulty of this adventure can be increased by raising the hit dice and abilities of the monsters involved, or by removing allies from the adventure such as Sparks the puppy and Buck Gordon. The adventure is configured so it can easily be used as an introductory adventure, serving as the spirit toys first adventure in the real world. Also the adventure is set in the Robinson household, a stereotypical suburban family and their 3 bedroom house, though it can be changed to other houses by simply changing some names.

Background

Matt and Sarah Robinson had led nothing but normal suburban lives for most of their childhood, spending their days at school, out playing, or home with their loving parents. Nothing particularly unpleasant or unusual happened to the Robinsons, and while the parents were thankful that their children were getting a childhood that would hopefully minimize their therapy bills later in life, Matt and Sarah were not so pleased. Growing up on tales of adventure and daring do, they tried to find what excitement they could in the nearby woods, construction sites, and other places that suburban children go that they are not supposed to. When they could not find adventures they made them up, developing complicated fantasy worlds in which their toys were the heroes and heroines of their stories. While a bit on the dull side, everything seemed to be

going okay for Matt and Sarah Robinson.

Then Matt went over to a friend's house for a sleepover, a named Robert friend who had already been harried by the Boogeyman. The Boogeyman's minions struck that night and reported back to their master what a delectable morsel of innocence Matt was. So the Boogeyman set his minions on the small boy and his sister, deploying his minions to bring them terror and fright. Robert is already protected by a cadre of skilled spirit toys, and so to avoid another protracted battle over Matt and Sarah the Boogeyman has decided to invade their house with what he hopes to be overwhelming force: a shadow dog, one of the moderately powered minions of the Boogeyman.

Since the Boogeyman has begun paying attention to Matt and Sarah the ancient spirit magics have turned several of their toys into spirit toys, but these toys are new and inexperienced. They must quickly find and destroy the shadow dog and the other minions sent by the Boogeyman. Luckily for them there are allies to be found in the most unexpected places.

The beginning of the adventure represents the first night of consciousness on the part of the PCs as they take their first steps as spirit toys, though they will not have much time to get used to their new roles. Almost immediately after they awaken Matt's room is assaulted from the closet by minions of the Boogeyman who are providing a distraction for the shadow dog to infiltrate the house. The PCs may notice the shadow dog, but dealing with it on top of the more immediate threat to Matt is likely to be too much for them. Matt's cries of distress eventually summon his parents, meaning the PCs are forced into inaction and thus cannot pursue the shadow dog until it is already in the Basement.



OVERVIEW

The next morning Matt, Sarah, and their parents are going out to breakfast and doing some shopping. The PCs overhear their plans to do so in the morning. Before they leave Matt is asked by his parents to get some things from the basement, and returns to his room terrified, informing the PCs that there is a monster in the basement. While the family is gone for the day the PCs will have an excellent chance to investigate the basement while they are gone since they will not have to worry about being spotted by adults. After the family leaves the PCs can begin exploring the house.

Even after the family leaves the house is not completely empty. The PCs find the family dog, Sparks, barking at the basement door because of the presence of the shadow dog. While Sparks will not go down into the basement without extreme measures, if the PCs think to lead the shadow dog upstairs he will attack it. Also in Sarah's room the PCs can find a possible ally in the form of an old Buck Gordon action figure that belonged Dad and he has since passed on to Sarah, who uses it as the husband of her doll. A spirit toy that once defended Dad from the Boogeyman, Buck Gordon is now little more than a shell of a spirit toy, spending his days in reverie of his past glories and cursing the day he was made to settle down and be a breadwinner. If the PCs can convince him to regain his self respect and pride he may aid them in their coming battles.

When the PCs head into the basement they find it a dark and scary place filled with shadows and strange noises. Dad has a darkroom in the basement he uses to develop pictures, meaning much of the basement is kept in permanent darkness by hanging tarps. Inside this area the shadow dog waits to destroy the toys, and after that scare Matt and Sarah night after night until they have been bled dry of spirit. When dealing with the dark room the PCs have another concern in that any significant damage to the equipment will likely be blamed on the dog or the children, neither of whom the PCs should be happy to see punished.

The Robinson Household

A stereotypical house located in Anywhere, USA, the Robinson house is one of laughter and love, though the kids find it pretty boring. Bereft of abuse or any of the darker aspects of family life, the Robinson family is not perfect but they do the best they can. The strong level of innocence possessed by the Robinson children is the primary force that attracts the interest of the Boogeyman as their unblemished natures call to him like a sumptuous feast. If allowed to carry out his plans unopposed the Robinson children will become empty shells bereft of wonder and joy, while the parents drive themselves to madness and eventually divorce trying to find a way to

bring their children back to the world. In short the future of the entire family rests on the shoulders of the spirit toys that are created to defend Matt and Sarah Robinson.

Matt Robinson

A child of nine, he is still enamored of action figures and make-believe battles fought the family room floor and the backyard. While he plays baseball, he is more interested in playing with his toys than playing sports. Matt is a brave child that is incurable inquisitive, especially about machines and how they work. While he is not outgoing he is not particularly shy, instead observing the world continually and speaking when needed. He hopes to one day be an astronaut, or a soldier, he's not sure which. Matt is extremely protective of his little sister and always tries to keep her safe. He loves his parents very much, but occasionally gets frustrated with them when they don't realize he's not a foolish child, at least in his own eyes.

Sarah Robinson

A child of seven, Sarah Robinson makes up for her brother's quiet nature in spades. Always ready with an opinion that rings with the wisdom of a child, she is constantly trying to fix the world as best she can. A peacemaker and problem solver, she rarely fights with other kids and instead tries to make sure everyone gets along. Stubborn and headstrong, she refuses to let anyone tell her she can't do something because she is a girl. She favors pants over dresses and is rarely clean for more than five minutes. She plays with dolls and action figures, usually having them form some sort of adventuring family on the go.

