

Tinyblin Empires

Pavlar exhausted his resources in the Tinyblin Unification Wars and now turns to the adventurers. Theo betrayed Pavlar in the Battle of Twisted Oak, leaving him golem-less. His wondrous monument in the south would rally all Tinyblins to Pavlar, but he needs help to supply and defend it. He offers his best artisans, will award any loot found, and share his map of the forest. Jarl Bar, Meblis Khan, and Petty King Theo still have soldiers from the last skirmish protecting their border claims.

Tinyblins are industrious, thumb-sized, teal humanoids that love their giant (to them) mechanical golems, so their **Buildings** are sized to match. Countless Tinyblins work the lands and pilot dozens of Worker Golems. They are neutral and avoid battles. Villagers and Workers are scattered throughout.

Monuments build in 3 rounds and win after 5 more. Pavlar first needs 1000 each: wood sticks, tiny stones, and gold nuggets. Collect piles, chop, dig, or pillage. Piles: $[1d3+2] \times 50$. A skill check harvests/pillages up to $[5 \times \text{result}]$ per round. Pillage 0HP **Buildings** and golems: **Camps** [100 wood] **Towns** [200 wood & 100 gold] **Castle** [500 stone] Golems [10 gold/HD]

- If his **Monument** is reduced to 0HP, Pavlar can rebuild, but Theo has started a **Monument** behind his **Castle**. Destroy it!
- Theo sends his offer, "Defend me instead, and I shall reward you with 12,000 gp" and builds 6 **Ironbound** to defend.
- If betrayed, King Pavlar builds a **Town** and fields all **Soldier** types from the monument scraps. **Specialty** is all three **Soldiers**.
- Otherwise, Pavlar restarts construction and grants his reward when Theo is destroyed: the *Tinyblin Portable Workshop*.
- If Theo wins, he won't pay. Instead, he exiles the adventurers as "enemies of the Tinyblin Empire". 7 **Ironbound** step forth to "escort" the adventurers out. He pilots the golden **Ironbound** in the front: 14HD (90 HP).
- Bar and Meblis send soldiers to attack the monument closest to victory. Bar and Meblis resign if Theo loses.

Each round before the monument starts: roll 1d6 to find which faction builds reinforcements, then 1d6 for # and type of golems: $[1-4] = \#$ Soldiers, $[5-6] = \# - 4$ Specialties built in **Town**. Factions field types shown below. Each round after a monument has been started: each leader attacks with 2 golems, builds 1 **Soldier** and 1 **Specialty**, and increases the next wave by 1 golem.

Tinyblin: 0HD (1HP) TINY MOV 45ft. AC 21 **JUMP** {1/min. jump 30ft.} Pilots take no damage inside golems; dozens flee each destroyed golem.

If a neutral Tinyblin or Worker is attacked, they all flee to **Towns** with any remaining piles. **Town** attack & damage +1 per Worker held.

Worker Golem: 2HD (15HP) MED MOV 30ft. AC 15 +5 attack (1d6+2 damage).

☞**Soldier Variations:** ☞**Javelin:** 17 AC, attack, 20ft. ☞**Spear:** 3HD (20HP), 1d6+4 damage ☞**Horse:** 50ft MOV, +8 attack

Specialty Golem: 4HD (25HP) MED MOV 40ft. AC 17 +8 attack (1d10+3 damage).

☞**Ironbound:** 7HD (45HP) 20 AC, **TRAMPLE** {half damage to other enemies within reach}

☞**Greatshield:** 5HD (35HP) 22 AC, **COUNTERCHARGE** {move up to half speed and attack as reaction to ranged/spell attacker}

☞**Windbow:** 60ft MOV, +10 attack, 40 ft, **KEEN ARROW** {struck foe receives -1 on rolls until their next attack, stacks}

Buildings: **Monument:** 2HD (30HP) SMALL AC 13. **MASONRY** {+5HD (+50HP) and +3AC when constructed}

Camp: 2HD (15HP) MED AC 6. **TOOLS** {Harvest/pillage 2x wood [**Lumberyard**], stone [**Stone Mine**], or gold [**Gold Mine**] in 10 ft.}

Town: 8HD (80HP) LARGE AC 14. +5 attack, 20 ft (2d6 damage) **GARRISON** {When hit, release a held Golem or pile at random.}

Castle: 10HD (100HP) HUGE AC 18. **ARROW SLITS** {A 5 ft radius within 50 ft takes 4d6+6 damage, half on dodge, DC 14}.

10,000 gp *Tinyblin Portable Workshop*. 4" tall workshop with dozens of Tinyblin artisans. 1/day they repair or modify one item: changing its size, damage type, or appearance. Tinyblins can aid suitable tasks, such as lockpicking, crafting, or searching. They like meat, fish, and berries.

12,000 gp *Completed Monument*. 2' tall, 4' wide elaborate Wonder of Tinyblin-sized architecture.

Sturdy enough to be carried.

