

The cover art depicts a dramatic scene in a dark, ancient dungeon. In the center, a large, white bear-like creature with a sword on its back stands on a stone platform. To its left, a small figure with a bow is ready for combat. To its right, a character in a blue tunic is crouched, casting a glowing blue spell that creates a circular pattern on the floor. In the background, another figure is visible, holding a torch that illuminates the scene. The environment is filled with massive, carved stone pillars and floating, dark, dragon-like creatures with glowing green eyes. The overall atmosphere is mysterious and adventurous.

Tiny DUNGEON

2ND EDITION

BY ALAN BAHR

Tiny DUNGEON

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Dedications: As always, to my loving and supportive wife, who makes this all possible. To my many D&D game groups who joyed in fantasy and heroism with me. And lastly, but most importantly to my Kickstarter backers, who made this project a success beyond my wildest dreams. Here's to many more.



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INTRODUCTION



Tiny Dungeon 2e (2nd Edition) is a minimalistic table-top roleplaying game that delivers a satisfying gaming experience without books upon books of rules and options. You will not find classes, levels, or experience points in Tiny Dungeon 2e—instead, you create organic characters that grow through roleplaying. While Tiny Dungeon 2e does assume its players are familiar with the table-top roleplaying, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.

Getting Started

You will need at least two players: one to act as the Game Master, and one to act as an Adventurer. It is highly recommended to have at least three players acting as Adventurers in a game. Each player will also need three six-sided dice, or d6, called a Dice Pool. You can make do with 1d6 by rolling it multiple times, but it's easier to have three to roll at once when needed. Besides, d6 dice are easy to come by.

You should also have some paper and a pencil to write down your Adventurer's information and notes. A plain index card generally has enough space on it to be an adequate Adventurer Sheet, which simply lists all of your Adventurer's information, gear, and notes.

Game Masters will usually require more paper to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, the Adventurers will encounter.

Finally, Tiny Dungeon 2e is truly a pen and paper game in the classic sense; however, maps and miniatures do assist in visualizing where things are so that everyone is on the same page. While maps and miniatures aren't required, they do have their place at the table.



HOW TO PLAY

Before you create your Adventurers, it's time to get down to the nitty-gritty of playing the game. Understanding the basics will help make the character creation process more enjoyable.

Roleplaying games are about story-telling, and Tiny Dungeon 2e is no different. Most of the game is played simply by describing your Adventurer's actions to the Game Master. When describing these actions, relay what you want to do or what you're attempting to try. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved with just the Game Master's consent.

Tests

The core mechanic that runs Tiny Dungeon 2e is called a Test, which is a roll of 2d6 from your Dice Pool. For complex actions, the Game Master will usually require you to make a Test to determine if you succeed at what you're doing. Tests are successful if you roll a 5 or a 6 on any of the dice rolled in your Dice Pool, unless otherwise noted by the Game Master.

The Game Master, and certain Traits selected at Adventurer Creation, can grant you Advantage in situations. This will allow you to roll 3d6 from your Dice Pool instead of 2d6 for that particular Test, increasing the odds of success!

Other situations, at the Game Master's discretion, may put you at a Disadvantage. When at a Disadvantage, you will only be able to roll 1d6 to resolve your Test. It is important to note that if the the situation, trait, or Game Master (or any source) imposes Disadvantage in a situation, even if you would normally have Advantage due to a particular Trait, you still roll 1d6 for that

It might appear (especially when you get to the section with enemies), that Advantage can take you up to 4d6. That is not the case. All rolls in TinyD6 are made with 1d6, 2d6 or 3d6. If you have 3d6 on a roll, it's likely Advantage is already calculated in for you, and you can't increase it.

Test. Magical items that grant Advantage are the only things which supersede this—if a magic item grants you Advantage, you will always have Advantage for that situation. Why? Because magic. That's why.

In the long and short of it: Disadvantage overrides Advantage (unless the Advantage is granted by a magic item.) That means if you have Disadvantage on a roll, and Advantage on the same roll, you only roll 1d6.

Obstacles

Obstacles are challenges that usually require a Test to overcome. Obstacles may include attempting to barter with a shopkeeper, pick a lock, search a room for a hidden item, or resolve a conflict with words rather than swords.

The Game Master may determine your roleplaying is sufficient in overcoming the Obstacle and grant you an immediate success without having to Test; however, in most situations, a Test will be necessary to determine the outcome.



Save Tests

Obstacles may arise that require you to make what's called a Save Test in order to prevent something from happening to you. For example, you need to successfully leap out of the way as a trap springs, or you're climbing a rope when it snaps and could potentially fall. Save Tests are also used to stabilize yourself if you begin a turn at 0 Hit Points. Save Tests are just like regular Tests, and unless otherwise noted by the rules or the Game Master, you roll 2d6 to resolve your Test. A 5 or 6 on any of the rolled dice represent a successful Save.

Some Save Tests can be a life or death scenario—these are called Save or Die Tests. Should you fail the Save Test, your character is killed. Period. There is no preventing it. Game Masters are advised to keep these situations few and far between.



Combat

The Game Master will usually announce when Combat is about to begin by requesting an Initiative Test. Adventurers will roll a standard 2d6 Test and add up the total of their rolls. Likewise, the Game Master will roll Initiative for any enemy combatants the Adventurers will be facing. The highest roller will have the first turn in the Initiative Order, followed by the next highest, and so on. If there is a tie between an Adventurer and an enemy, the Adventurer always goes first. If there is a tie between two or more Adventurers, the tying Adventurers reroll for that position until the tie is broken.

Combat is strictly turn-based to keep things running smoothly. A round of combat begins at the top of the Initiative Order and ends at the bottom. The next round of combat then begins, starting again at the top of the Initiative Order. This continues until the Adventurers have defeated their enemies, completed some objective determined by the Game Master, or until the Adventurers have been killed or routed. While it can take some time to get through an entire round of combat, in-game, a full round of combat is equal to roughly five or six seconds.

During your turn in the Initiative Order, you have two Actions. You can choose to move, attack, and generally not be useless with these Actions. If you move, that is one Action. If you attack, that is one Action. You can use both Actions to move, or use both Actions to Attack if you wish. Other Actions include sheathing or unsheathing a weapon, grabbing an item, and giving an item to an ally.

Movement is defined by announcing your intentions to move from one location to another; the Game Master determines whether or not you can cover enough ground to get there with that Action. This is where miniatures and maps come in handy, as they will assist in determining distance. It is also assumed that



each Adventurer can move just as far as any other Adventurer with a single Action, unless the Game Master says otherwise. A good rule of thumb is to assume your character can move approximately 25 feet in-game with a single Action, so long as there isn't anything hindering their movement. If you are using a combat grid, 25 feet is 5 squares.

Attacking is the most important aspect of Combat. First and foremost, if you are attacking an enemy, you must be within range of your enemy to do so. Your broadsword may be long, but it isn't going to hit that orc that's 25 feet away from you. Getting within range will require you to move if you are using a melee weapon.

Once you're in range, you can attack! Attacking is just another type of Test, and the Obstacle is your enemy. Usually, you're going to be using the weapon you have Mastered to attack. Any weapon type you have Mastered allows you to roll an Attack Test with Advantage, or 3d6. If you are simply Proficient with the weapon you're wielding, your Attack Test is a standard 2d6 Test. You have Disadvantage for Attack Tests while wielding weapons you are not Proficient with—this includes unarmed combat and improvised weapons.

On a successful Attack Test, you deal 1 of point damage to your enemy, regardless of your weapon, unless your Game Master says otherwise. Game Masters are encouraged to reward roleplaying at all times, so a particularly detailed description of an attack may score more than 1 point of damage to your enemy, if the Game Master so decides.

Two special Actions you can perform in Combat are Focus and Evade.

When you choose to Focus, the next time you attack, your Test is successful on a roll of 4, 5, or 6, increasing your chances of hitting the enemy. Your Focus Action remains in effect until you choose to attack or until the end of combat, so the Action can carry over to other turns. There is no benefit to stacking Focus Actions.

When you choose to Evade, until the start of your next turn, you can Test 1d6 when you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage.

To recap combat actions, you can:

- Evade
- Focus
- Test for an ability
- Attack
- Move

There are three categories of weapons in *Tiny Dungeon 2e*—Light Melee, Heavy Melee, and Ranged. You can attack while unarmed, or even with improvised weapons such as a barstool or a rock, but these are not classified as weapons.

Light Melee Weapons have the benefit of only requiring one hand to wield. This frees you up to do other things with your other hand, such as grab a potion. You must be adjacent to an enemy, or within 5 feet, to attack with a Light Melee Weapon.

(If you are using the optional **Zones** rules

on [page 11](#),

Light Melee Weapons strike

from the **Close** range.)

Examples of Light Melee Weapons include daggers, short swords, hammers, and staves. If it's a weapon you can swing with one hand, it's probably a Light Melee Weapon.



Heavy Melee Weapons require you to wield them with both hands due to them being cumbersome or just so... heavy. The benefit is that you can attack your enemies with these weapons from 10 feet away, as they have a longer reach than Light Melee Weapons. (If you are using the optional **Zones** rules on [page 13](#), Heavy Weapons strike from the **Near** range.)

Examples of Heavy Melee Weapons include great swords, war hammers, polearms, spears, and two-handed flails.

Ranged Weapons require one hand to hold, but two to operate. Ranged Weapons treat all targets on the field as being within range for attack, unless the Game Master declares they are being protected by some form of cover. The downside to this is that they require one Action to load, and one Action to fire. In Tiny Dungeon 2e, unless otherwise noted by the Game Master, it's assumed you're always carrying enough ammunition for your Ranged Weapon for the sake of simplicity. And we love simplicity. (If you are using the optional **Zones** rules on [page 13](#), Ranged Weapons strike from the **Far** range.)

Examples of ranged weapons are slings, bows, and crossbows.



Optional Rule: Zones

In combat, characters occupy one of three zones. Zones represent areas close to the fight. There are three zones during combat: **Close**, **Near**, and **Far**. In each zone you can attack with different weapons:

In the **Close** Zone, you can attack with:

- Light Melee
- Heavy Melee

In the **Near** Zone, you can attack with:

- Heavy Melee
- Ranged

In the **Far** Zone, you can attack with:

- Ranged

Magic Attacks or Spells can be used from any Zone.

Note: The included Zone sheet also includes Evade and Focus sections, so you can mark which characters have Evaded or Focused each round, and which have not.



Enemies

EVADE

CLOSE

- Light Melee
- Heavy Melee
- Magic

NEAR

- Heavy Melee
- Ranged
- Magic

FAR

- Ranged
- Magic

FOCUS

When combat begins, enemies are all in the **Close** Zone. Enemies can use any attack from their Zone (ranged, magical, melee), with no penalties. The Zones should be viewed from the Adventurers' perspective. "I'm staying back at a Ranged Distance" or "I'm closing to Close Range" is the way to view it. Enemies don't move between Zones, instead staying "stationary" as the adventurers move around them.

Think of it as the enemies are the eye of the storm in combat, and everything swirls around them. Obviously, this is an extreme abstraction, and the GM should remember that enemies actually move, and describe it as such. Zones are meant to abstract relative distance and provide a quick play aid.

It takes a Move action for an Adventurer to move between zones. There's no limit. An Adventurer can spend a move Action and move from **Far** to **Close**, or from **Close** to **Near**.

When other abilities or powers (such as monsters, or prestige traits) refer to distances, the **Close** Zone is within 5 feet of the target, and the **Near** Zone is within 10 feet of the target.

Therefore, if a Monster can attack everyone with 10 feet, they can attack everyone in **Close** and **Near** zones. Knocking something back 10 feet would move them from **Close** to **Near**, or from **Near** to **Ranged**.

In the end, Zones are an abstraction designed to help make combat a little easier to engage in.



Hit Points

Now that you know your way around the basics of Combat, it's time to discuss Hit Points. Hit Points are determined by your selected Heritage, and they reflect the punishment your body can take before you lose consciousness. In Combat, every successful hit deals 1 point of damage unless otherwise noted by the Game Master. Your choice of weaponry does not alter this. Other game systems generally have you roll for the damage you deal or have different weapons deal different amounts of damage. Tiny Dungeon 2e does away with this, because a well-placed dagger can be just as deadly as getting hacked by a broadsword. Ultimately, the final blow is the one that counts.

Sleeping

You need at least 6 in-game hours of uninterrupted sleep every day to regain your strength. If you manage to obtain 6 hours of uninterrupted sleep, you will fully restore any lost Hit Points to your maximum. You otherwise regain 1 Hit Point for every hour of sleep.

When asleep, Adventurers are unconscious. If something is going on around them, they are less likely to be aware of it, and have Disadvantage when making a Test to see if something wakes them up.

Death

The dying process begins when you've taken enough damage to reduce your Hit Points to 0. Hit Points cannot be reduced below 0. At this point, you're knocked unconscious, and without further assistance, you could succumb to your wounds and die.

If you are at 0 Hit Points at the start of your turn in Combat, you can only make a Save Test to stabilize yourself. A successful Save Test will bring your Hit Points up to 1 and ends your turn. If you fail this Save Test, you get one last chance at surviving on your own—at the start of your next turn, make one last Save Test, at Disadvantage. If you fail this final Save Test, your Adventurer dies.

While you are unconscious, any ally can attempt to stabilize you by making a Save Test as an Action on their turn, providing they are adjacent (or Close) to you. On a success, you are restored to 1 Hit Point and your next turn will start as a normal turn. Additionally, any items or abilities that could potentially heal you while you are unconscious—such as the Healer Trait or healing potions—can be used by allies to bring you back from the brink.

Should you die, don't worry too much. There are usually ways for the dead to be brought back to life, and hopefully one of your companions will be willing to drag your useless corpse to a temple where you can be resurrected. Of course, this probably won't be cheap.

Hiding & Sneaking

Attempting to hide or sneak around is performed simply by making a standard Test with 2d6. If the Test is successful, you are hidden, or your actions went unnoticed.

Note that you can't simply hide in plain sight, so you need some sort of cover or concealment to hide. It is up to the Game Master to determine if you are in a situation where you could potentially hide.

Allies and enemies alike can also make a standard 2d6 Test to locate someone—or something—that is hidden.

Hiding during Combat uses an Action, as does searching during Combat. These Tests can only be done during your Turn while in Combat.

Magic

Magic abilities are handled through several specific Traits an Adventurer can select at Adventurer Creation, as well as through magical items obtained during your adventures. The magic Traits are primarily Spell Reader and Spell-Touched, but to a lesser extent, Beastspeaker, Familiar, and Healer can also fall into the magical category.

Spell Readers may find magic scrolls out on their adventures, and sometimes shops may carry magic scrolls for purchase. Tiny Dungeon 2e doesn't have a preset list of magic scrolls that can be purchased, and it is up to the Game Master to be creative and supply these items, or work with their Spell Reader Adventurers when they are looking to procure a spell in a shop.