Mom and Dad

Caring parents who spend their time either working or with their family, they are always concerned with the wellbeing of their children. Both work and take turns with most household chores, but they try to spend as much time as possible with their children. Since Matt came home from his sleepover they have been concerned about his fits of night terrors and his general change in demeanor, becoming more scared and worried with each passing day. This behavior has only been occurring for a few days so they hope it is just a phase and that a trip to get pizza and ice cream after shopping will help him snap out of it. Mom and Dad are more unstoppable forces than NPCs in this adventure since the PCs can do nothing to really impede them.



Sparks, the Dog

The family dog, Sparks is a golden retriever that is just over six months old. Still hyper and always looking for something interesting to do, he is well loved by the family despite occasionally destroying a shoe or CD. He is extremely loyal and loves the two children, but is something of a coward. He is terrified of the shadow dog and will not attack it without considerable urging or bribes, such as the doggie treats stored in the kitchen.

Sparks (Puppy): CR 3; Large Animal; HD 4d8+20; hp 38; Mas 20; Init -1; Spd 240 in.; Defense 16, touch 8, flat-footed 16 (+8 natural, -1 size, -1 Dex); BAB +3; Grap +12; Atk +8 melee (1d8 +5, bite); Full Atk +8 (1d8+5, bite); FS 10 in. by 10 in.; Reach 10 in.; SQ Scent; AL Robinson family; SV Fort +9, Ref +3, Will +2; AP 0; Rep +0; Str 20, Dex 8, Con 20, Int 2, Wis 12, Cha 6.

Skills: Jump +9, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +10.

Feats: None

The House

The rooms of the house described below need not be placed in any specific relation to each other, and instead can be placed according to wherever the game is being played. Alternately any common three bedroom house floor plan can be used in a pinch. The rooms can be organized in whatever way is needed.

Matt's Room

Filled with action figures, construction blocks, books, and discarded clothes, Matt's room looks like a disaster area in the making. Rarely clean for more than ten minutes, its floor is littered with objects that make it difficult for any human to cross without stepping on something. For toys it is another matter and it may be traveled with ease. The main pieces of furniture in the room are a single bed, two book shelves, a toy chest, and a chest of drawers containing clothes. The walls of Matt's room are painted white, but have a large number of scuff marks, discolored areas, and dents from his more rambunctious activities. A handful of superhero posters hang on the walls with a few pictures of the space shuttle. The room also has a closet that is mainly filled with old clothes, school supplies, and toys long forgotten. Underneath the bed a number of pieces of sports equipment, such as a baseball bat and glove, are stored. The minions of the Boogeyman prefer using the closet because all the stuff under the bed makes it hard for them to move around.

There are other toys in Matt's room that have been animated as spirit toys, but are not warriors like the PCs. These other toys can act as allies to the PCs and help them out in a pinch, but are not as powerful or combat trained as the PCs. They can be found in appendix A.

Sarah's Room

Originally decorated pink and white by Mom and Dad, Sarah has since repainted it dark blue and begun painting a massive image of a castle surrounded by a forest. Sarah has worked hard to make this room hers, and in the process the frilliness instituted by her parents has largely been replaced with deep colors, bookshelves, and paintings on her walls. She does not have as many toys as Matt, instead covering her floor with paper, pencils, markers, and painting supplies. A large dollhouse she and her father made together dominates on corner of the room, in which her favorite doll and Buck Gordon live, along with Nashgul the Magic Horse. The area beneath her bed is completely empty except for some shoes.

Sarah's room has a closet as well, which is mostly filled with old clothes and some seasonal decorations of the family, like color lights and wall hangings. The Boogeyman has not yet sent his minions into Sarah's room, but if the PCs prove problematic to his plans he will likely do so through both the closet and from under the bed.

Mom and Dad's Room

Located near Sarah and Matt's room, Mom and Dad's room is clean and tidy with nary a thing to be found on the floor. Its bed is massive, its drawers and bookshelves in good condition, and has the luxury of a television set. The place has a feeling of quiet calm, as opposed to the manic energy of Matt's room or the creative flow of Sarah's room. This feeling drives most toys and Boogeyman minions away from Mom and Dad's room, though it may be a good place for the toys to hide if things get rough.

The Hall

Any room that connects several of the other rooms together may be designated as the hall. It is little more than an empty space connecting other rooms, but it is always a bit darker than the rooms it connects to, especially at night. It can provide quite the terrifying obstacle when a child tries to run to their parents.

Living Room

One of the central rooms in the Robinson house, the living room is where the family spends much of their time when together.



Outfitted with several shelves, a sofa, a few chairs, and a television set it can easily accommodate the Robinson family. A handful of toys from each child's room can be found here most of the time, some of which may include the spirit toys from Matt's room.

Kitchen

The kitchen is a wall-papered room covered in linoleum flooring that was washed the morning after the Boogeyman minions invade the Robinson home. Toys taking a double move on the kitchen floor must make a Balance check (DC 11) or fall prone after half their movement. The kitchen contains a refrigerator, microwave, and other common appliances in addition to food, plates, and utensils. These are stored in the pantry, a large closet on one end of the kitchen, or in cupboards, drawers and shelves around the kitchen. Reaching the top of the counters requires a Climb check (DC 20). Also the dog treat for Sparks can be found on one of the counters, and grant a +8 bonus to Handle Animal or Ride checks made regarding Sparks.

The Stairs

Leading from the ground floor of the house to the Basement, these stairs pose little threat or difficulty for humans but for toys they are another matter. Each step is eight inches tall, meaning spirit toys will probably have to make Climb or Jump checks to get up them safely. Climbing the stairs requires a Climb check (DC 5).

The Basement

Located beneath the ground floor of the house, the Basement is a dark and shadowy place filled with boxes, old furniture, and other cast aside objects. The only light to be had in the basement is from a handful of partially blocked and dirty windows looking into the yard and a number of bare light bulbs attached to the rafters that are activated via a pull string. The strings hang four feet off the ground, making them difficult for the toys to reach. This means the spirit toys will have a difficult time seeing unless they bring their own light sources, especially if they are in the basement after dark. Before the arrival of the shadow dog the basement was merely creepy and Matt and Sarah did not like spending time in it alone, but after the arrival of the shadow dog the basement becomes noticeably darker and creepier. If the shadow dog is allowed to remain it will steadily become more and more terrifying, eventually even affecting Mom and Dad to the point where they won't want to go down there.

The basement is mostly filled with boxes and furniture, much of which will require the toys to make Climb checks to get around. There are a number of cabinets and shelves holding old

books, tools, and other objects as well. There is little clutter or mess on the floor since Mom and Dad keep the place relatively clean and the kids do not play down here very much. There are many places to hide though behind the many boxes and other items, making it an ideal place to set an ambush. The floor is concrete.

Part of the basement is sectioned off into a darkroom by Dad so he can develop pictures.

The Dark Room

Taking up roughly a fifth of the basement, the dark room is partitioned off from the rest of the basement with tarp that has been attached via nails and staples to the rafters in the ceiling. The tarp is heavy duty tarp, having a hardness of 2 and 5 hit points per square inch. The tarp may be scooted under with little difficulty by any toy of Large size or smaller since it is not secured to the floor. Larger toys must spend a move action to get through the tarp without getting tangled up. There is also an entrance to the darkroom cut in the tarp in the form of a slit that can be entered without difficulty.

The inside of the dark room is completely black with no light from outside reaching past the tarp. There are two light bulbs attached to the ceiling in the dark room that are activated by a pull string, but both light bulbs are covered in red filters that stop it from damaging undeveloped film. When illuminated by the red light characters can see up to 100 inches within the room but all targets gain 9/10^{ths} concealment due to the poor lighting. The dark room has counters built at waist level for an adult against all the walls that contain sinks, shelves, and photography supplies including toxic chemicals. These chemicals are kept in plastic bottles that have a hardness of 5. If struck and the hardness is penetrated the chemicals will spill out, and each container has a 25% of containing a chemical that will do 1d6 points of acid splash damage to anything within 5 feet, though characters can make a Reflex save (DC 12) for half damage. Underneath the counters are trash cans, storage boxes, and other supplies. There is also a work table at the center of the room that contains some film in the process of being developed. The floor is mostly clean except for under the tables or counters, where it is filled with boxes and containers.

THE ADVENTURE

Introduction

If the PCs are brand new characters, this adventure can be used as their introduction to the world of Tiny Terrors and take place directly after they awaken as spirit toys. If this is the case read the following text aloud to the PCs.

You're not sure where you were before now, but now you are here. You all awaken to find yourself on the floor of an immense chamber, sheets, toys, and clothes cast about in random piles around you. The entire room is dark, the only light coming from a small crack beneath a massive door on one side of the room and a nightlight plugged into an electrical socket a short distance away. You're not sure how you can identify such a thing as a nightlight or an electrical socket, but your mind seems to easily grasp what is around it though you are sure you have never seen such things before. A bed of gigantic size sits a short distance away and several bookcases stand against the walls. A closet door hangs halfway open on one side of the room, within it only darkness is visible. Models, toys of war, and a handful of stuffed animals peek out among the books while pictures of animals and flying machines cover the walls.

A short carpet lies beneath your body, but the body itself is a new experience. Physical form seems like a new sensation, or at least one that has not been felt in some time. As you sit up from where you lay you see several other toys in the area doing the same thing. It seems you are not alone.

As you survey the scene from a standing position a noise comes from the bed, and with a second inspection you can see a human child sleeping in it under a number of covers. While your size is negligible compared to the child you know at this instant the purpose for your existence: you must protect this child who is known as Matt.

Give the PCs some time to get acquainted with each other before continuing. Some of the other spirit toy NPCs from Appendix A are also present. Once the PCs have basic introductions out of the way spring encounter 1 on them so they can get started with a bang.

If the PCs are more experienced and this is not their first mission, skip to encounter 1.

Encounter 1: Diversion and Invasion

As the first step towards stealing the innocence of the Robinson children the Boogeyman sends a handful of scramblers into Matt's room from under the bed, hoping to distract the PCs long enough for the shadow dog to sneak in from the closet. The

scramblers are basically on a suicide mission, but if they can scare Matt all the better. This encounter should happen suddenly, catching the PCs off-guard as much as possible. Read the following text aloud.

The evening appears quiet as Matt sleeps in his bed, though his occasional bouts of mumbling and tossing indicate he may not be having such a quiet night. The other toys in his room all look concerned over what may be nightmares, but over the occasional squeaking of his mattress you begin to hear another sound: something skittering over carpet. Just as you start to zero in on the noise a swarm of six legged, spider-like creatures spring out from under the bed, spreading out across the floor towards you and your fellows. At the sudden noise Matt awakens and looks down at the creatures now crawling all over his room.

There are number of scramblers equal to the PCs +4 and they will target the PCs and other spirit toys as they try to distract them. They will not break off their attack under any circumstances and will try to charge any target in range, only changing targets when their current target is disabled. They are here to be seen and will not try and hide or run away.

After two rounds of combat with the scramblers the shadow dog will enter the room through the closet and make and break from the room through the door to the hall. This will require one round to move from the closet to the door, and one round to open the door and move through it. The shadow dog will do this while using its shadowblend power and PCs will have to beat its Hide or Move Silently checks with Spot or Listen checks respectively to even notice its passing. If attacked it will try and flee the room, knowing that it is outnumbered here. The shadow dog is carrying its focus shadow in its mouth. The focus shadow is a special piece of solid shadow that the shadow dog can use to reform his body when destroyed, and the most efficient way of destroying it exposing it to direct light. It is detailed fully in Appendix C.