Because scrolls tend to be rare, the effects of a scroll are often quite powerful. Some examples of scrolls could be:

- a scroll to resurrect a dead ally
- a scroll to transform an enemy into a harmless woodland creature
- a scroll to heal all of your allies simultaneously



For a Spell Reader to use a magic scroll, they must be holding it, and then simply perform a standard 2d6 Test. A success results in the casting of the scroll's ability, but it also destroys the scroll. If you fail your Test, the scroll is not destroyed, but you obviously do not successfully cast the spell.

Spell-Touched individuals won't be able to do some of the grander spells a Spell Reader can cast by reading a scroll, but they make up for that in versatility. Spell-Touched are able to subtly affect their surroundings; they can produce small illusory objects, make small objects turn invisible, conjure light sources or phantom sounds from nowhere, manipulate and move small objects, or even ignite or douse small flames, just to name a few examples. Spell-Touched individuals are also able to sense magic around them or in items.

To use this ability, simply describe in detail what you are trying to do and perform a standard 2d6 Test. If you are trying to manipulate an object, you must have eye contact with it. You can also perform a simple Ranged attack with magic, such as a magic bolt. This is treated just like any other Ranged attack in Combat and requires an Action and a successful 2d6 Test.

Please note the Game Master reserves the right to declare what you are attempting to do is beyond your capability; subtle effects are the name of the game when it comes to the Spell-Touched Trait. So, don't expect to be summoning the dead, or hailing meteors on your foes.

Beastspeakers are also somewhat magical in nature, as they can somehow speak to and understand animals just as though they were talking to a person.

Familiars are usually benevolent spirits that have attached themselves to another living spirit. Familiars are umbral, but take the shape of a particular animal—typically no larger than a medium-sized dog—that is visible to anyone. Despite being able to be seen by anyone, familiars cannot speak, and instead communicate telepathically with their master. They have a movement of 30 feet and are able to remain manifested so long as they are within a 50-foot radius of their master.

Familiars are incorporeal to everything but their master, and as such, are unable to physically interact with other objects or individuals. That does not mean they are impervious to damage; when summoned, a familiar has 1 Hit Point, and can be damaged by magical effects. If a familiar's Hit Points are reduced to 0, the familiar disappears and its master takes 1 point of damage. Summoning and unsummoning a familiar is considered free and does not require a Test. When summoned, the familiar will appear on or within 5 feet of its master.

Healers can be magical or divine healers, such as a druid or a cleric, or simply an individual well-versed in real medicine. It is up to you to determine how you want to flavor your healing art if you select this Trait. In order to heal, you must be adjacent (or Close) to your target and perform a standard 2d6 Test.

Magic Items such as weapons, armor, clothing, jewelry, and other objects may be acquired during adventures. It is up to the Game Master to determine exactly what these items do and what sort of benefit, if any, they provide. Remember, not all magic is good, and some items that seem harmless could potentially be cursed.

Optional Rules: Experience & Character Growth

Gaining experience is one of the most exciting and fun parts of a roleplaying game. Much like everything in *Tiny Dungeon 2e*, the rules for growth and leveling are fairly simple and straightforward.

To that end, we've presented two systems that the GM can choose to use if they wish.

The Minimalist Advancement

To advance your characters with the minimalist advancement track, simply gain 1 new trait every 3 sessions. A character can never have more than 7 traits. If you would gain a trait past 7, you may instead swap out a non-Heritage trait for a new trait.



Experience Points

At the end of every session, the GM will award experience. You may buy upgrades with the following costs.

- 6 Experience = a permanent increase to your HP of 1.
- 8 Experience = a new Proficient or Mastered Weapon.
- 10 Experience = a new Trait.

For the GM: Players should receive 1–3 experience per session, awarded to “the group as a whole,” meaning everyone in the group gets the same amount of experience for their individual character. Experience is generally awarded as follows:

- 1 for the group as a whole for good roleplay.
- 1 for the group as a whole for defeating enemies (not per enemy, just if they defeated any enemies).
- 1 for the group as a whole for advancing the plot and their goals.
- 1 for the group as a whole if players contributed to the out of game enjoyment of the session (snacks, music, carpooling, hosting at their home).

The Rules Don't Cover That!

Tiny Dungeon 2e is a minimalist rule set and it provides only a framework for gameplay. There are a lot of scenarios that could happen in a game that these rules don't cover—but neither do the epic tomes that other game systems use.

If a situation arises where an Adventurer is asking for a ruling that these rules don't provide an answer to, it is up to the Game Master to provide a ruling. This is known as Game Master Fiat. Ultimately the Game Master has final say on how the game is played and how the rules are enforced. The key is simply to be consistent.

We've included lots of optional rules you can use to simulate the various pieces you might (or might not) like from other RPGs, but in the end, it's your job to make Tiny Dungeon 2e your own. Use whatever pieces you like, and discard the ones you don't!



ADVENTURER CREATION

Creating your Adventurer is a quick and easy process. You don't necessarily need to follow this specific order, but it serves as a nice outline.

- First, select a Heritage from the Heritage List
- Then select three unique Traits from the Trait List
- Select a Weapon Group to be proficient with
- Select Family Trade
- Select Belief

When you choose a Heritage, you gain abilities that are particular to that Heritage, as well as giving your Adventurer a starting point for their worldview. Choosing a Heritage first helps give you a sense of where your adventurer fits in the world.

Instead of predefined classes, *Tiny Dungeon 2e* uses Traits to express what your Adventurer excels at doing.

Next, you're going to pick a weapon group you are Proficient with. There are three groups of weapons;

You might wonder why we shifted our terminology from Race to Heritage. Previous *TinyD6* games (and the original *Tiny Dungeon*) used the term Race to distinguish between the various playable species that exist in the game.

Race, however, is an inelegant word. Connotations aside, Race fails to account for the full spectrum of cultural, environmental, familial, and genetic heritage. Using Heritage allows us to recognize and embrace diversity within groups as well as create new groups on broader grounds than genus and species.

Light Melee, Heavy Melee, and Ranged, which are discussed in more detail in the Combat section.

From this group, you select one specific type of weapon that you have Mastered. For example, you can select Light Melee Weapons as your Proficient group, and from that, you can select daggers as your Mastered weapon. Your Adventurer will start with one weapon of your choice, ideally the weapon he or she has Mastered. Don't be afraid to be creative—you may have chosen to have Mastered daggers, but there are many different types of daggers you could arm your Adventurer with, such as dirks, katars, and stilettos.

It is assumed that your Adventurer is already wearing the standard armor or clothing of their choosing—be it leather armor, chainmail, or just a cloth robe—as armor serves no mechanical function in the game. You may eventually come across magical armor and wearable items that grant special benefits during your travels, but for now, just note what you're wearing.



You also start with 10 Gold and an Adventurer's Kit, the contents of which is described in the Adventurer's Kit section.

This next part is going to be the hardest, because these aren't options you select from a list. You're going to want to name your Adventurer and give them a little bit of a backstory. Going along with that backstory, another reality is you weren't born an Adventurer. No, really. You weren't. Growing up, you were probably exposed to a Family Trade. Perhaps you learned your way around a forge from your father, who was a smith. Maybe your mother was a weaver and taught you how to make and mend clothing. Whatever it was, you picked up some knowledge of this craft and gain Advantage in situations where you can put it to use. Choose some sort of Family Trade for your character; your Game Master will then decide how it will be applicable during gameplay.

Finally, Adventurers all have a driving principle called a Belief that should be noted on the Adventurer Sheet. This Belief is a simple statement used as a guiding force for your Adventurer. Your Belief may be, "I'll always find a diplomatic solution," "Gold can buy happiness," or "I let my sword do the talking." This Belief is not etched in stone, and can be changed or added to with the approval of your Game Master.

Game Masters: While this is going on, you should be thinking about what type of scenario you will be placing the Adventurers in. It is the Game Master's job to create a convincing setting and story for the Adventurers, which includes locations to visit, enemies to fight, and NPCs to interact with. Is this going to be a one-off adventure? Or are you planning to create an entire world for your Adventurers to explore? You can put as much or as little effort into this as you like, but keep in mind it's your job to keep everyone on track and entertained. One-off adventures can be planned with a few minutes of preparation; however, if it is your goal to have a larger campaign in mind, this is going to take some work on your part to plan. Take some time to look through the For The Game Master section.

HUMAN

Humans are the most prolific Heritage due to their extreme adaptability and determination. Humans are capable of living in punishing conditions, from icy tundra to blistering deserts. They can produce glorious cities or live simple lives as nomads.

Humans are just as varied as the places where you find them. They come in all shapes and sizes and temperaments. On average, they are between 5 and 6 feet tall, with males tending to be taller than females.

Human Attributes

- 6 Hit Points
- Humans select an additional Trait from the Trait List.



FEY

Known as elves to humans, Fey build their cities secluded deep within forests. They are renowned for their talent with archery, which they use to deadly effect to protect their territories, while remaining hidden in the treetops. They are by nature a secretive people, and it can be difficult to earn their trust.

Fey are slightly shorter than the average human, with slender, graceful frames and elongated ears that taper to a point. They have a tendency to be androgynous in appearance and are considered to be incredibly beautiful even by members of other Heritages.

Fey Attributes

- 6 Hit Points
- Fey start with the Heritage Trait *Bow Mastery*.

Bow Mastery: You have Mastered bows and have Advantage when using them. This is in addition to the Mastered weapon chosen at Adventurer Creation.



DWARF

Dwarves are stocky and gruff creatures that hail from magnificent cities hewn into mountains. They pride themselves on their drinking, craftsmanship, and fighting prowess. Dwarven society is heavily influenced by a strong sense of honor and justice. Because of this, they are viewed as being trustworthy individuals, but also stubborn and set in their ways.

Dwarf Attributes

- 8 Hit Points
- Dwarves start with the Heritage Trait *Dark Vision*.

Dark Vision: You are able to see in total darkness. However, if you are exposed to sudden bursts of light (spells, alchemist's flash bombs), you suffer Disadvantage on your next turn.

On average, both male and female dwarves stand 4 feet tall, and have broad, muscular bodies. It is highly suspect to find an adult male dwarf without a long, braided beard. Beard growth is a rite of passage for dwarven men, and once they start growing their beard, they never shave it off.



GOBLIN

Goblins are a diminutive, green-skinned people that eke out a living wherever they can—usually living in small tribes or as solitary individuals. Their behavior, even in adulthood, is childlike. They are inquisitive by nature and somewhat mischievous, although their antics are rarely malicious. Goblins are also easily distracted by shiny objects, and they have a particular affection for gold.

Standing just over 3 feet tall, goblins are on average very scrawny and have wide, oblong heads with protruding, bat-like ears. They are notoriously quick, and due to their compulsive fascination with gold, they have gained notoriety as being thieves. Despite their appearance and impish nature, goblins are usually good-natured creatures that enjoy the company of anyone who can tolerate them.



Goblin Attributes

- 4 Hit Points
- Goblins start with the Heritage Trait *Goblin Agility*.

Goblin Agility: You can Test 1d6 whenever you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage. Declaring Evade as an Action has no additional benefit.

SALIMAR

Salimar have earned a reputation for being hard-nosed, but fair merchants, living by waterways and port cities to conduct business. They are highly intelligent and dignified creatures with a great respect for - and interest in - culture. In Salimarian culture, being well-dressed is an absolute must, as it is symbolic of their wealth and stature. Their skin is glossy black and smooth with patches from their head to their tail that range from snow white, to silver, to dark grey.

Salimar Attributes

- 5 Hit Points
- Salimar start with one of two Heritage Traits: *Pyrothermic Healing* or *Cryothermic Healing*.

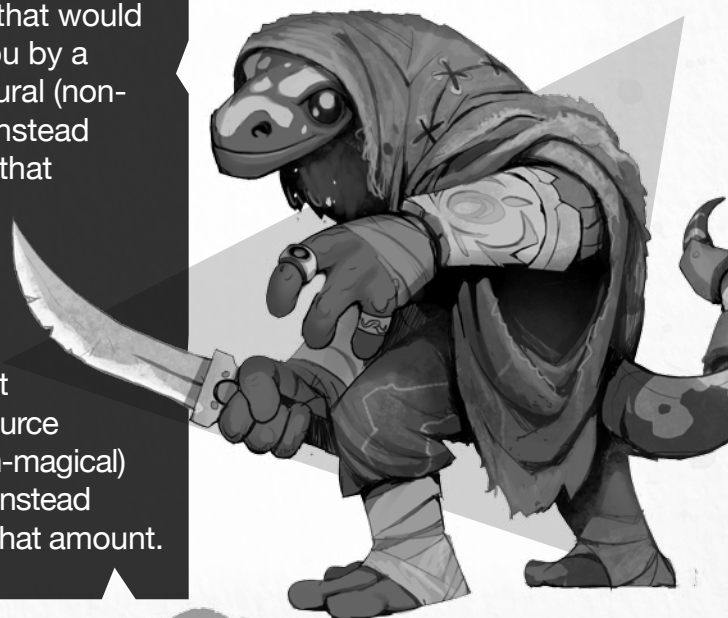
Pyrothermic Healing:

Any damage that would be dealt to you by a source of natural (non-magical) fire instead heals you for that amount.

Cryothermic

Healing: Any damage that would be dealt to you by a source of natural (non-magical) extreme cold instead heals you for that amount.

On average, Salimar stand roughly 4 and one-half feet tall; they have elongated bodies with somewhat stumpy legs and thick tails. It is widely known that Salimar are not only immune to fire, but are actually healed by it.



TREEFOLK

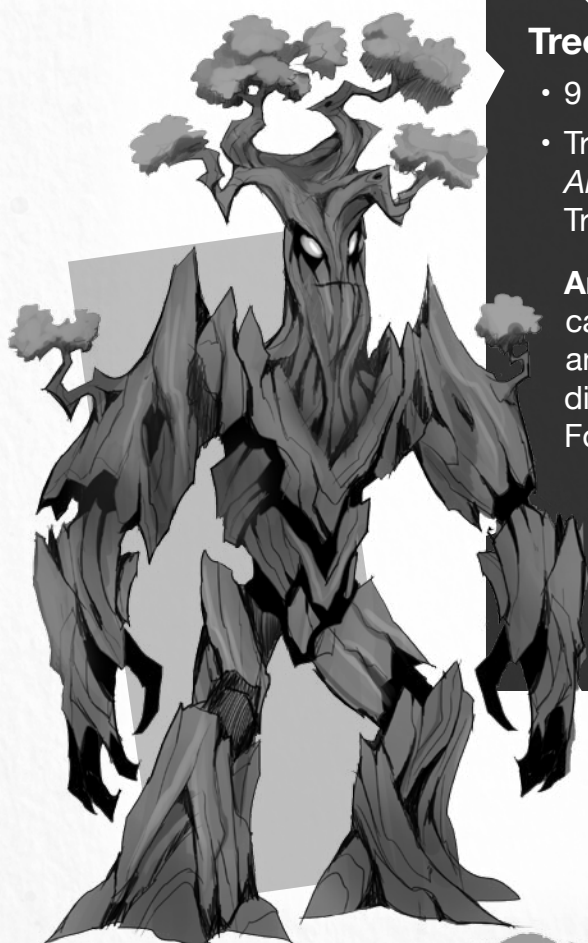
Treefolk are massive, lumbering beasts, akin to living trees. They tend to live very long lives—hundreds of years—and have a reputation for being wise and learned. They are solitary creatures, preferring to live alone, even from their own kind, keeping to the forests they tend and grow.