After four rounds of combat unless Matt is distracted from the combat by one of the toys he will call for his parents, who arrive three rounds later. If Matt is distracted he will remain quiet through the fight. If Mom and Dad enter the room all the scramblers disappear immediately as they are forced back to the realm of the Boogeyman, and the toys are under the normal rules for acting in sight of an adult, though toys that are out of sight, such as those that were fighting under the bed, may continue moving as normal.

If the PCs manage to detect the shadow dog, defeat it, and destroy its focus shadow they cut off the threat of the shadow dog at the root and basically win the adventure in the first encounter. Bully



for them.

When the fight ends, either by the PCs defeating all the scramblers or by Mom and Dad entering the room, Matt is scared but with comfort from either his toys or his parents he will get back to sleep. The PCs can try and make Diplomacy or Perform checks (DC 15) to lull him back to sleep. Once asleep again he sleeps until morning and nothing else happens this evening. If the PCs want to go after the shadow dog tonight they may, it just speeds up the timetable of the adventure and puts them in the disadvantageous position of fighting it in the dark. The adventure is written with the assumption that they wait until daylight.

NPCs

Scramblers: CR 1/2; Small Magical Beast; HD 1d10+1; hp 7; Mas 13; Init +2; Spd 30 in.; Defense 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); BAB +1; Grap -3; Atk +2 melee (1d4, bite); Full Atk +2 melee (1d4, bite); FS 5 in. by 5 in.; Reach 5 in.; SQ Darkvision, scramble; AL Evil, Chaos, Boogeyman; SV Fort +3, Ref +4, Will +0; Spirit 1; Rep +0; Str 11, Dex 15, Con 13, Int 5, Wis 10, Cha 6.

Skills: Climb +4, Jump +4, Spot +2.

Feats: None

The abilities of the shadow dog are listed in appendix C.

Encounter 2: The Next Morning

Matt gets up around seven the following day, which is a Saturday. After playing with his toys for a few hours, (restoring 1d4 Spirit to all the PCs plus any bonuses from feats) Matt and the family plan to head out for some shopping and pizza. Shortly before they leave Matt's mother comes into his room to ask Matt to get some old baby clothes from the basement that Mom wants to drop off with a friend while they are out running errands. Matt does so immediately, leaving his toys behind, and returns to his room a few minutes later looking shocked. Read the following text to the PCs.

Matt left a few minutes ago to get something from his basement at the request of his mother, so you and the other toys have spent the time talking about the excitement last night. While debating exactly what those creatures were Matt returns looking slightly pale and obviously shaken. He sits on the bed without looking at any of you, and says "There is a monster in the basement," with a creepy, even toned voice that is little more than a whisper. "A big dog. In the dark. In the basement."

If the PCs make a Sense Motive or Treat Injury check (DC 10) they can tell Matt has suffered spirit damage, though the damage is not severe. With a Diplomacy check (DC 10) the PCs can calm Matt and get more information out of him. He tells them that he went into the basement to get some old baby clothes for his mother and a large black dog came out of the dark room after he had the clothes and chased him up stairs, only stopping when he was back on the ground floor. The dog was not very large, but it has big scary teeth and claws and it seemed to be able to blend into shadows. Matt does not seem thrilled about the prospect of going back into the basement, but before the PCs can get much more out of him he has to leave with his family.

The other toys recommend to the PCs that they use the opportunity of the family being gone to explore the house, go to the basement, and kill this dog monster before it does more damage to Matt. They are willing to help, but they are not combat trained like the PCs. Once the PCs leave Matt's room they can explore the house at their leisure. Encounters 2a and 2b introduce possible allies to the PCs and can be run in almost any room of the house. If the PCs do not need any assistance, skip to encounter 3.

Encounter 2a: Puppy Love

The Robinson's puppy Sparks is a possible ally for the PCs, particularly if they have a Lost Toy skilled in Handle Animal. This encounter can be run in any room of the house, but the hall and living room are the areas that Sparks spends the most time in. When the PCs encounter Sparks read the following text aloud.

The silence of the house is suddenly replaced with the increasingly loud patter of feet and the sound of panting. Tearing around a corner up ahead, a small dog comes running into view, obviously excited just to be alive. It stops a few dozen inches in front of you and begins barking. Its barks do not seem hostile, but it clearly is unsettled by your presence.

When encountered by the PCs Sparks is a little of afraid of them, but is more curious than afraid. A Handle Animal check (DC 15) is required to calm him down so he stops barking. If not calmed down Sparks will bark and run away from the PCs, causing lots of noise in the process which may attract the attention of Mom and Dad if they are home, though he will not follow the PCs into the basement. If the PCs do successfully calm Sparks he will take a liking to them and follow them around, trying to be helpful where possible but is usually more destructive than helpful as he knocks things over or trips over himself. He may try to get the PCs to give him a doggy



treat if they will follow him into the kitchen. Sparks will not help the PCs fight the shadow dog unless they succeed at an Animal Handling check (DC 25) to get him into the basement. If this is successful he will attack the shadow dog if it attacks one of the PCs, but will not charge it except in defense of himself or his new found friends. Sparks can be ridden by toys with the Ride skill, but inflicts a -2 penalty on Ride rolls due to his rambunctious and energetic nature.

NPCs

Sparks stats are listed in the section describing the Robinson family.



Encounter 2b: Meeting Buck Gordon

Buck Gordon and Nashgul the Magic Horse are both toys that belong to Sarah Robinson that are also spirit toys. Buck Gordon is an old action figure of Dad's that became a spirit toy in his childhood to defend him from the Boogeyman, while Nashgul was a gift from a friend of Sarah's who had been troubled by the Boogeyman in the past. Buck Gordon is a pulp spare hero who has fallen on hard times, while Nashgul is a coal black steed covered in spiked armor and reeking of evil that has been adopted by a little girl who insists that Nashgul is a baby unicorn. Neither is thrilled with their lot in life, but both may be allies of the PCs. This encounter can be run anywhere, but the two are usually found in Sarah's room or the living room.

Read the following text aloud to the PCs.