Treefolk are huge, standing close to 12 feet tall. They look like mobile trees, long bark covered bodies striding through the woods, as their crown of leaves reaches to the skies.

Treefolk Attributes

- 9 Hit Points
- Treefolk start with the *Ancient Heart* Heritage Trait.

Ancient Heart: You cannot be healed by any means other than direct sunlight and sleep. For each Hit Point to be healed, you must be directly in the sun for an hour (moving or stationary) or use the sleeping rules.



KARHU

Karhu are intelligent and lumbering bears who wander the world having all manner of adventures. There are three types of Karhu: the agile, but smaller black Karhu; the strong and powerful brown Karhu; and the rare, but majestic polar Karhu,. The Karhu have a reputation for being calm and pensive but terrifying when provoked or angered.

Karhu can walk on all fours or stand upright like the other Heritages. They tend to wield no weapons (even though they can), but often can be found using armor. Magic among them is exceptionally rare. They are roughly the same size as mundane bears of the same type.

Karhu Attributes

- 7 Hit Points
- Karhu start with the *Powerful Claws* Heritage Trait.

Powerful Claws:

You have Claw as a Mastered Weapon. You cannot use ranged weapons.



LIZARDFOLK

Cold-blooded, cruel, and primitive, Lizardfolk are the remains of a servant Heritage created by wizards. Strong, violent, and territorial, Lizardfolk stalk the swamps and jungles of the world, carving out their fate by tooth, claw and spiked club. Most Lizardfolk adventurers start as outcasts or raiders, and eventually grow into something more, becoming heroes and legends of the Lizardfolk back home. They make implacable allies and relentless foes.

Lizardfolks are scaled, with a muted assortment of colors (the better to lurk and blend into the swamps they call home.) Many have a ridge of fins or spikes along their spine, and some webbing in their clawed feet and hands.

Lizardfolk Attributes

- 6 Hit Points
- Lizardfolk start with the *Cold-Blooded* Heritage Trait.

Cold-Blooded: Any attempt to persuade, influence, or manipulate a Lizardfolk through appeals to emotion or feelings suffers Disadvantage.



Trait List

Acrobat: *It's up there? No problem!* You gain Advantage when Testing to do acrobatic tricks such as tumbling, long-distance jumps, climbing, and maintaining balance.

Alchemist: *Dragon's blood has many uses. It's also great on salads.* Provided the right reagents and recipes, you can mix potions, elixirs, and poisons. You also gain Advantage when identifying unknown liquids.

Armor Master: *Your paltry weapons cannot pierce my iron hide!* You have mastered wearing armor like a second skin. When wearing any form of armor, you have an extra 3 Hit Points that must be lost before you take physical damage. These hit points cannot be healed and must be restored via repairing your armor. It takes a full 8 hours to repair all 3 Hit Points.

Barfighter: *Funny how you always fancy yourself a drink, right on Unification day.* You can select Improvised Weapons as a Weapon Group. You do not get to pick a Weapon to Master. Instead, when fighting with any Improvised Weapons, you get one extra action each turn.

Beastspeaker: *What is it, boy?! The king fell down a well?!* You are able to communicate with animals. This form of communication is primitive and very simplistic.

Beserker: *RAAAAAGH!* You can attack with primal and furious rage. You can choose to make an attack with Disadvantage. If you do and succeed, you deal 2 damage instead of 1.

Blacksmith: *I can fix that!* Once per day, you can make a Test with Advantage. If successful, you can restore 1 Depletion point to any object. (See Item Expenditure and Depletion Points; pg. 37)

Brawler: *Everybody has a plan until they get punched in the face.* While Fighting Unarmed, your Evade action Tests with 2d6 (instead of 1d6.)

Charismatic: *I can get what I want without even asking.* You gain Advantage when attempting to convince someone of something or otherwise influence them.

Cleave: *I will bathe in the blood of enemies!* If your attack drops an enemy to 0 Hit Points, you may immediately make an extra attack with Disadvantage.

Dark-fighter: *Who needs eyes, when I have all the other senses?* You do not suffer Disadvantage for having your sight impaired.

Defender: *I've got your back.* When an adjacent ally is hit, before Evade Tests are made, you may choose to have that attack hit you instead.

Diehard: *I'm not going down that easy.* When an attack would reduce you to 0 Hit Points, it instead reduces you to 2 Hit Point. You can do this once per day.

Drunken Master: **Urrp** While you are intoxicated, you may Evade without spending an action. However, you have Disadvantage on all rolls that require careful and delicate manipulation, social grace, or might be severely impacted by your intoxication (Game Master discretion).

Dungeoneer: *We go left. I've seen a lot of dungeons in my time, and I can tell by the way the moss covers this wall.* You gain Advantage when attempting to find your way through a dungeon or cave system and when attempting to identify creatures native to dungeons or caves.

Educated: *I didn't go to academy for four years for nothing.* You gain Advantage when checking to see if you know specific information.

Eidetic Memory: *You remember that guy in that city? Who did that thing? I remember exactly what he said.* When Testing to recall information, you have seen or heard previously—even in passing—you succeed on a roll of 4, 5, or 6.

Familiar: *Your faceless shadow cat is really freaking me out, man.* For as long as you can remember, you have never truly been alone. Another spirit has linked itself to yours, accepting you as its friend and master. (See Magic; pg. 15)

Fleet of Foot: *Running away is always a valid option.* Your speed increases from 25 feet to 30 feet. You gain Advantage on Tests when chasing or running.

Healer: *I've seen worse, son. You'll pull through.* As an Action, you can Test 2d6 to heal a creature other than yourself. If the Test is successful, the target creature is healed for 2 Hit Points. This Trait can also be used to cure poison, disease, and other physical ailments that are non-magical. You must be next to the creature to heal it. (See Magic; pg. 15)

Insightful: *Stop pulling my leg...* You gain Advantage when Testing to discern whether or not someone is telling the truth or lying.

Lucky: *Whew! That was close.* You may reroll one Test per session.

Marksman: *The odds of hitting your target increase dramatically when you aim at it.* When using the Focus Action, your next attack with a ranged weapon is successful on a Test of 3, 4, 5, or 6.

Martial Artist: *Be like water, flowing through cracks.* You can select Unarmed as a Weapon Group to be proficient with. You must select a particular martial arts attack as your Mastered Weapon. **Nimble Fingers:** *I could have sworn I left it right here!* You gain Advantage when Testing to pick locks, steal, or do slight-of-hand.

Opportunist: *One man's failure is another man's opening to stab the idiot who failed.* If an enemy within range fails to hit with an attack against you, you may immediately make an attack with Disadvantage against that enemy.

Perceptive: *What has been seen cannot be unseen.* You gain Advantage when Testing to gain information about your surroundings or find things that may be hidden. You gain this even while asleep.

Quartermaster: *I'm always prepared.* When you roll for Depletion, you can choose to reroll once per day. You must keep the second result. (See Item Expenditure and Depletion Points; pg. 37)

Quick Shot: *Pew, pew, pew!* You are able to reload a Ranged Weapon and fire it in one Action.

Resolute: *I will not be a casualty of fear.* You gain Advantage on all Save Tests.

Shield Bearer: *I've got you covered.* While wielding a shield, Test with 2d6 on Evade or Goblin Agility Actions instead of 1d6. If you choose this Trait, your Adventurer gains a shield at Adventurer creation.

Sneaky: *Hey, did you hear something?* You gain Advantage when Testing to hide or sneak around without others noticing you.

Spell Reader: *P as in phylactery.* You have spent years learning the sacred language of the arcane, allowing you to read power-laced words from magic scrolls. (See Magic; pg. 15)

Spell-Touched: *It runs in the family.* Your family carries magic in the blood, and while the centuries have diluted the power, you are still able to subtly influence the world around you by merely willing it to happen. (See Magic; pg. 15)

Strong: *Stand back, I'll kick it in!* You gain Advantage when Testing to do something with brute force.

Survivalist: *These berries are safe to eat... I think.* You gain Advantage when Testing to forage for food, find water, seek shelter, or create shelter in the wild.

Tough: *I have not journeyed all this way because I am made of sugar candy.* You gain 2 additional Hit Points.

Tracker: *These prints are fresh. He went that way.* You gain Advantage when Testing to track a person, creature, or animal in the wilderness. While outside, you can also locate true north without Testing.

Trapmaster: *It's a trap!* You gain Advantage when Testing to create, locate, and disarm traps. You also gain Advantage on Save Tests against traps.

Vigilant: *Better to stay ready than to get ready.* You gain Advantage on Initiative Tests.

Weapons

There are three weapon categories: Light Melee, Heavy Melee, and Range. These categories include a variety of individual weapons, and the listed weapons provided can be supplemented with additional weapons with approval from your Game Master.

Prices are suggestions and represent an average cost for basic weaponry.

Weapon	Cost
Light Melee (Dagger, Short Sword, Hand Axe, Rapier, Mace, Staff, Club)	1-5 Gold
Heavy Melee (Greatsword, War Axe, Spear, Polearm, Two-Handed Flail, Warhammer)	5-10 Gold
Ranged (Sling, Crossbow, Bow, Throwing Darts, Shuriken)	1-15 Gold

Items & Equipment

An assortment of additional items and equipment can usually be purchased at local shops in towns. This game does not include an exhaustive list of every item you can procure. The GM will provide information about that, and determine the costs of items you might acquire.

Prices are suggestions and represent an average cost.

As an Adventurer, you start with a basic kit of items from the Items and Equipment list to help get you going.

The Adventurer's Kit includes the following items: a bedroll, flint & steel, a belt pouch, a rucksack, a lantern, an empty waterskin, oil, a rope (50 feet), rations, a torch, and a cloak.

Optional Rule: Item Tracking

Each character sheet will have 6 inventory spaces (each with 3 “slots”) to write down their items. You should name the sort of container that each inventory space represents (such as sack, backpack, chest, etc).

Certain types of items take up different amounts of spaces. We don't present a huge specific list, but you should use the following rules of thumb when making decisions. Your Game Master will clarify anything that comes up.

- Items that take up 1 slot: Dagger, potion, coins, torch, rations
- Items that take up 2 slots: Short sword, short bow, hatchet, rope, extra clothes
- Items that take up 3 slots: Longsword and bigger, longbow, skis, tent, your Adventurer's Kit.

As you acquire items, draw them in the appropriate amount of slots and mark their Depletion. Once your slots are full, you can no longer carry items.

The goal of this system isn't to track nitty gritty details, but to force players to consider what they carry and where. It removes the nebulous concept of “Oh I have that here!” and instead puts some thought into carry capacity and location, without bogging down into excessive details.

This system is inspired by computer-based roleplaying games like Diablo, the old Black Isle D&D games, or old MMOs, where different items occupy different amounts of space in your inventory. However, it's probably the least minimalist optional rule in the game. That makes it... complicated enough that we don't want to make it an auto-include mechanically.

Optional Rule: Item Expenditure & Depletion Points

All items in Tiny Dungeon 2e have a unique modifier called “Depletion”. Each item is assigned 6 Depletion Points upon purchase. These points represent how sturdy the item is, and how long it lasts.

Every time you use an item outside of combat, after you’ve finished using it, roll a d6. If the result on the d6 is a one, reduce the Depletion by 1. If you used it in combat, roll at the end of the combat. Once Depletion hits 0, the item is used up and can no longer be used.

Depletion points cannot normally be restored (though the Blacksmith Trait allows some restoration). These are some categories of items that experience Depletion:

- Rations
- Torch
- Waterskin
- Oil
- Flint & Steel
- Quiver
- Weapons
- Other Light Sources

Important note: Magic Items are immune to Depletion and have no depletion points.

FOR THE GAME MASTER

Do you think being an Adventurer is hard? Well, the life of a Game Master isn't easy, either. You're expected to tell a compelling story, play the roles of multiple non-player characters, create enemies, run combat, be an arbitrator of the rules... the list goes on. But don't sweat it. *Tiny Dungeon 2e* is here to help.

The sections that follow are dedicated to you, the Game Master! They provide additional information to assist you in running a game, such as building an adventure, crafting enemies, and other useful tips.

Running Adventures

This is undoubtedly the hardest part of being the Game Master, but luckily, you have options. *Tiny Dungeon 2e* is a setting-neutral, fantasy game system—meaning that you generally should be able to take the fluff and story of an already established setting, even from another game system, and run the *Tiny Dungeon 2e* rules within it. This may require you to make some changes to the rules to ensure everything fits, but it's the quickest way to get things started. The list of supplemental gaming material out there for pre-made adventures and campaign settings is unending.

But before we get too deep, ask yourself this question: is this going to be a one-off adventure that just lasts for one game session, or do you have a larger campaign in mind?

If you are planning a one-off session, then things aren't going to be too difficult, even if you plan to create the adventure yourself. One-off adventures generally do not require a significant amount of world-building—meaning you do not need to spend time creating the rich history that larger campaigns require. One-off adventures usually present your players with a single quest, or main objective, to complete in the game session.

For example, perhaps you plan to have your players' Adventurers approached by an individual who wants them to retrieve a magical relic from an abandoned tower. Your job is to create a motive for this individual. Who is this person? Why do they want the relic? Let's assume it's for some nefarious purposes. You should engage your players in a bit of roleplaying, where you are playing the role of this prospective client trying to hire the Adventurers. Obviously if this person is a bad guy, he or she isn't going to reveal that initially. Your goal is make sure the Adventurers take on the job, otherwise you don't have much of a game session.

Money generally talks. So, let's assume your baddy has convinced the adventurers to take on the job of finding this relic for a large reward of gold. Now you have to plot the course of the Adventurers to the abandoned tower. Perhaps on the way, they are attacked by some bandits, or they are presented with a side-quest. Maybe things go smoothly, and they end up at the tower with few to no issues. It's really up to you and how much time you wish to spend. Keep in mind, one-off sessions may last as little as a couple hours, or as long as an all-day event.

So, where were we? Right. Your Adventurers find the tower! You will need to have planned out the inside of this tower a bit beforehand. How many levels are in the tower? Are there traps or puzzles that need to be solved? Are there enemies lying in wait?

Whatever you plan, the Adventurers need to make their way through to their final destination and retrieve the relic. This is a good spot to point something out about players: they will rarely do what you expect them to do.



Having found the relic, the Adventurers may decide they don't want to return the relic to their client, and would rather keep it for themselves. Hopefully they won't, and they'll bring the relic to their seedy patron. But you can't expect them to do what you want! That can't be stressed enough. If the Adventurers aren't acting according to your plan, it's your job to go with the flow and see where they take you. Try not to railroad players into making their Adventurers do things they don't want to do. They are just as much of the storyteller as you are, and the story is all about them.



Assuming they're true to their word, the Adventurers return to their client with the relic in hand, and now you can decide whether or not this individual is an enemy. Once given the relic, perhaps the maniacal meanie reveals him or herself to be a necromancer, and the relic is a powerful tool that helps the necromancer summon the undead. Now the final battle can begin!

Your other option is building a campaign setting. This basically strings a bunch of adventures together into an overarching plotline, where there is a main goal to achieve, but smaller challenges must be overcome first across multiple sessions. Campaigns require more thought to be put into the world the Adventurers occupy; this means you will have to create numerous locations such as towns and cities, name them, and create the history of the world itself.

This is a big challenge, and we recommend working at it slowly. If your aim is to create a campaign, it's best to create a general history, and then describe the first town the Adventurers find themselves in. From there, it's a matter of building upon what you've already established, and this really lessens the burden of trying to write a vivid, living world before your game even gets started.

It sounds like a lot of work, and it is, but creating an enjoyable campaign setting of your own is one of the most rewarding things a Game Master can do.

Just remember, whether you are running a one-off session or a campaign—be flexible, but be consistent. Let your players work with you to tell the story, but never forget their actions. If they deviate in an unexpected way, go with it. But if they do something that wouldn't make sense within the game's world, such as killing someone they were meant to protect, or even accidentally destroying an item, they were meant to retrieve, the Adventurers should potentially face in-game consequences for those actions.

Enemies

The chart to the right is to assist the Game Master in crafting challenging fights. As a Game Master, you want to be sure your Adventurers feel threatened. The goal isn't necessarily to kill your Adventurers, but the danger of death should always be present and possible. Adventurers should never feel as though they are above running to save their hides if need be.

Enemies can also have unique abilities, either selected from the Traits List just like an Adventurer, or something else entirely. They often do not play by the same rules as Adventurers, and through Game Master Fiat, may be able to take additional Actions, move further, have immunities, or even require special conditions to defeat. Your imagination is the limit.



Enemies Chart

Threat	HP	Description
Fodder	1	Fodder enemies are people or animals that have virtually no combat ability. They can be used to throw additional enemies into combat for a more epic feel.
Low	2	Low threat enemies may represent wild animals or average criminals.
Medium	3-5	Medium threat enemies can begin to be dangerous in small groups, and can represent skilled combatants or predatory creatures.
High	6-8	High threat enemies are just as dangerous as a skilled Adventurer. They are often leaders of Low threat or Fodder threat enemies. Since they're usually leaders, they often have unique abilities that bolster their minions.
Heroic	9-14	Heroic threat enemies are easily more skilled than your average Adventurer. Provide two or three unique abilities for Heroic enemies, and several Fodder enemies to protect them.
Solo	15+	Solo threats are enemies that require an entire party to engage with them. This is the realm of giant monsters, city-leveling war machines, and reality-warping entities. These creatures often have a wide variety of abilities to defend themselves from attackers.

Example Enemies

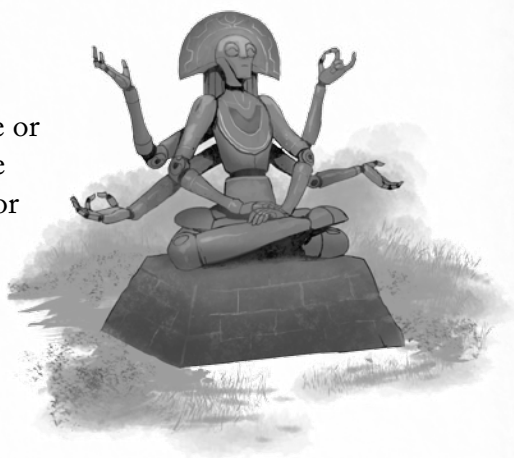
Animated Statue

HP: 8 (High)

Description: Massive walking statues of stone or metal, they can often be found guarding tombs or arcane sites.

Traits:

- **Diehard**



Assassin

HP: 4 (Medium)

Description: A dark-clad dealer of death, assassins deal in coin and plague heroes and do-gooders throughout the realms.

Traits:

- **Sneaky**
- **Dark-Fighter**
- **Tracker**



Bridge Troll

HP: 8 (High)

Description: The massive and ugly bridge trolls lurk under bridges (they are aptly named), attempting to extract tolls from passersby. They are stupid, but strong and aggressive.

Traits:

- **Regeneration:** At the start of its turn a bridge troll recovers one Hit Point.
- **Reach:** A bridge troll can attack targets up to 15 feet away with melee attacks.
- **Stupid:** A bridge troll has to make any intelligence related Saving Tests with Disadvantage.



Cultist

HP: 1 (Fodder)

Description: Dark robed worshippers of evil gods, cultists are servants and followers of more charismatic and powerful leaders.



Cult Leader

HP: 4 (Medium)

Description:

The head of a cult, a cult leader is a sinister and commanding figure, with a seemingly endless supply of cultists who follow them.

Traits:

- **Charismatic**
- **Spell Reader**



Draco-lich

HP: 25 (Epic)

Description: A massive, undead dragon, fueled by unholy energy and dark magics.

Traits:

- **Dark-fighter**
- **Insightful**
- **Educated**
- **Eidetic Memory**
- **Necrotic Breath** (Ranged Attack): Test 2d6 against an enemy. On a success, any enemies adjacent to your target also take 1 point of damage.
- **Bite** (Melee Attack): Test 3d6 against an enemy within 10 feet of you.
- **Tail Swipe**: Test 2d6. On a success, all enemies adjacent to you are knocked back 10 feet.
- **Spell-Touched**



Eldritch Horror

HP: 6 (High)

Description: A dark creature from beyond the realms of sanity, an eldritch horror is often summoned by cult leaders or dark wizards to do their bidding.



Traits:

- **Eidetic Memory**
- **Spell Touched**
- **Madness Inducing:** The first time each day an Adventurer sees an eldritch horror, they must make a Save Test with Disadvantage. If they fail, they quail from the creature, granting it Advantage on all its attacks against them.

Giant, Fire

HP: 9 (Heroic)

Description: Massive humanoid giants who live in volcanoes or hot areas, fire giants are reckless and aggressive beasts, who attack first and take no prisoners.

Traits:

- **Cleave**
- **Diehard**
- **Strong**
- **Fire-wreathed:** Any melee attack that strikes a fire giant causes the attacker to make a Save Test. On a fail, they take 1 damage.



Giant, Ice

HP: 11 (Heroic)

Description: Even larger than fire giants, ice giants live in arctic and tundra areas, or mountain tops. They are cruel, slave-taking monsters who raid the nearby lands for goods and items.



Traits:

- **Cleave**
- **Diehard**
- **Strong**
- **Frozen Soul:** Ice giants are resistant to magic. They make all Save Tests against magic with Advantage.

Giant Snake

HP: 12 (Heroic)

Description: Massive constrictors who lurk in forests or dark places underground, giant snakes are a feared foe of all Adventurers. A giant snake attempts to wrap its coils around its prey to suffocate it before devouring it.

Traits:

- **Constrict** (Melee Attack):
Test 2d6 against an enemy within 10 feet of you. On a successful hit, the enemy must roll a Save Test to avoid being grappled. Each round an enemy is grappled, it takes two damage. On its turn, a grappled foe can make a Save Test (or Evade Test) to escape.



Giant Spider

HP: 12 (Heroic)

Description: Found deep underground in earthen lairs, giant spiders can grow to be 8 to 10 feet tall. They are intelligent creatures capable of speech and are rarely found without a clutch of eggs. If disturbed, the eggs will hatch and release swarms of spiderlings.



Traits:

- **Web Slinger** (Ranged Attack): Test 2d6 against an enemy. On a success, that enemy is hit by your web and cannot move until it rolls a successful Save Test to break free.
- **Poisoned Bite** (Melee Attack): Test 2d6 against an enemy within 10 feet of you. On a successful hit, the enemy must roll a Save Test to avoid being poisoned. If the enemy fails, they are poisoned. While poisoned, all Tests performed by the enemy are at a Disadvantage. The poison effect lasts until the enemy rolls a successful Save Test on their turn.

Gnoll

HP: 4 (Medium)

Description: Gnolls are aggressive creatures that resemble humanoid hyenas. They are feral beasts that attack in small packs, wielding crude weapons. They are known for being extremely fast and ruthless.



Traits:

- **Berserker**

Gryphon

HP: 6 (High)

Description: Gryphons are four-legged winged creatures with the head of a great eagle. Often, they can be tamed, aiding Adventurers on their quests, for Gryphons are noble of heart.



Traits:

- **Flight:** A gryphon can fly.

Highwayman

HP: 2 (Low)

Description: Some unsavory humans are known for robbing people along long, unguarded stretches of road between cities or through woods. They're usually nothing more than a few men who managed to arm themselves, and then lie in wait for travelers.

Traits:

- **Vigilant**

Knight

HP: 6 (High)

Description: Heavily clad in armor, knights are wandering warriors and nobility. Either taking on chivalrous tasks for the good of those around them, or dark and cruel lords preying on the weak, knights can be found in such places as roads, battlefields, and palaces.



Traits:

- **Armor Master**
- **Defender or Cleave** (choose one)
- **Shield Bearer**

Kraken

HP: 9 (Heroic)

Description: Attacking from lakes and rivers, krakens are aquatic and dangerous foes. They attempt to grapple and drown their enemies, to feast on their flesh. Krakens often only expose their tentacles, leaving the bulk of their body hidden underwater.



Traits:

- **Constrict** (Melee Attack): Test 2d6 against an enemy within 10 feet of you. On a successful hit, the enemy must roll a Save Test to avoid being grappled. Each round an enemy is grappled, it takes 2 damage. On its turn, a grappled foe can make a Save Test (or Evade Test) to escape.
- **Reach**: Kraken tentacles are long. Kraken may make up to 4 attacks on its turn, against any target standing within 10 feet of the water's edge. Each Kraken Tentacle has 2 Hit Points (separate from the Kraken's HP above.)
- **Hurl** (Ranged Attack): A Kraken may hurl a boulder, stone or constricted foe as a Ranged attack.

Lionkin

HP: 4 (Medium)

Description: Powerful lion-headed humanoids, Lionkin are a noble and regal species, known for their nomadic lifestyle on the plains and steppes of the worlds.



Traits:

- **Beastspeaker**
- **Charismatic**

Necromancer

HP: 6 (High)

Description: Necromancers are individuals who have dabbled in dark rituals to gain power over the dead. By the time they are discovered, they usually have already raised a small army of undead to protect them.

Traits:

- **Spell Reader**
- **Spell-Touched**
- **Raise Dead:** As an Action, a necromancer can summon a fodder skeleton with 1 Hit Point within a 30-foot radius of the necromancer.

The skeleton begins its turn at the end of the necromancer's turn.



Orc

HP: 5 (Medium)

Description: Orcs are violent, barbaric creatures, often found in the service of cruel gods. They tend to resort to aggressive behavior when confronted and delight in the atrocities of war.

Traits:

- **Berserker**



Orc Priest

HP: 5 (Medium)

Description: Orc Priests are the center of Orc culture, serving as generals, healers, knowledge-bearers, and more.

Traits:

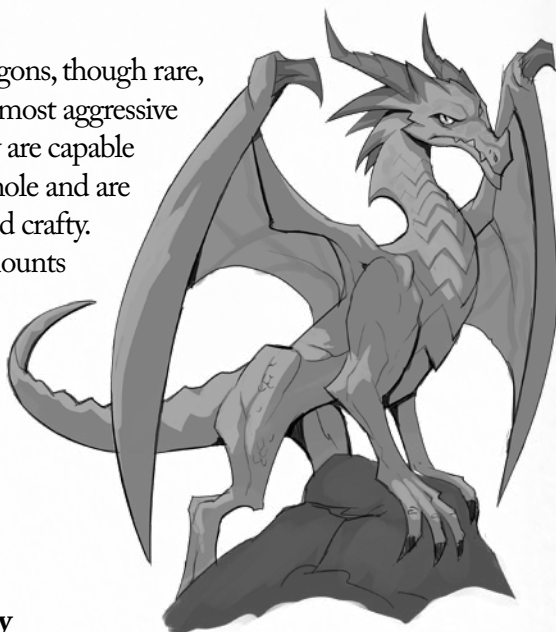
- **Spell Reader**
- **Spell-Touched**



Red Dragon

HP: 20 (Epic)

Description: Red dragons, though rare, are some of the largest, most aggressive dragons that exist. They are capable of swallowing a cow whole and are extremely intelligent and crafty. They hoard massive amounts of treasure deep within mountains that they've hollowed out for nests.



Traits:

- **Charismatic**
- **Insightful**
- **Educated**
- **Eidetic Memory**
- **Fire Breath** (Ranged Attack): Test 2d6 against an enemy. On a success, any enemies adjacent to your target also take 1 point of damage.
- **Bite** (Melee Attack): Test 3d6 against an enemy within 10 feet of you.
- **Tail Swipe**: Test 2d6. On a success, all enemies adjacent to you are knocked back 10 feet.

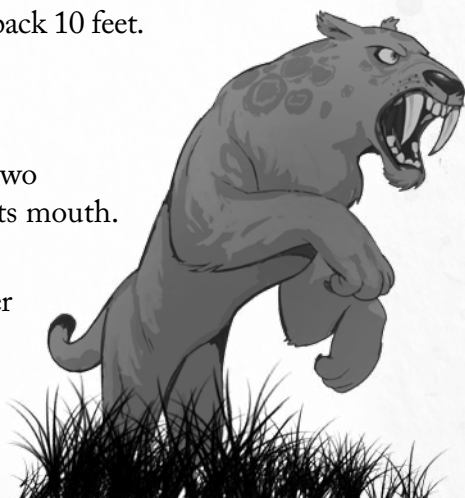
Saber-Tooth Tiger

HP: 4 (Medium)

Description: This large cat has two massive teeth that extend out of its mouth.

Traits:

- **Chomp**: A Saber Tooth Tiger does 2 damage with Melee Attacks, instead of 1.



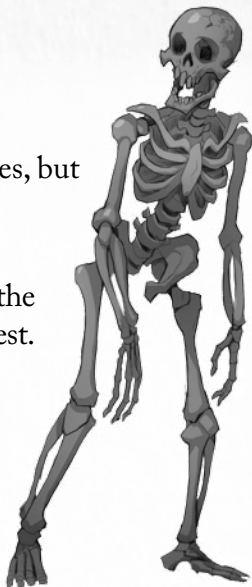
Skeleton

HP: 1 (Fodder)

Description: Skeletons are weak creatures, but are held together by powerful dark magic.

Traits:

- **Rise Again:** When reduced to 0 HP, the skeleton immediately makes a Save Test. If successful, it reforms with 1 HP.



Spiderling

HP: 1 (Fodder)

Description: Approximately the size of a house cat, spiderlings hatch from large clutches of eggs when disturbed and swarm their enemies. They're squishy and easily killed, but they have been known to overrun adventurers through sheer numbers.

Town Guard

HP: 1 (Fodder)

Description: Local city and town guards are called to protect and serve their neighbors and friends.