From up ahead you hear what sounds like a pained moan coming from the other side of a pile of crayons and painting supplies. As you round the pile you see a large black horse toy covered in spiked black armor and with glowing red eyes standing over the body of what looks to be an old action figure. The action figure looks to have been painted and repainted several times. Guessing what his original color scheme was at this point seems to be impossible; now he is covered in a surprisingly well done red and white uniform with black belts and highlights. He turns his square-jawed face towards you and groans again, saying "Great, now I get to add public humiliation to my problems."

Both Buck Gordon and Nashgul are spirit toys who feel they have lost their way in the battle against the Boogeyman. Instead of being on the frontlines of the struggle to protect children they have been stuck here, without any minions to fight since the Boogeyman did not become interested in the Robinson's until recently. They have gone from being warriors to being the art projects of a little girl, and neither is happy with the situation. They have turned dark and bitter over their lots in life and are not interested in helping the PCs, instead fearing they would simply mess things up and preferring to wallow in their misery.

The PCs can try to convince both that they can still contribute to the war against the Boogeyman, and remind them that being the toy of a little girl is still an important job. Basically if the PCs can help these two remember what it is to really be a toy and realize caring for children is their top concern instead of their ego the PCs can help these to get their hearts back in the battle. If possible this should be role-played out instead of relying on die rolls, and



should not be particularly easy. If the PCs manage to convince the two to rejoin the fight they can accompany the PCs into the basement, or maybe show up at a dramatically appropriate moment to provide needed reinforcements. These two NPCs are higher than first level, so the GM should make sure they do not overshadow the PCs. While they are more experienced they do not trust their instincts currently and will rely on the PCs for direction, following their orders.

If the PCs are able to rouse Buck Gordon from his lethargy and tell him what they are up to, including a description of the monster they are hunting being a shadowy dog, he will be able to tell them the basics of the abilities of a shadow dog because he has dealt with them before. This includes the need to destroy the focus shadow in order to destroy the beast permanently.

NPCs

Buck Gordon and Nashgul are described in Appendix B.

Encounter 3: Going Down

The PCs finally reach the stairs heading down into the basement, but the shadow dog has used his summon mange rat ability to summon several mange rats and some of them are at the top of the stairs keeping an eye out for the PCs.

When the PCs enter the stairs read the following text aloud.

Before you stretch the stairs leading to the basement. Hundreds of inches high, they are an impressive sight. The darkness of the basement below is not complete, but halfway down the stairs everything is enveloped in shadow. It does not seem a very inviting place. On the right hand side of the stairs a wooden handrail feeds into the darkness, which suddenly seems less dark. Several pairs of glowing red eyes appear on the hand rail and begin crawling up it, revealing themselves to be large, black furred rats once they reach the light. They hiss at you and charge up the handrail towards you.

On the first round of combat the mange rats leap from the hand rail and towards the PCs, gaining a +4 bonus to damage on their charge attacks but taking 1d6 damage from the fall. There are three mange rats and they will fight until two are disabled. The third will then flee down the stairs in the hopes of alerting the shadow dog that the PCs are coming. If possible the mange rats will try to bull rush the PCs off the stairs, forcing them down into the darkness. There are twenty steps in total and if a PC is pushed all the way to the bottom the shadow dog will pounce on them.

Encounter 4: Box Trouble

Assuming the PCs head down the stairs after defeating the mange rats they find the basement dark and foreboding.

Read the following text aloud.

From the bottom of the stairs the basement looks no more inviting than it did from the top. The concrete beneath your feet is chilly to the touch and the air has an oppressive, stuffy quality. The only light comes from a couple of dirty and dingy windows half blocked by boxes and bookshelves, meaning most of the basement is covered in shadow. In one corner the darkness is more solid as some manner of tarp or curtain hangs, partitioning off that area. Sounds of movement echo in the distance, but their source is impossible to determine. It does not seem like a good place to fight a battle.

Suddenly the hanging trap moves deliberately, obviously motivated by something other than the wind. There is something inside it, but what it is impossible to tell. Between you and it are a number of boxes that have been stacked almost ceiling high.

The shadow dog is a cunning creature and it has prepared several defenses for the PCs, the primary one being the stacked boxes. These stacked boxes are between the PCs and the darkroom, though the PCs may try to go around them. This either requires a Climb check (DC 20) to climb over several large boxes or a Strength check (DC 20) to push them out of the way, which only one character needs to make.

The shadow dog has another mange rat hidden among the boxes that will try to push them over on the PCs. There are ten piles of boxes, each 10 in. by 10 in., and when one is pushed over all PCs within 15 in. of that box must make reflex saves or take 1d10 damage and be trapped beneath the boxing, requiring an Escape Artist or Strength check (DC 10) to escape. Each knocked over pile of boxes has a 30% chance to knock over any nearby boxes. The mange rat will try and remain hidden while pushing over boxes on the PCs while remaining unseen. If most of the PCs get trapped in by falling boxes the mange rat rushes to attack and will try and get the shadow dog to come out and attack to by squeaking madly. If the PCs slay the shadow dog outside the dark room the shadow dog will reform at its focus shadow in 1d10 minutes.



Encounter 5: Final Battle

Even though the PCs may have destroyed the physical form of the shadow dog, it will continue reform and terrorize the Robinson household until its focus shadow is destroyed. The focus shadow is hidden in the darkroom, and so the PCs must eventually go there to end the shadow dog permanently. If the PCs do not realize this Buck Gordon can tell them, assuming they have managed to get him motivated. If not they will have to kill the shadow dog repeatedly until they figure out what is going on.

When the PCs enter the darkroom read the following text aloud.

On the other side of the hanging tarp is almost complete darkness. Only the barest shapes can be made out in the darkness. The room has several large tables against the walls and one in the center. All the walls are covered in black tarp with only small bits of light sneaking underneath. Numerous jugs and boxes sit under the tables, and somewhere in the background you can hear something moving.