Traits:

- **Vigilant**

Tulip, Attack

HP:4 (Medium)

Description: This flower appears in all regards like a tulip, but larger than normal. It is hardy and can grow anywhere there is soil. It does not like non-plants, and spews a cloud of poisonous spores to choke its target.

Traits:

- **Spore Shot** (Ranged Attack): Test 2d6 against an enemy within 5 feet of you.
- **Tough**

Unicorn

HP: 6 (High)

Description: A majestic, singled horned horse, a Unicorn is a noble protector of the forests. Adventurers often find them good luck, and they may be accompanied by dryads or nymphs.

Traits:

- **Fleet of Foot**
- **Healer**



Wargs

HP: 4 (Medium)

Description: Massive wolves, often found working alongside orcs or other forces of evil.

Traits:

- **Fleet of Foot**
- **Tracker**
- **Frost Breath** (Winter Wolf Variant - Ranged Attack):

Test 2d6 against all enemies within 30 feet. If successful, all enemies must make a Save Test or take 1 damage.



Zombies

HP: 1 (Fodder)

Description: Hordes of shambling undead, zombies are the animated and risen undead who attack in mobs, trying to tear down their targets to devour their flesh.



Dinosaurs

Ankylosaurs

HP: 12 (Heroic)

Description: Thick bony plates armor the domelike back of this quadrupedal dinosaur, its powerfully muscled tail ending in a bony club.

Traits:

- **Armored:** Test with 2d6. On a success, the ankylosaurus takes no damage.
- **Tough**
- **Tail Swipe** (Melee Attack): Test 3d6. On a success, all adjacent enemies are knocked back 15 feet and dealt 2 damage.

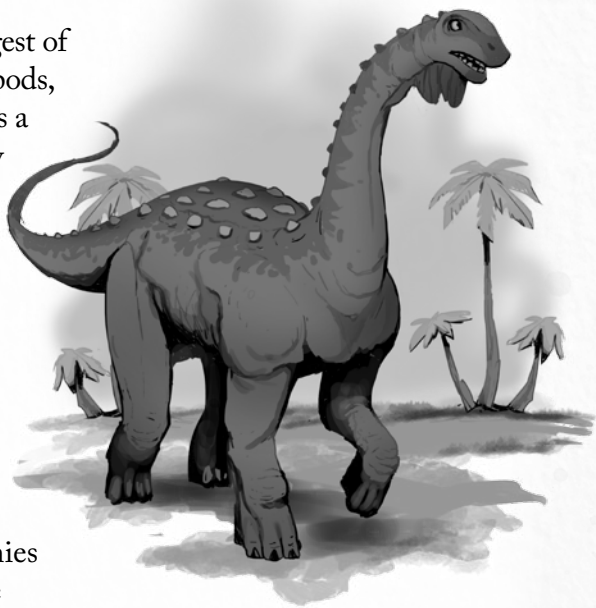
Argentinosaurus

HP: 16 (Solo)

Description: The largest of the quadrupedal sauropods, the argentinosauros has a long tail and an equally long neck, at the end of which a relatively small head pulls food from the treetops.

Traits:

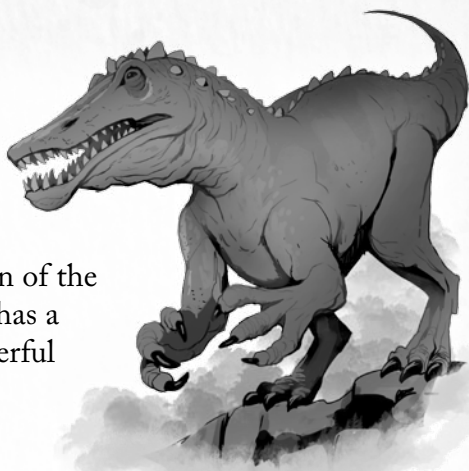
- **Diehard**
- **Strong**
- **Stomp:** Test 2d6. On a success, all enemies within 5 feet are knocked prone.
- **Tough**
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.



Baryonyx

HP: 16 (Solo)

Description: Another dinosaur in the spinosaurid family, the baryonyx is a smaller cousin of the spinosaurus. The dinosaur has a crocodilian snout and powerful front claws.



Traits:

- **Bite (Melee Attack):** Test 3d6 against an enemy within 10 feet.
- **Perceptive**
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.
- **Tough**

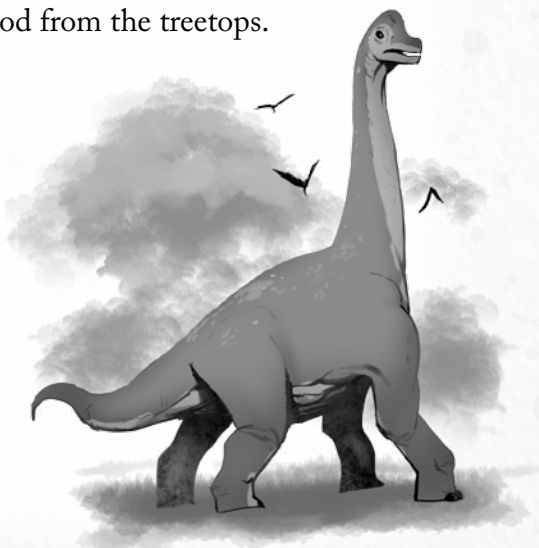
Brachiosaurus

HP: 9 (Heroic)

Description: A long tail counterbalances this quadrupedal dinosaur's equally long neck, at the end of which a relatively small head pulls food from the treetops.

Traits:

- **Diehard**
- **Strong**
- **Stomp:** Test 2d6. On a success, all enemies within 5 feet are knocked prone.
- **Tough**
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.



Deinonychus

HP: 6 (High)

Description: This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.

Traits:

- **Claw** (Melee Attack): Test 2d6 against an enemy within 5 feet.
- **Fleet of Foot**
- **Sneaky**
- **Tracker**



Dilophosaurus

HP: 9 (Heroic)

Description: This enormous, long-necked quadruped moves with an uncanny grace, holding its lengthy, whip-like tail out level behind it.

Traits:

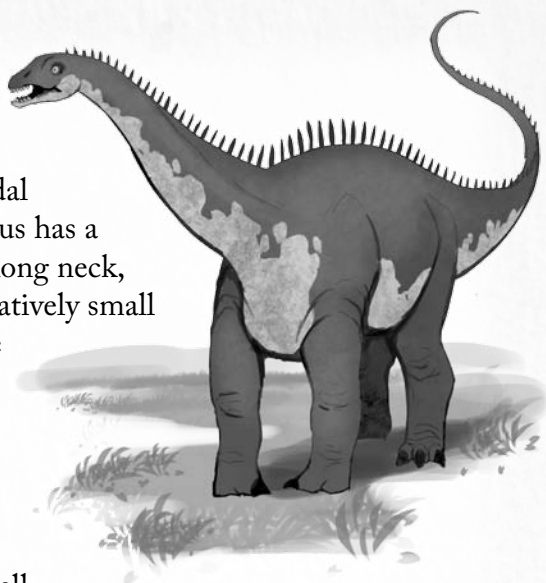
- **Diehard**
- **Strong**
- **Stomp:** Test 2d6. On a success, all enemies within 5 feet are knocked prone.
- **Tough**
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.



Diplodocus

HP: 14 (Solo)

Description: One of the smaller quadrupedal sauropods, the Diplodocus has a long tail and an equally long neck, at the end of which a relatively small head pulls food from the treetops.



Traits:

- **Diehard**
- **Strong**
- **Stomp:** Test 2d6. On a success, all enemies within 5 feet are knocked prone.
- **Tough**
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.

Dimetrodon

HP: 12 (Heroic)

Description: The massive sail on the back of this squat reptilian creature flexes and twitches as the beast stalks forward.

Traits:

- **Bite** (Melee Attack): Test 3d6 against an enemy within 5 feet.
- **Stomp:** Test 2d6. On a success, all enemies within 5 feet are knocked prone.
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.
- **Tough**

Gallimimus

HP: 7 (High)

Description: This large ostrich-like dinosaur is a fast moving herbivore. It is not vicious, and only attacks in self defense.

Traits:

- **Tail Swipe:** Test 2d6. On a success all adjacent enemies are knocked back 5 feet.
- **Swift:** Test 2d6. On a success, double movement speed for a single action.



Giganotosaurus

HP: 20 (Solo)

Description: This bipedal dinosaurs is bigger than the Tyrannosaurs Rex, and has larger arms featuring a three-fingered hand.

Traits:

- **Bite** (Melee Attack): Test 3d6 against an enemy within 10 feet.
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.
- **Tough**



Iguanodon

HP: 10 (Heroic)

Description: This dinosaur seems comfortable on two legs or four. Its front limbs are each adorned with a cruel-looking, thumb-like spike.

Traits:

- **Perceptive**
- **Sneaky**
- **Swift:** Test 2d6. On a success, double movement speed for a single action

Megalodon

HP: 12 (Heroic)

Description: A massive, terrifying aquatic carnivore, the Megalodon is a primal aquatic predator, who lurks the oceans devouring prey.

Traits:

- **Fast Swimmer** (Fleet of Foot, but applies to swimming.)
- **Vicious Bite** - Melee Attacks from the Megalodon deal 2 damage.
- **Diehard**
- **Aquatic:** A Megalodon can only survive in water, and is an excellent swimmer.



Oviraptor

HP: 4 (Heroic)

Description: This dinosaur is known to eat lizards as well as eggs. The oviraptor has a hard beak and can chase down its prey; it defends itself with its tail.



Traits:

- **Perceptive**
- **Sneaky**
- **Swift:** Test 2d6. On a success, double movement speed for a single action
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet

Parasaurolophus

HP: 8 (Heroic)

Description: This thick-bodied dinosaur has a whip-like tail and a long neck, its head topped by the crest of a backward-curving horn.



Traits:

- **Perceptive**
- **Strong**
- **Tail Swipe:** Test 2d6. On a success, all enemies adjacent to you are knocked back 15 feet.
- **Tough**



Pterosaur

HP: 8 (Heroic)

Description: This brightly colored creature swoops through the skies on leathery wings. Its head is overly large, with a mouth full of sharp teeth and bright, shiny eyes; its long, thin tail lashes at enemies that threaten it.

Traits:

- **Claw (Melee Attack):** Test 2d6 against an enemy within 5 feet.
- **Evading Wind:** Test 2d6. If you are successful, you Evade with 3d6 on your next turn.
- **Flight:** A pterosaur can fly.
- **Perceptive**
- **Sneaky**

Spinosaurus

HP: 18 (Solo)

Description: This titanic saurian has a crocodilian snout, powerful front claws, and a colorful sail-like ridge that runs down its back.

Traits:

- **Bite** (Melee Attack): Test 3d6 against an enemy within 10 feet.
- **Perceptive**
- **Tail Swipe**: Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.
- **Tough**



Stegosaurus

HP: 12 (Heroic)

Description: This huge dinosaur has a small head, twin rows of sharp dorsal plates, and a muscular tail terminating in a set of bony spikes.



Traits:

- **Diehard**
- **Tail Swipe:**
Test 3d6. On a success, all enemies within 15 feet take 2 damage.
- **Tough**

Triceratops

HP: 12 (Heroic)

Description: This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.

Traits:

- **Diehard**
- **Horns** (Melee Attack): Test 3d6 against an enemy within 5 feet.
- **Tough**



Tyrannosaurus Rex

HP: 16 (Solo)

Description: This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

Traits:

- **Bite** (Melee Attack): Test 3d6 against an enemy within 10 feet.
- **Perceptive**
- **Tail Swipe**: Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.
- **Tough**



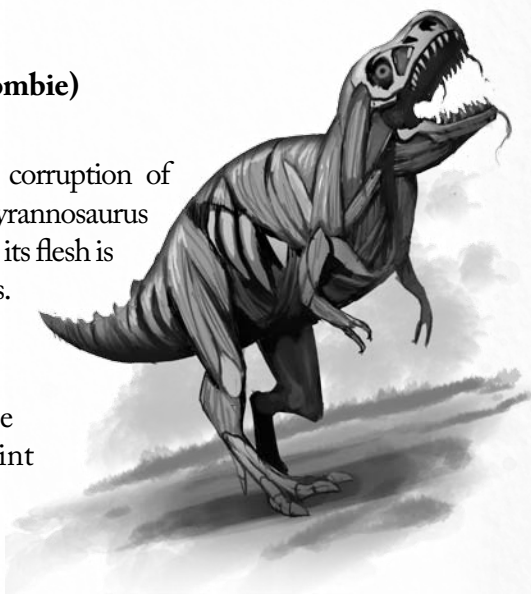
Tyrannosaurus Rex (Zombie)

HP: 16 (Solo)

Description: A terrifying corruption of the tyrannosaurus rex, the tyrannosaurus rex zombie smells putrid and its flesh is obviously falling off its bones.

Traits:

- **Hard to Kill**: Test 2d6. If successful, the zombie ignores a point of damage.
- **Bite** (Melee Attack): Test 3d6 against an enemy within 10 feet.
- **Tail Swipe**: Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.
- **Tough**



Utahraptor

HP: 12 (Heroic)

Description: This large cousin of the velociraptor has a dangerous bite, a snapping tail, and large claws perfect for gutting prey.

Traits:

- **Bite** (Melee Attack): Test 3d6 against an enemy within 10 feet.
- **Claw** (Melee Attack): Test 3d6 against an enemy within 5 feet.
- **Perceptive**
- **Sneaky**
- **Swift**: Test 2d6. On a success, double movement speed for a single action.
- **Tracker**



Velociraptor

HP: 4 (Medium)

Description: This small, sleek dinosaur has vicious, snapping jaws and feet that end in large talons for gutting prey.

Traits:

- **Claw** (Melee Attack): Test 3d6 against an enemy within 5 feet.
- **Perceptive**
- **Sneaky**
- **Swift**: Test 2d6. On a success, double movement speed for a single action.
- **Tracker**



OPTIONAL RULES

All the rules in this section are optional. The Game Master will tell you if you're using them or not. They change the core elements of the game and can make it unbalanced and add a bit more complexity to the game. You've been warned about these. Use them carefully.

New Prestige Traits

Prestige Traits are a type of Trait that requires a qualifying Trait to take. They provide power beyond that of a normal trait, but you may only ever have one Prestige Trait. Prestige Traits are an **optional rule** and you must have the GM's permission before taking one.

Archdruid: *Nature speaks to the world, through me.* You have an exceptional connection with nature, beyond that of most. To take this trait, you must have the Beastspeaker Trait.

After you select this Trait, you gain an Animal Companion. To create your Animal Companion, use the Animal Companion generation rules below. You can take this trait multiple times. Each time you do, you may select an additional Animal Companion.

Archmage: *I am the master of the arcane!* You have advanced arcane magic beyond the ken of normal folks and even other spellcasters. To take this trait, you must have Scroll-Reader or Spell-Touched.

After you select this Trait, you must pick one of the Magical Disciplines to specialize in. You may take this Trait multiple times. Each time you do, you may select an additional Magical Discipline.

You will find the Magical Disciplines on [page 74](#).

Assassin: *Barely worth the gold.* You're a master killer, a deadly shadow in the night. To take this trait you must have Dark-Fighter, Nimble Fingers, or Sneaky.

When you have Advantage against an enemy, your attacks deal 2 damage instead of one.

You can choose to take Disadvantage on an attack you would normally have Advantage on to make a Death Attack. If this attack hits, the target must make a Save Test at Disadvantage. If they fail, they die. If they succeed, they suffer 2 damage. After you use this ability, you must roll a d6. On a 1, you can no longer make a Death Attack until you've rested for 6 hours.

Grandmaster: *Empty your mind, be formless. Shapeless, like water.* You are truly among the greatest of martial artists. To take this trait, you must have Drunken Master or Martial Artist.

After you select this Trait, you must pick two of the Martial Disciplines to specialize in. They form your school of Martial Arts and combined create its title. You may take this Trait multiple times. Each time you do, you may select an additional two Martial Disciplines.

You will find the Martial Disciplines on [page 77](#).

Paladin: *I am truth, justice, and honor!* You are a holy warrior, chosen by the gods. To take this trait, you must have Healer and Shield Bearer.

You gain the ability to smite your foes with holy wrath. Before you attack, you may declare you are smiting the enemy. Your attack deals 2 damage (instead of 1). Every time you smite (if the attack is successful or not), you must roll a d6. On a 1, you can no longer smite until you've rested for 6 hours.

Any turn where you take the Evade action, you can grant the benefits of that action to any adjacent allies (or allies in the same zone). They do not get the benefit of Shield Bearer unless they have that Trait on their own.

Animal Companions

Animal Companions are the providence of Archdruids, powerful creatures that follow the call of nature, and serve alongside as friends and allies.

All animals have the same Animal Traits, having a basic melee attack, and one bonus trait from the list below. They also get two Traits from the Player Trait List that can make some level of sense when applied to animals. Animal Companions are exceptionally unique and should be different than a standard of their kind, but they should not have access to magic, or other Adventurer-specific abilities. Your Game Master has the final say on whether a Trait is appropriate or not.

Creating an Animal Companion

1. Select Animal Type
2. Select 2 Traits from the Player Trait List
3. Play!



Animal Type List

Small Creature

Little, fast, easier to maintain, this type represents small cats, dogs, or birds.

4 Hit Points

Small Creatures get the **Evasive** and **Sneaky** Traits. If it is a bird, it also gains the **Fly** Trait.

- **Evasive:** Whenever you are attacked, you may roll a d6. On a success, the attack misses. This does not stack with Evade.
- **Fly:** This creature can fly up to 60 feet an action.
- **Sneaky:** As per the Player Trait (see Page 36).

Medium Creature

A medium creature represents an animal such as a medium hunting cat (like a leopard or bobcat), a wolf, a deer, or some other form of animal a little smaller, to a little bigger than human.

6 Hit Points

Medium Creatures get the **Maul** Trait.

- **Maul:** As one action, this creature can make three attacks with Disadvantage.

Large Creature

A large creature represents horses, stags, large hunting cats (like tigers or lions), or bears.

8 Hit Points

Large Creatures get the **Crushing Blow** Trait.

- **Crushing Blow:** All attacks this creature makes deal 2 damage.

Magical Disciplines

An Archmage may select one of the below to represent their school of magic. Each Spell takes one Action to complete, and follows any of the rules listed. An Archmage knows all 4 spells in their Discipline.

If the names of these “schools” of magic don’t meet your needs, rename them!

ONYX MAGIC focuses on using the power of the magic to harm, damage, or cause forceful effects. It also has some minor defensive powers.

- **Blast:** Test to deal 1 damage at Range. This Test is subject to all the rules of an attack.
- **Hurl:** As an action you may move any object weighing as much as you without testing. If you wish to hurl it violently and cause damage, you must Test successfully. Hurlled objects deal 1 damage to anything they strike, and suffer 1 Depletion.
- **Shatter:** Test with Disadvantage. If you are successful, all enemies you can see take 1 Damage.
- **Shield:** When you take an action to use Shield, you count as having taken the Evade action and as having the Shield-Bearer Trait.

CRYSTAL MAGIC uses the power of the mystical to influence emotions, feelings, and thoughts.

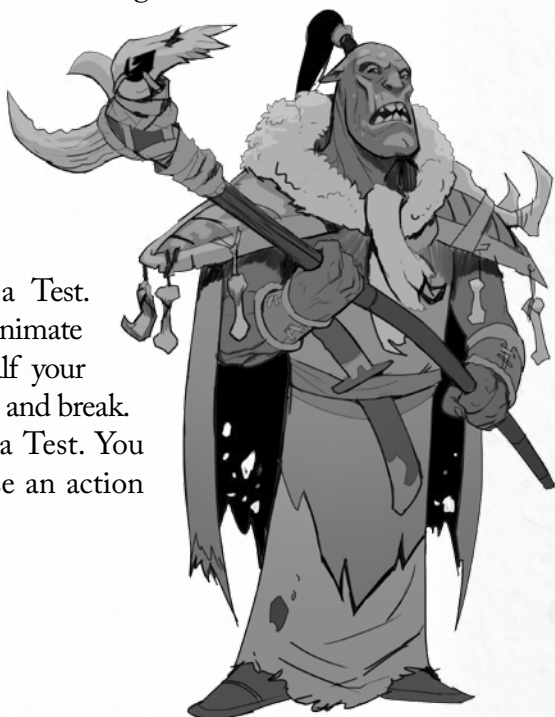
- **Communicate:** You may communicate via distances to any being you are aware of. If they are within sight, this does not require a Test. If they are not within sight, you must Test successfully. If they are further than 100 miles away, you must Test with Disadvantage.
- **Pacify:** Test to quell the negative emotions in a target. If successful, you gain Advantage on your next roll against that Target.
- **Timeview:** Test. If successful, gain one detail about the history of an object or location you can touch or see. You can only do this once per item.
- **Unsettle:** Test with Disadvantage. If you are successful, one enemy suffers Disadvantage on all Tests until the start of your next turn.

EMERALD MAGIC unlocks the innate powers resident in all forms: the powers of life-force, earth, and growth.

- **Thorns:** Make a Ranged Attack Test. If you make this Test with Disadvantage, this Test deals 2 damage.
- **Bless:** Test. If successful you gain Advantage on your next Test. By Testing with Disadvantage, you can grant this to one Ally.
- **Grant Life-force:** Test. If successful, the target gains two additional actions this turn. After these two actions, you lose 2 Hit Points.
- **Heal:** Test. If successful restore 2 HP to one target. If you Test with Disadvantage and are successful, you can restore $1d3+1$ HP to one target. (Roll a d6. If the result is 1-2, heal 2 HP. If it's 3-4, heal 3 HP. If it's 5-6, heal 4 HP.)

DIAMOND MAGIC uses the power of the frozen storms and the arcane vortex to unlock chilling powers.

- **Bone Chill:** Make an Attack Test. If successful, the target takes 1 damage, and Disadvantage on their next Test.
- **Coldsnap:** Make an Attack Test. If successful everything within 10 feet (Near Zone) suffers 1 damage.
- **Blood Freeze:** Make a Test. You may cause one inanimate object that is about half your size or smaller to shatter and break.
- **Glacial Mind:** Make a Test. You cause one target to lose an action on their next Turn.



RUBY MAGIC uses the innate properties of the fire, volcanoes, and mystic birds to unlock raging infernos of power.

- **Licking Flames:** Make a Ranged Attack Test. Anything you hit must make a Save or catch on fire. Each round they are on fire, they take one damage. The Fire can be put out by spending an Action, or after 3 rounds, whichever comes first.
- **Burn & Ignite:** Test with Disadvantage. If successful, you can cause any object roughly your size or smaller to burst into flames. Anyone touching these flames suffers 2 damage. To extinguish the flames, they must successfully Test with Disadvantage or spend an Action.
- **Extinguish:** Make a Test. You may cause any flame or heat based effect to cool and cease.
- **Inner Maelstorm:** Make a Test with Disadvantage. Everything within arms' reach of you takes 3 Damage. You take 1 Damage.

SAPPHIRE MAGIC uses the power of the water, salt, and iron to punish the wielder's foes.

- **Salted Wounds:** Make a Ranged Attack Test. If successful, deal 1 damage, and the next time the target takes damage, increase it by 1.
- **Drown:** Make a Melee Test with Disadvantage. If you succeed, the target takes 1 damage each round for 6 rounds as they cough up salt water and iron shavings.
- **Surge:** Make a Test. If successful, your next action gains Advantage.
- **Tentacles:** You summon 3 tentacles that attack for you. Once per tentacle, on your turn, each Tentacle may make a single Melee Attack Test with Disadvantage. Each Tentacle has 1 hit point, and stays for 6 rounds or until killed.

Martial Disciplines

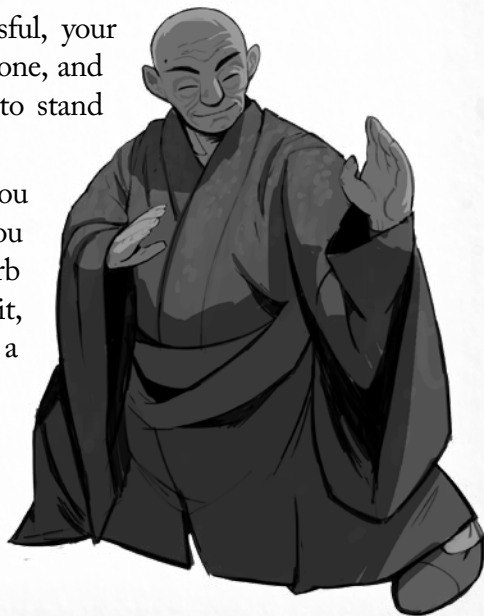
An Grandmaster may select two of the below to represent their school of martial arts. Each Technique takes one Action to do and follows any of the rules there. A Grandmaster knows all the Techniques in their Disciplines. Each Discipline contains two Techniques.

FIRE DISCIPLINE focuses the user's Chi into near-magical effects, such as fiery fists, or breathing fire.

- **Chi Blast:** You may make a Ranged Attack that can target up to 3 Targets.
- **Fiery Claw Strike:** Make an Unarmed Melee Attack. If successful, your Target also takes 1 damage on their turn for the next 2 turns.

EARTH DISCIPLINE deflects, supports, and absorbs, striking with rolling thunder, and standing firm.

- **Avalanche Strike:** Make an Unarmed Melee Attack. If successful, your target is also knocked prone, and must spend one Action to stand on their next turn.
- **Stone Stance:** After you go into Stone Stance, you gain the ability to absorb damage. After you are hit, make a Save Test. On a success, the damage is negated, and you may heal yourself 1 Hit Point.



METAL DISCIPLINE focuses the user's Chi into hardness, durability, and damage resistance.

- **Iron Stance:** After you go into Iron Stance, you cannot be moved from your location until your next turn. Additionally, you heal 1 Hit Point.
- **Blacksmith's Blow:** Make an Unarmed Melee Attack. This Strike Deals 2 damage.

WATER DISCIPLINE is fluid and nourishing, providing defense and aid, agility and shapelessness.

- **Flowing Stance:** When you Evade, you Evade with 3d6.
- **Healing Chi:** Test. If successful, you can heal 3 Hit Points for an adjacent target or yourself.

WOOD DISCIPLINE is surprise, growth, and resilience, recovering, adapting, and entangling your foes.

- **Ten-Thousand Thorns:** You may make 6 Unarmed Melee Attacks with Disadvantage against the same target.
- **Entangling Vines:** Test. If successful, an adjacent enemy has Disadvantage for their whole next turn.

HUNTING LION DISCIPLINE focuses on claw strikes, sudden movements, and agility.

- **Raking Claws:** You may make three Unarmed Melee Attacks as one action.
- **Pounce:** Test. You may attack an opponent within 30 feet with an Unarmed Melee Attack. You move next to them.

SOARING HERON DISCIPLINE focuses on grace, dexterity and precision.

- **Battering Wings:** Make an Unarmed Melee Attack. If successful, you may make two more Unarmed Melee Attacks that suffer Disadvantage.
- **Graceful Dodge:** If you fail an Evade, you may retest once.

RAGING DRAGON DISCIPLINE focuses on overwhelming power, personality, and aggression.

- **Soaring Strikes:** If you are on higher ground than your opponent, you may reroll any failed Unarmed Melee Attack.
- **Pressing Blows:** Once per turn, if you successfully damage a foe with an Unarmed Melee Attack, you may immediately make another attack.

TWO ANCESTORS DISCIPLINE focuses on understanding your opponent, reading their movements, and defeating them before they realize it.

- **First Ancestor:** Make an Unarmed Melee Attack. If you took damage from this opponent since your last turn, this attack automatically hits.
- **Second Ancestor:** Make an Unarmed Melee Attack. If you successfully damaged this opponent this turn, you may immediately force them to make a Save Test or fall prone.

CRIMSON DEATH DISCIPLINE focuses on raw damage, brutal violence, and precise strikes that cascade into greater damage.

- **Dim Mak:** Make an Unarmed Melee Attack. If you already damaged this opponent this round, this attack deals 3 damage.
- **Shatter Lifeforce:** Make an Unarmed Melee Attack. If you successfully damaged this opponent this turn, you may immediately force them to make a Save Test or die immediately. You must make the Save Test with the same effects.

Optional Combat Rules

The following rules are written to enhance or allow extra rules around combat. These rules do tend to break the streamlined nature of the game, so use them carefully.

Criticals

Critical Hits: If all the dice rolled for an Attack Test come up with a “6” on the face, you have achieved a Critical Hit! Increase your total damage by 1. You can only successfully have a Critical Hit on a weapon you have Mastered.

Critical Miss: If all the dice rolled for an Attack Test come up with a “1” on the face, you have a Critical Miss on your hands! The GM will choose what happens, but it probably won’t be good. Some options involve weapons breaking, allies being shot instead, or you dropping your weapon. There’s no end to the potential here.



Variable Weapon Damage

Light Melee or Ranged Weapons: When you successfully attack with a Light Weapon, you deal 1d2 +1 damage. (Roll a d6. If the result is 1-3, deal 2 damage. If it's 4-6, deal 3 damage.)

Heavy Melee: When you successfully attack with a Heavy Weapon, you deal 1d3+1 damage. (Roll a d6. If the result is 1-2, deal 2 damage. If it's 3-4, deal 3 damage. If it's 5-6, deal 4 damage.)

Armor and Damage Reduction

Here we introduce some rules for streamlined armor and damage reduction. These rules necessitate some additional traits, which you will find below. If you wear armor without the appropriate Trait, you suffer Disadvantage on all rolls.

- **Light Armor:** Reduce the damage you take by 1, to a minimum of 0.
- **Medium Armor:** Reduce the damage you take by 2, to a minimum of 0.
- **Heavy Armor:** Reduce the damage you take by 3, to a minimum of 0.

Note: These rules should only be used opposite the variable damage rules.