The shadow dog will try to lure the PCs into the darkroom and split them up if possible, picking off stragglers as best it can. If the PCs refuse to fall for this after a few minutes it will charge the PCs, attempting to take down the most threatening character first, which will be Sparks if he is here. The shadow dog will not concern itself overmuch with surviving, sure that the PCs will not find the focus shadow. The focus shadow is hidden behind some boxes on the floor, taking a Search check (DC 20) to find. The easiest way to find it may be to wait for the shadow dog to reform as the area around the focus shadow becomes darker than normal when the shadow dog is about to appear.

Once the focus shadow is destroyed the shadow dog cannot reappear, so assuming he is slain again the PCs have won. After the focus shadow is destroyed the shadow dog will try to flee back to Matt's closet, and the PCs will probably have to ride Nashgul or Sparks to keep up with him.

The Aftermath

Assuming the PCs eliminate the focus shadow and slay the shadow dog the immediate plans of the Boogeyman are ruined, though he will have other plans up his sleeve. The PCs will have to face other threats in the days ahead and they will probably have to protect Sarah as well as Matt, but the first battle is theirs. Also they have found possible future allies in Buck Gordon, Nashgul, and Sparks. In addition other toys of Sarah's may awaken, creating allies or rivals for the PCs. While Matt is reluctant to go into the basement for a few days he eventually gets over this and is none the worse for wear in the long term.

If the PCs do not destroy the focus shadow the shadow dog will continue chasing Matt and Sarah any time they enter the basement. It will hide in the darkroom any time Mom or Dad come down, avoiding their sight and thus not being forced to return to the Nightmare Realm. The PCs had best make a return trip to the basement to deal with the shadow dog if they want Matt and Sarah to retain their innocence. Over time the shadow dog's power will grow as it create more mange rats and the Boogeyman sends reinforcements, so the PCs may eventually need to call on the toys of Matt's friends for aid.

APPENDICES

Appendix A: Toys in Matt's Room

A handful of other toys in Matt's room awaken as spirit toys along with the PCs, making up a backdrop of friendly NPCs for them to interact with. These NPCs are not combat trained for the most part and instead can provide support like information, equipment, and healing. They should never take the spotlight from the PCs and instead assist them when needed, otherwise fading into the background.

Brown Bear

A small stuffed bear from Matt's early childhood, Brown Bear knows much of the ways of animals and has been selected by Sparks to be a chew toy several times since he arrived. Brown Bear has taken this in stride and now has a special fondness for Sparks. He is a slow and deliberate creature, not the brightest mentally but well meaning and dedicated. He knows little of fighting, but may be able to help in dealing with Sparks. In combat he will try to do his best, which isn't much.

Brown Bear (Lost Toy (Ordinary) 1): CR 1; Medium Animal (Stuffed Animal); HD 1d6+2; hp 6; Mas 15; Init -1; Spd 30 in.; Defense 13, touch 10, flat-footed 13 (-1 Dex, +3 natural, +1 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, claw); Full Atk +1 melee (1d6+1, claw); FS 5 in. by 5 in.; Reach 5 in.; SQ; AL Matt Robinson; SV Fort +3, Ref -1, Will 4; Spirit 8; Rep +0; Str 12, Dex 8, Con 15, Int 8, Wis 16, Cha 13.

Skills: Handle Animal +5, Ride +3, Survival +7, Treat Injury +7.

Talents: None

Feats: Animal Affinity, Guide, Track

Accessory Feats: Natural Armor, Natural Weapons, Scent, Simple Weapon Proficiency.

Doc

An action figure from the Action Force toy line, Doc is a soldier toy without a gun. Instead he has a medical bag and does his best to live up to the limitations the Geneva Convention places on medics. He is more than willing to charge into a raging battle to heal the wounded, but will not attack another creature even in self defense. Always busy and calm in any situation, he does everything with military discipline.

Doc (Lost Toy (Ordinary) 1): CR 1; Medium Humanoid (Action Figure); HD 1d6+2; hp 6; Mas 15; Init +1; Spd 30 in.; Defense 16, touch 12, flat-footed 15 (+1 class, +1 Dex, +4 armor); BAB +0; Grap +1; Atk +1 melee (1d3 nonlethal, punch); Full Atk +1

melee (1d3 nonlethal, punch); FS 5 in. by 5 in.; Reach 5 in.; SQ; AL Matt Robinson; SV Fort +3, Ref +2, Will +3; Spirit 4; Rep +0; Str 12, Dex 12, Con 15, Int 12, Wis 15, Cha 6.

Skills: Craft (Pharmaceuticals) +8, Drive +5, Repair +5, Sense Motive +6, Spot +6, Treat Injury +8.

Talents: None.

Feats: Archaic Weapons Proficiency, Medical Expert, Simple Weapons Proficiency, Surgery.

Accessory Feats: Armor (Faux Leather), Backpack, Tools, Walkie Talkie.

Rob Angle

Rob Angle came with a set of construction blocks that are a knockoff of one of the more popular types of building blocks, but luckily his blocks are interchangeable with the leading block types. This second class nature has created something of a competitive streak in Rob as he is always looking to prove himself. While Rob is skilled in engineering and building things, he did not come with any type of weaponry and thus is lacking in combat effectiveness. He avoids combat where possible, instead trying to overcome difficulties by building gadgets from his blocks.

Rob Angle (Learned Toy (Ordinary) 1): CR 1; Small Construct (Constructive); HD 1d6; hp; Mas; Init +2; Spd 20 in.; Defense 13, touch 13, flat-footed 11 (+1 size, +2 Dex, +0 class); BAB +0; Grap -6; Atk -2 melee (1d3-2 nonlethal, punch); Full Atk -2 melee (1d3-2 nonlethal, punch); FS 5 in. by 5 in.; Reach 5 in.; SQ Block body, construct traits; AL Matt Robinson; SV Fort +0, Ref +2, Will +4; Spirit 6; Rep +0; Str 6, Dex 14, Con 10, Int 17, Wis 14, Cha 11.