New Traits for Armor:

Light Armor Training: You are trained in using Light Armors. You gain a suit of Light Armor and may wear Light Armor.

Medium Armor Training: You are trained in using Medium Armors. You gain a suit of Medium Armor and may wear Medium Armor. You must already have Light Armor Training.

Heavy Armor Training: You are trained in using Heavy Armors. You gain a suit of Heavy Armor and may wear Heavy Armor. You must already have Medium Armor Training.

Optional Ship & Mount Rules

Rules for ships and mounts are below. These represent rules for more detailed campaigns.

Ship Rules

There are three variations of ships Tiny Dungeon 2e uses:

- Sloop: a small single-masted ship.
- Schooner: A medium sized double-masted ship.
- Frigate: A larger ship with 3 or more masts.

The various ships have the following statistics:

Sloop

HP: 4

Traits:

- **Agile Dodge:** When the Sloop is hit by a Ranged attack, they may roll a Test at Disadvantage. If they succeed, they negate all damage from the attack. This does not stack with the Evade action.

Schooner

HP: 8

Traits:

- None

Frigate

HP: 10

Traits:

- **Fearsome Reputation:** When attempting to gain an advantage in Diplomacy or Intimidation, the ship's reputation provides its crew with Advantage.

If you wish your ships to have cannons and such, simply allow ships to make Ranged attacks against each other. Otherwise, ships must be pulled alongside, and boarding actions must occur.

New Traits

The below traits are for use in Sailing campaigns.

Carpenter: *I can fix it.* As two actions, you can Test to restore one HP to a ship that has been damaged.

Corsair: *But you have heard of me.* When attempting to intimidate other ships, you gain Advantage on those tests. Additionally, once per turn, you can impose Disadvantage on an attack coming against you.

Sailor: *I be one with the sea, matey.* You gain Advantage on Tests related to rigging, knot tying and maintaining your balance while on a ship.

Mount Rules

Mounts can be created using the Animal Companion rules, or the GM can use a creature from the Bestiary. True to the nature of Tiny Dungeon 2e, the rules for mounts are fairly minimal, but we've created a sample Horse mount and we've added two new Traits related to Mounted Combat.

Below is a sample mount, Horse.

Horse

HP: 3

Description: This horse represents any and all breeds of horse.

Traits:

- **Fleet of Foot**

New Traits

Cavalier: *Charge!* When mounted, if you spend your first Action moving, your Attack as your second Action deals 2 damage instead of one.

Outrider: *I love the feel of wind in my hair!* When you take a move Action while mounted, you may make a Test with Disadvantage. If successful, you can move again immediately (as part of the same Action).

Adventure Generator

by Gregory Israel

It happens to every Game Master at one point or another... You have a game coming up, but you just don't know what to do for the next adventure. With a few rolls of the dice and a little creativity, the tables below can help you whip up your next great story.

For each of the following five tables, roll 2d6 and find and record the results. These five results will give you a one sentence summary of an adventure. It's up to you to interpret the results and expand them into a full adventure.

The basic structure is: The Adventurers must **VERB** the **SUBJECT** in the **PLACE**, while dealing with a **HINDRANCE** and opposing the **ANTAGONIST**.

Here's a randomly rolled example: The Adventurers must **FIND** the **THIEF** in the **MINE**, while dealing with **LOVE** and opposing a **DISEASE**. How can these results be interpreted? One possibility could be go something like this...

The party is tasked by a wealthy mine owner to find out who has been stealing from his gold mine. It seems that significant quantities of gold ore are disappearing once it reaches the surface. A thief with a cloak of invisibility is stealing the gold. He's using the gold to pay an alchemist to find a cure to the strange disease sweeping through his home village, threatening the lives of his loved ones.



VERB

	1	2	3	4	5	6
1	Attack	Rescue	Escort	Investigate	Aid	Transport
2	Steal	Fight	Blackmail	Hide	Shelter	Trick
3	Negotiate	Defend	Retrieve	Overcome	Invade	Kill
4	Capture	Free	Secure	Heal	Trade	Scare
5	Hunt	Find	Defend	Prevent	Cause	Serve
6	Take	Bargain	Explore	Sabotage	Kidnap	Lead

SUBJECT

	1	2	3	4	5	6
1	Human	Fey	Dwarf	Goblin	Salimar	Treefolk
2	Karhu	Lizardfolk	Royalty	Priest	Wizard	Scribe
3	Monster	Animal	Pirate	Bandit	Magic Item	Enemy
4	Passenger	Riddle	Merchandise	Contraband	Performer	Caravan
5	Merchant	Thief	Warrior	Healer	Peasant	Beggar
6	Traveler	Innkeeper	Ghost	City Watch	Witness	Alchemist

PLACE

	1	2	3	4	5	6
1	Mountain Top	Ruins	Ocean	Desert	Island	Canyon
2	Mountain Pass	Temple	Ice Cave	Volcano	Forest	Whirlpool
3	Sunken City	Subterranean City	Forbidden City	Floating Fortress	Airship	Fortress
4	Market	Tower	City Jail	Bridge	Sewers	Docks
5	Dungeon	Graveyard	Gambling House	Faerie Realm	Land of Dreams	Other Dimension
6	Castle	Monastery	Mine	Enemy Territory	Dragon's Den	Labyrinth

HINDRANCE

	1	2	3	4	5	6
1	Ally	Betrayal	Love	Broken Promise	Deception	Rival
2	Mentor	Family	Attack	Trap	Physical Illness	Weather
3	Finances	Theft	Spy	Double Agent	Revenge	Mental Illness
4	Red Herring	Transportation	Hostage	Kidnapping	Assassination	City Watch
5	Greed	Trust	Hatred	Jealousy	Bad Luck	Pride
6	Laziness	Lust	Gluttony	Neglect	Forgetfulness	Ignorance

ANTAGONIST

	1	2	3	4	5	6
1	City Watch	City Leader	Spy	Politics	Moneylender	Scandal
2	Bandits	Pirates	Secret Society	Wizards' Guild	Thieves' Guild	Army
3	Monster	Flora	Fauna	Undead	Magic	Disease
4	Wizard	Necromancer	Cultists	Merchants	Alchemist	Murderer
5	Assassin	Time	Demon	Invasion	Evil Genius	Dragon
6	Robber	Imposter	Faerie	Curse	Parasite	Adventurers



Tiny Dungeon 2E: Microsettings

Legacy: The War of the Widows

By Tobie Abad

"My grandfather once owned this blade. Carved from the tooth of a Goletia. Forged with the blood of a Ferrex horde. He died protecting the refugees that fled for the Northern Chasm from the onslaught of the Alavanche Wurm. I will not tarnish the legacy he has left behind."
~Autark Darid, Third Generation Swordpoet

The War of the Widows has raged for nearly 300 years. With your grandfather's blade and your father's ring, your time to join the war has come. The relentless Ferrex and their titanic Goletia use their uncountable numbers and brutality to their advantage. But on your side is the unity brought by a common enemy and the armaments inherited from those who came before you. Legacy includes setting information, new monsters, and rules to represent multiple generations of characters going through the endless war, as well as rules on representing the war's effects upon the world.

Introduction

The war began nearly 300 years ago, but no one remembers for certain why it began. Most only know that their very survival lies in fighting against the relentless Ferrex hordes that scour the land for any human settlement they can find. These scavengers tear apart any human settlements they come across, and strip them of all possible resources they need. Sadly, that includes human body parts they need to replace.

The People barely recall a life without the constant war against the Ferrex. Worse, even fewer recall a time when the titans known as the Goletia did not serve the Ferrex's dark hunger. Very few of the People can claim to have an intact family, having lost fathers, mothers, sons, and daughters to the uncaring cycle of destruction and death that has become their daily experience. "We are all widows," Autark Darid once said, "but this War is one we Widows must overcome."

Slowly, the tide has begun to shift.

The People have begun to set aside their personal conflicts for the greater good. Before, the various nations mistrusted each other and blamed each other for their choices during the war. With the nations divided, any sightings of the Ferrex meant abandoning great cities and relocating societies into underground caves or nearly inhospitable wastelands just to survive. But the nations have united against the singular true enemy, and armaments that once proved deadly to each other now are trained upon the greatest threat the People have ever had to face.

There is finally hope.



The People

The People stand united. The threat of the Ferrex requires setting aside all other previous conflicts and focusing instead on the true singular need: Humanity's Survival.

The Gathering: Once there were many nations. But facing extinction, the nations have thrown away their differences and created a unified governing body. The Gathering is the council of five leaders, each one representing a nation that once struggled to survive on its own. To become one of the Gathering is to be considered the most wise and influential (or most popular) citizens of that former nation.

- **Sol Atadris**—Representative of the Luminare. Soft spoken and patient. Believes the Ferrex can only be defeated if the People remain united.
- **Vys Krshk'nk'al**—Representative of the Q'veda. Seeks the utter annihilation of the Ferrex. Believes their Goletia can somehow be turned against them. Assigns secret missions to attempt to capture one.
- **Jebeda Elgon**—Representative of the Iden. Cold and abrasive. Believes the war is a defensive attempt to prolong our existence, not a winnable struggle. Once believed in the Myth of the Savior.

Only three Gathering members are presented here to give you a feel for the concepts you can use. Note not even their Heritage is defined, allowing you to cast Sol as a goblin, or whatever else you desire. Feel free to complete your council with personalities that work best for your campaign.

Listed here are the other key organizations that exist. Sadly, the world is not as perfect as the Gathering would have its citizens believe.

The Voce Luminare: A religious group that believes in the Return of the Savior (which most now call the Myth of the Savior), a man or woman who, with the Perfected Combination, a sacred combination of Armaments, will devastate the Ferrex and bring them to their knees.

Q'veda Q'n: Roughly translating to “The Mind of the Nation Q'veda,” this secret coalition gathers the bravest and most foolish warriors to work with the smartest intellectuals of Q'veda. Their goal: to subdue one of the Goletia and attempt to either steer it or reverse engineer it and use it as a weapon against the Ferrex. The group has caused thousands of deaths in their attempts, and Jebeda has begun to suspect its existence.

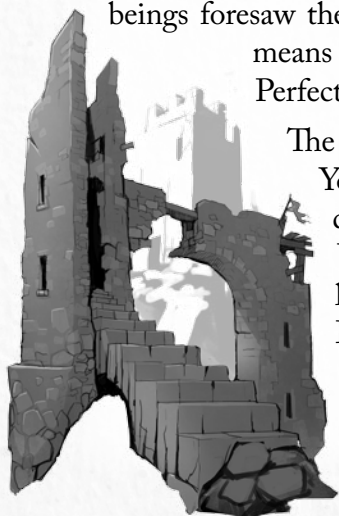
Pintados: Roughly translating to “Painted Soldiers,” this elite group invites to its numbers heroes of exceptional merit. A mystical ritual tattoos the hero's body with armaments that have been melted into liquid ink, allowing the hero to carry more than common sense would imply. Rumors say only seven Pintados exist. Sol, however, fears these “metal men” are spies of the Ferrex and calls upon the populace to root them out.

Swordpoet Guild: These warrior historians believe that only by hiding the truth in poetry and song can the People find the chance to defeat the Ferrex.

The Armaments

Inherited from fallen mothers, fathers, siblings, or cousins, these powerful weapons and gear provide the People with a chance to fight gloriously against their foes. The Voce Luminare claims the Armaments were first given by the Gods Now Gone. These divine beings foresaw the People's horrible plight and gave them the means to protect themselves. Only by finding the Perfect Combination will the threat be truly defeated.

The Q'veda Q'n however believe this to be a lie. Yosh Ibana, Second Generation Tinkerer, discovered that two of the Armaments his War Party had fit perfectly in one of the limbs of the Goletia, which they fought in the Destruction of Creare Bay. They now believe the Armaments are weapons torn from the Goletia during the battles fought in the First Generation.



Acquiring Armaments

Characters start with 0 to 3 Armaments. Use this Table to generate the grandparent/parent/sibling/cousin deaths and their resultant inherited Armament. Use the column of the Generation the character is part of. Roll two dice and to determine who has died for the Armament the character starts with. If the result matches an already dead family member, move one step down on that column until you get an appropriate result.

	1	2	3	4	5	6+
2	None	None	None	None	Child	Child
3-4	None	Sibling	Parent	Grandparent	Sibling	Cousin
5-7	Parent	Grandparent	Cousin	Aunt/Uncle	Aunt/Uncle	Sibling
8	None	Sibling	Grandparent	Sibling	None	Grandparent
9-10	Grandparent	None	Sibling	Cousin	Grandparent	Parent
11	None	Parent	None	Parent	Parent	Child
12	None	None	Aunt/Uncle	Parent	Sibling	Aunt/Uncle

Carrying Armaments

The Optional Rule for Item Tracking is a required rule for this microsetting. Choosing which inherited Armaments to carry is a decision one must carefully make. (Which makes the Pintados frightening given their ability to carry practically double the number of Armaments!)

Armament Powers

For each Generation the Armament has been in service, it gains one of the following bonuses permanently. An Armament can gain a type of bonus multiple times:

- Gains a Trait (see Trait list) which it Bestows on its bearer until their death.
- Zone Adjustment: For weapon Armaments, it increases the Zone it can affect by one step.

Example: A War Hammer inherited from one's grandfather (two generations) can have the following possible combinations of powers:

Option A: Strong Trait, Diehard Trait

Option B: Cleave, Attack 1 Zone better (Heavy weapon usually can work in Close and Near. But now this Hammer can be used like a Ranged Weapon for Far Zone).

The GM, of course, has final say on what is a suitable combination of bonuses.

The Ferrex

The Ferrex are the greatest threat the People have ever faced. These vicious humanoid beasts have bodies covered with iron spikes and needles. The collective is linked by a hivemind. They scour the landscape searching for communities to devour, ripping through them like a tsunami of iron and meat.

All the Ferrex have the **Hivemind** Heritage Trait.

- **Hivemind:** Anything a Ferrex perceives is automatically shared to any other Ferrex within 30 feet.

Ferrex Scout

HP: 1 (Fodder)

Description: These Ferrex are limber and quick, their bodies tailored for speed and mobility. If a scout succeeds in finding a settlement, it is only a matter of time before the rest of the swarm arrive.

Traits:

- **Fleet of Foot:** The creature's basic speed increases from 25 to 30 feet.

Ferrex Hunters

HP: 2 (Low)

Description: These Ferrex are built for speed and lethality. Individually, these things are weak and can be easily dispatched. But hunters rarely travel alone, and a typical swarm of Hunters number between five and fifteen.

Traits:

- **Fleet of Foot:** The creature's basic speed increases from 25 to 30 feet.
- **Berserker:** When making a melee attack, you can choose to attack at a Disadvantage. If the attack is successful, it deals 2 points of damage.