Skills: Computer Use +9, Craft (Electrical) +7, Craft (Mechanical) +7, Craft (Structural) +7, Drive +6, Investigate +7, Knowledge (Arcana) +7, Knowledge (Physical Sciences) +7, Knowledge (Technology) +7, Repair +9, Research +7, Search +7.

Talents: None.

Feats: Gearhead, Simple Weapon Proficiency, Surface Vehicle Operation (Block Device), Vehicle Expert.

Accessory Feats: Darkvision, Tools.

Block Pool: 4 structure blocks, 2 wheel blocks, sensor block, engine block, deflector block, armor block

Block Limit: 2 structure blocks, 2 wheel blocks, 1 sensor block, 1 engine block

Action Pete

Part of the same Action Force toy line as Doc, Action Pete is a master of disguise who came with a wide variety of equipment to



infiltrate posh society dinners and enemy headquarters, but both of these environments are in short supply in the Robinson household. Trained to disguise himself and infiltrate security systems, Action Pete finds his skills woefully unused in his current situation, and tends to complain about this often. He has little combat training, but is always more than willing to throw himself in danger's path, just as long as he feels useful.

Action Pete (Playing Toy (Ordinary) 1): CR 1; Medium Humanoid (Doll); HD 1d6-1; hp 3; Mas 8; Init +1; Spd 30 in.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, punch); Full Atk +0 melee (1d3 nonlethal, punch); FS 5 in. by 5 in.; Reach 5 in.; SQ: AL Matt Robinson; SV Fort +0, Ref +2, Will -1; Spirit 7; Rep +2; Str 10, Dex 13, Con 8, Int 16, Wis 8, Cha 17.

Skills: Bluff +9, Diplomacy +9, Disable Device +5, Disguise +9, Hide +7, Intimidate +7, Move Silently +6, Search +7, Sense Motive +3.

Talents: None

Feats: Deceptive, Simple Weapon Proficiency, Stealthy, Trustworthy.

Accessory Feat: Armor (Faux Leather), Backpack, Borrower, Color Change.

Pirate Jim

A recent addition to Matt's room, Pirate Jim is an action figure with a peg leg, an eye patch, and problems over-pronouncing the letter R. Unlike the other toys listed here he is always looking for a fight, though his combat skills are nothing to brag about. Instead he gets by on bluster and luck, and he has an annoying habit of claiming other people's successful actions as his own.

Pirate Jim (Missing Toy (Ordinary) 1): CR 1; Medium Humanoid (Action Figure); HD 1d8+2; hp 7; Mas 15; Init +2; Spd 30 in.; Defense 19, touch 15, flat-footed 17 (+2 Dex, +4 armor, +3 class); BAB +0; Grap +2; Atk +2 melee (1d8+2, cutlass), +2 ranged (2d8, heavy pistol); Full Atk +2 melee (1d8+2, cutlass), +2 ranged (2d8, heavy pistol); FS 5 in. by 5 in.; Reach 5 in.; SQ: AL Matt Robinson; SV Fort +2, Ref +3, Will -1; Spirit 4; Rep +0; Str 14, Dex 15, Con 15, Int 8, Wis 8, Cha 12.

Skills:

Talents: None

Feats: Archaic Weapons Proficiency, Confident, Personal Firearms Proficiency.

Accessory Feats: Armor (Faux Leather), Melee Weapon (Cutlass), Ranged Weapon (Heavy Pistol), Voice Box.

Appendix B: Sarah's Toys

The following two spirit toys belong to Matt's sister Sarah and can become allies over the course of the campaign. Unfortunately when the PCs initially meet them both have veered far from where they thought their existence would take them, and are wallowing in self-pity as opposed to getting active and changing their lives. Unless the PCs can motivate them they will likely continue to wallow until they are destroyed.

Buck Gordon

Now over thirty years old, Buck Gordon is an action figure based on what is currently an unpopular science fiction hero, but was once one of the biggest names in television, serials, and movies. In his earlier days Buck Gordon was owned by Dad and protected him from a foray from the minions of the Boogeyman long ago. Buck has spent most of the years between then and now in storage, and is more than a little bitter over the experience. His recent freedom has landed him in the care of Sarah Robinson, who continually paints him to change his appearance and has him riding a magic horse instead of a rocket pack.

Buck Gordon is deeply bitter and resentful towards his current position in life, thinking that he did his duty and then was cast aside into storage for decades, only to be handed to a girl who wouldn't know a laser rifle if it fell on her, at least in Buck's eyes. Buck has not made any attempt to adapt to his situation, or to see that the child who now owns him is a creative, vibrant creature worthy of his protection. Hopefully the PCs can bring him out of his funk.

Buck Gordon (Defender Toy 3): CR 3; Medium Humanoid (Action Figure); HD 3d8+9; hp 23; Mas 16; Init +2; Spd 30 in.; Defense 19, touch 14, flat-footed 17 (+2 Dex, +5 armor, +2 class); BAB +3; Grap +5; Atk +5 melee (1d3+2 nonlethal, punch), +5 ranged (2d8, heavy pistol); Full Atk +5 melee (1d3+2 nonlethal, punch), +5 ranged (2d8, heavy pistol); FS 5 in. by 5 in.; Reach 5 in.; SQ DR 1/-; AL Sarah Robinson; SV Fort +6, Ref +3, Will +1; Spirit 9; Rep +; Str 14, Dex 14, Con 16, Int 11, Wis 10, Cha 10.

Skills: Drive +8, Pilot +8, Ride +3, Spot +3, Treat Injury +4.

Talents: Empower Melee Weapon, Improved Empower Melee Weapon

Feats: Personal Firearms Proficiency, Point Blank Shot, Top of the Toy Box.

Accessory Feats: Armor (Heavy Faux Leather), Die Cast Construction, Flight, Increased Ability, Ranged Weapon (Heavy Pistol).



Nashgul the Magic Horse

Nashgul was a gift to Matt as a birthday present, but has sense been appropriated by Sarah for her own use. Nashgul is based on the horse of a villain from a popular fantasy movie, and thus has a particularly surly disposition, but Sarah is having none of that. She insists he is a unicorn that is waiting for his horn to grow in and plays with him like he is one of the good guys, which annoys Nashgul to no end. Nashgul is not really a bad guy, but he likes people to think he is, and thus is often unnecessarily rude or condescending. Initially he is more interested in demonstrating his bad attitude than being helpful, but deep down like all spirit toys he wants to protect children. If the PCs are able to encourage this side of his personality and try to show him being good does not make him a sissy he may prove to be a useful ally.

Nashgul is not as experienced as Buck Gordon, having animated about the same time as the PCs as a response to this incursion from the minions of the Boogeyman. His awakening is something of an accident as toys of Matt's were supposed to be infused with spirit, though he belongs more to Sarah now. It seems spirit magic does not consider possession nine-tenths of the law. Nashgul has spent much of his time outside playing horses with Sarah, and thus knows more about the outside world than most toys.

Nashgul (Yard Toy 1): CR 1; Large Animal (Stuffed Animal); HD 1d10+3; hp 9; Mas 17; Init +1; Spd 40 in.; Defense 14, touch 11, flat-footed 13 (-1 size, +1 Dex, +3 natural, +1 class); BAB +0; Grap +6; Atk +2 melee (1d6+2, bite); Full Atk +2 melee (1d6+2, bite); FS 10 in. by 10 in.; Reach 10 in.; SQ DR 1/-; AL Sarah Robinson; SV Fort +4, Ref +1, Will +2; Spirit 7; Rep +0; Str 14, Dex 13, Con 17, Int 8, Wis 14, Cha 6.

Skills: Intimidate +2, Jump +4.

Talents: Damage Reduction 1/-

Feats: Weapon Focus (Bite)

Accessory Feats: Natural Armor, Natural Weapons, Size, Speedx2

Appendix C: The Shadow Dog

The Shadow Dog

While definitely not one of the most powerful minions of the Boogeyman, shadow dogs are some of the most effective at infiltration and spreading fear. They can reform when destroyed, summon mange rat minions, and are very adept at sneaking past even watchful spirit toys. They are no match in a straight fight for even moderately experienced spirit toys, but they do everything in their power to avoid straight fights. They set up elaborate ambushes, use their mange rat minions to create delays, and try to set up their lairs far from the home turf of any nearby spirit toys.

Shadow dogs are mean, spiteful creatures that enjoy scaring children but rarely harm them directly. Instead they chase them, send mange rats into their room at night, and destroy favored toys when possible. They always avoid adults and family pets, with cats having a special hatred for shadow dogs. While most cats will attack shadow dogs on sight dogs are usually scared of shadow dogs and avoid them.

Species Traits

Focus Shadow (Su): Each shadow dog has a small blob of solid shadow, roughly five inches across, that is the focus of its power. If the shadow dog is disabled it immediately disappears and ten minutes later it reforms at his focus shadow, though it takes one point of Constitution damage in the process. This process cannot be stopped or interrupted short of destroying the focus shadow, which is difficult because it is solid shadow and most shadow dogs hide their focus shadow in dark places. The focus shadow has a defense of 5, a hardness of 2, and 10 hit points. If it is exposed to direct light, such as from a flashlight, it suffers 1d8 points of damage each round. If exposed to sunlight it is instantly destroyed.

Growth (Su): For every five spirit the shadow dog consumes it hit dice increase by +1 and the rest of its abilities improve accordingly. At eight hit dice it becomes Huge in size.

Light Sensitivity: Shadow dogs suffer a -1 penalty to all attack rolls, skill checks, and saving throws when exposed to direct light, such as that from a lantern, flashlight, or light bulb.

Shadowblend (Su): When standing completely in a shadow the shadow dog can meld into the shadows as a move action. While melded into shadows the shadow dog gains a +8 bonus to Hide and Move Silently checks, a 50% miss chance for attacks directed against to due to concealment, and it may pass through solid objects at will. If the shadow dog is exposed to direct light this ability automatically



ends.

Summon Mange Rat (Su): Shadow dogs may summon a mange rat from the Nightmare Realm to assist it as a minion. This process consumes one of the shadow dog's Spirit and takes a full round action to perform, which provokes an attack of opportunity. The mange rat remains until it is destroyed and follows the verbal commands of the shadow dog as best it can.

Shadow Dog: CR 3; Large Magical Beast; HD 3d10+9; hp 26; Mas 16; Init +1; Spd 80 in.; Defense 16, touch 10, flat-footed 16 (-1 size, +1 Dex, +6 natural); BAB +3; Grap +11; Atk +6 melee (1d8+4, bite); Full Atk +6 melee (1d8+4, bite) and +1 melee (1d6+2, 2 claws); FS 5 in. by 5 in.; Reach 5 in.; SQ Focus shadow, growth, light sensitivity, shadowblend, summon mange rat; AL Boogeyman; SV Fort +6, Ref +4, Will +3; Spirit 8*; Rep +0; Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 14.

Skills: Hide +6, Intimidate +8, Move Silently +10.

Talents: None

Feats: Stealthy

*The shadow dog in the adventure has expended 4 spirit creating mange rats, but in scaring Matt the morning after it arrived he regained these lost points.



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TINY TERRORS

THE BASEMENT OF DOOM

An Adventure for Tiny Terrors Characters

A young boy named Matt must be protected. And there's nobody to do it but you.

You're not sure who – or what – you are. All you know is little Matt's in danger.

There's something rattling the closet door. Something that wants out. Something that wants what Matt's got. You're standing in the way. You've got to defend this innocent child from whatever is lurking in the dark. In the shadows. In the Basement.

And your sword is made out of plastic.

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