Ferrex Glaivedrivers

HP: 6 (High)

Description: Ferrex Glaivedrivers are disproportioned figures with massive upper body strength and almost slug-like lower limbs. Their heads are encased in iron funnels that amplify their voices to help them command the hunters. Their forearms have been replaced with massive blades composed of serrated bone, with iron spread throughout the structure like veins. *There is one glaivedriver for every thirty hunters in a 100 foot radius.*

Traits:

- **Opportunist:** If an enemy within range fails to hit with an attack against you, you may immediately make an attack with Disadvantage against that enemy.
- **Leading the Hunt:** All Hunters within 30 feet of the glaivedriver hear their master's guiding voice. All Hunters gain Advantage when making attacks while the Glaivedriver is alive.

Ferrex Sculptors

HP: 3-5 (Medium)

Description: Ferrex Sculptors are the masters of the Goletia. Once glaivedrivers, these Ferrex have adapted to steer the Goletia by using their iron strings to control the gargantuan war machines. They are completely immobile and vulnerable, but are usually hidden somewhere on the Goletia itself. While they live, however, the Goletia remain under their control, which gives them devastating power.

Traits:

- **Camouflaged:** You gain Advantage when Testing to hide and avoid notice, while on the Goletia.
- **Protect Myself:** Each sculptor controls one of the Goletia. Once the sculptor detects (or is attacked) by a hero, the Goletia prioritizes on knocking those threats away. The heroes must roll a Save Test at a Disadvantage to avoid being knocked away from the Goletia. On a success, the hero remains close but takes 1 point of damage.

The Goletia

Towering like gods that have judged the People unworthy, the Goletia are massive beings of stone, moss, iron, and bronze. Some are humanoid in shape, while others may resemble other animal-like forms (a serpent, a massive stag, and a majestic swan have been reported). In certain parts of their limbs and bodies, iron spikes are deeply embedded, with iron threads coursing through their form. Each one appears somewhat unique, yet certain traits remain constant.

All the Goletia have the **Immortal** Heritage Trait.

- **Immortal:** After you are hit, roll a d6. On a 5 or 6, the damage is negated, and you may heal yourself 1 Hit Point.

Weaker Goletia

HP: 9-14 (Heroic)

Description: These Goletia are the weakest of their kind. The smallest Goletia is a staggering monstrosity that resembles a fifteen-foot wild boar, with iron tusks and iron tattoos that swirl around its stone exterior. Another, called the Avalanche Wurm, appears as a twenty-foot leech of cascading stone. When immobile, the Wurm looks like a granite staircase with iron markings. Its jawless mouth is round, with sharp stone teeth arranged in consecutive circular rows. A Weaker Goletia tends to have 2 Traits.

Greater Goletia

HP: 15+ (Solo)

Description: There are only seven Greater Goletia in existence. These gargantuan beings tower easily over structures the People have made, with some being over a hundred feet long. Vys has witnessed one of the Greater Goletia in the past: a towering spider whose legs held its body over a hundred fifty feet high. He had noticed its similarity to the markings of one of the Pintados and suspects there is a connection between them that has yet to be understood. Greater Goletia tends to have 4 to 7 Traits.

New Goletia Traits:

- **Agile:** When you Evade, you Evade with 3d6.
- **Spit Molten Iron:** You may make a Ranged Attack that can target up to 3 Targets.
- **World Shaking Blow:** If you strike a hero, your Target also takes 1 damage on their turn for the next 2 turns.
- **Strike the Core of the Word:** You cause the surroundings to shake from a localized earthquake. As an action, make three attacks with Disadvantage.
- **Leap for the Heavens:** Heroes holding on must make a Save Test or take 1 damage and Disadvantage on their next Test from immense cold.
- **Crushing Grasp:** Heroes who are grabbed must make a Save Test or take 3 damage as the Goletia crushes the life out of the hero.



Home Sweet Dungeon

By Marie Brennan

Possible Themes: Humanizing the Monstrous, Defending Your Home, Undermining Prejudice, The Endless Cycle of Retaliation, Who Is the True Monster?

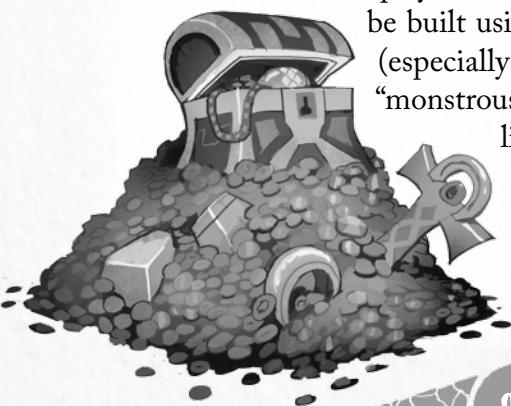
Inspired By: *Dungeon Keeper*, Mary Gentle's *Grunts!*, *Monsterhearts*, *Winter Tide* by Ruthanna Emrys, *Grendel* by John Gardner, Jim C. Hines' *Goblins* series

The Concept:

You're sitting at home, minding your own business, when you hear a commotion outside. A pounding and a splintering crash, as if somebody has just kicked in the front door. Then the screaming begins. You grab your weapon and run to help . . . and discover that a party of adventurers has burst into your dungeon and begun slaughtering your friends and family.

"Home Sweet Dungeon" is a micro-setting that flips the usual model of fantasy adventure on its head. Players take on the roles of the monsters—or so-called monsters—defending themselves against greedy, violent invaders who look at them and see only a source of treasure and XP.

The player characters for this micro-setting can be built using the normal Adventurer rules (especially those for the more stereotypically "monstrous" races, like goblins, karhu, or lizardfolk), or using the rules for enemies. In the latter case, they should be generally built as Medium or High Threat enemies, representing the fact



that the characters are, like Adventurers, prepared for dangerous challenges. You might give them unusual Traits, such as the Berserker ability of gnolls, or even a carefully-selected option from the Magical or Martial Disciplines, to represent their special capabilities.

Are these monsters truly sympathetic? This micro-setting generally assumes that they are, and that the adventurers wreaking mayhem are misguided at best, selfish murderers at worst. It is certainly possible to play monstrous characters who genuinely are cruel and vicious, but you may find less enjoyment in the concept if you do.

Setting Fluff:

“Quick now, uncle—hide the little ones!”

The kits were yipping unhappily. They were too young to understand what was happening, but they could scent the tension in the air. Peglau’s uncle scooped them out of the nest with his good arm, trying to soothe them with an unsteady purr. He knew all too well what the noise on the upper level meant. Six years ago, he had lost his other arm to a similar disaster, and both of his littermates, too.

But it hadn’t stopped him from training Peglau. She gripped her spear in both hands, lips peeling back unconsciously to bare her fangs. I am a warrior. I am the defender of my people. The words felt hollow. She’d fought before—but only ever against the spiders that tried to steal their food, the stonelings that lurked at the fringes of their territory. She’d never faced the threat that waited above, the terror so great they didn’t even use it to scare the kits into obedience. It was too real for an idle joke:

Behave yourself, or the adventurers will get you.

“Peglau! Come on!”

It was her littermate Grun, standing in the doorway with both daggers bared. Grun was the brave one, the one who kept asking

when the adventurers would be back. Everyone else dreaded that day, but Grun yearned for revenge against the monsters who kept invading their home to murder and pillage. The sight of her gave Peglau strength.

She followed Grun at a trot, toward the battle above.

Silence had fallen, except for the slow drip of blood. After Grun's daggers were lost, she had gone into a berserker fury, tearing one of the skinny ones limb from literal limb. The dripping came from an arm lodged atop a pile of rubble.

The sight made Peglau feel sick . . . and exhilarated. All around them was stomach-turning carnage, nothing like the clean kills of the hunters—but all of it belonged to the adventurers. Peglau's own kin were wounded, nothing more.

"We beat them," she whispered, hands still locked tight around her bloodstained spear.

"These were young ones," Old Thavit said, prodding one with his clawed foot. "Inexperienced. Most adventurers are more dangerous than this."

Grun spat her mouth clear and said, "But we won."

The had. A fire was spreading through Peglau's body—the fire of hope. "Did we win because they were inexperienced? Or are we the ones who are different? We've been training so hard for this, making better weapons, improving our defenses. Maybe—maybe we're ready. Maybe the time has come when we don't have to be afraid of them anymore."

Grun said, "Maybe they need to be afraid of us."

Old Thavit shook his head in sad caution. "Don't let one victory make you foolish. However dangerous we make ourselves, they'll just send adventurers who are more dangerous still. This is a war we cannot win."

But it was one they could lose. They had been losing, for generations beyond anyone's remembering. And Peglau was tired of living in fear.

The time had come to face the true monsters.

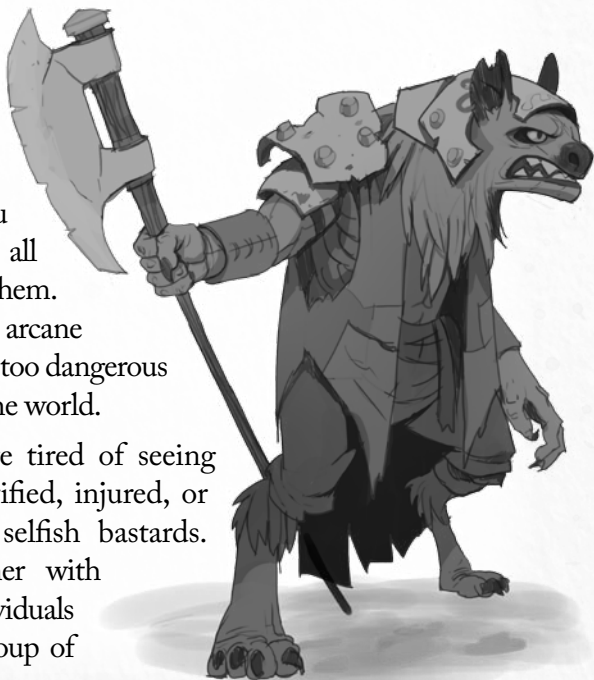
Sample adventure hooks:

“Home Sweet Dungeon” focuses on the clash between “monsters” (the player characters) and adventurers. The following hooks are designed to approach that clash from a variety of directions.

1. All you want is to live in peace. Unfortunately, your people happen to live in the ruins of an ancient place of magic, and adventurers can't resist the lure of the treasure, forgotten artifacts, and wells of arcane power that riddle your home. If you want to play a righteous defender of your people, this setup will be perfect for you.

They just...keep...coming. Sometimes you think not a week goes by without adventurers breaking into your home and attacking anyone who gets between them and the objects of their greed. The leaders of your people argue over what to do. Some say the dungeon itself is dangerous enough; you should just hide and let all the traps take care of them. Others insist that the arcane secrets of your home are too dangerous to risk letting out into the world.

You just know you're tired of seeing your little cousins terrified, injured, or even killed by these selfish bastards. You've banded together with some like-minded individuals to fight off the next group of



marauding adventurers that shows up. Maybe if you make this place too dangerous for them, they'll stop trying to break in.

And if they don't . . .

Maybe those adventurers are onto something. Maybe the power in your home shouldn't be left unused. Maybe if you took it for yourself, you could finally make your people safe.

But only if you beat the adventurers to it.

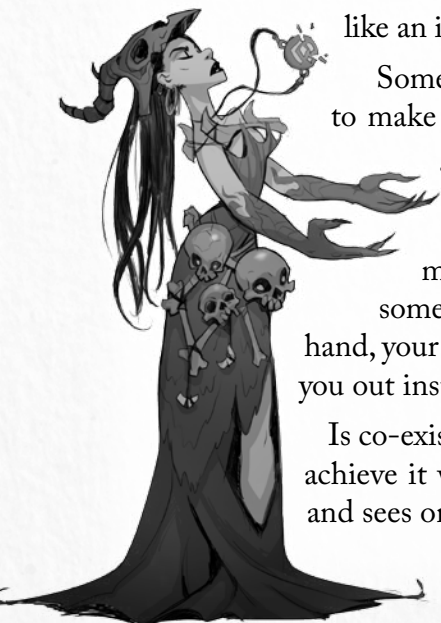
2. Do you like the idea of potentially brokering peace? This hook puts the characters in a situation where diplomacy might be as important as combat. But if that fails, there's always a chance that a "monster invasion" could take over the land...

Until recently, your people lived in the wilderness, and you were relatively happy. Sure, life there was hard, and there were border conflicts with the neighboring "civilized" peoples, but on the whole, they had their place and you had yours.

That came to an end when a natural disaster overwhelmed your home, making it uninhabitable for your people. You've been forced to flee into a nearby region . . . and the people there are not about to welcome you in. Because to them, this looks a lot like an invasion.

Some of your people are more than ready to make that happen. They say this could be a good home—better than the one you left behind. But you're afraid that if you wipe out the local populace to make room for your own people, later on someone will retaliate in kind. On the other hand, your traditional enemies are willing to wipe you out instead.

Is co-existence possible? And if so, how can you achieve it when everyone looks at the other side and sees only monsters?



3. *Groups interested in playing a mixed party of standard Adventurers and “monsters” can do so with this book, in which survival requires traditional enemies to work together against a greater threat.*



It's an ordinary day in the dungeon. Some adventurers have broken in, seeking treasure and glory, and you and your people are fighting them off as usual.

And then something else shows up.

Adventurers call your people monsters, but you're nothing compared to this beast. It is pure, malicious destruction, and it doesn't care what labels anyone puts on the creatures in its path. Its minions tear through your home and threaten to flood into the world beyond, and all that stands in its path... is you.

You, and the enemies you were fighting just a moment before.

On your own, none of you have a hope of surviving, much less defeating this creature. But if you band together, you might just stand a chance.

That is, if you can refrain from killing each other first...



Raptorland

By Elizabeth Chaipraditkul

Introduction

When the realms were young, dinosaurs wandered the lands. They built great palaces of song and scent, shaping the land with tooth, claw, and feather. Within the realm they lived in perfect harmony—hunter, prey, and all the great many things in between.

Then, a terrible disaster happened—the Calamity—and the realm was forever changed. Fey, dwarves, and humans crawled from the earth. They quickly covered the surface like a violent spew of magma and darkened the skies of song with their noise. The velociraptors led all dino-kind away to a new realm, a place where they could rebuild, a place safe from the ‘skinmen.’

Using dark rites of the hunt and blood, the velociraptors closed the gates between their new realm and the one dino-kind left behind. Here the dinos would start anew, build a world that could withstand an onslaught from the skinmen if they ever dared enter the dino’s new realm. Thus, Raptorland was created.

Now, the gates to Raptorland are open, enter if you dare.

Much Ado About Dinos

Dinosuars, shortened to dinos in Raptorland, are ancient sentient creatures. They have the ability to speak the common tongue, but prefer not to as it is a clumsy way of communicating. Instead, they prefer to communicate with body language, scent, and song. That is the only way to truly understand another dino.

The dinos are great builders, while some of their building is physical—spiraling stone structures that stab high into the sky and delve to the deepest depth underground—many of their monuments are invisible to the naked eye. Locations of great importance are marked with a scent, which conveys a feeling. Every dino who experienced the event leaves a different scent conveying their emotions at the time it occurs. Any dino who encounters the location experiences what happened as if they were there—they see, and more importantly, understand what happened there.

Non-dino creatures have never been seen in Raptorland, and they would likely cause distress if ever seen. Every hatchling grows up learning of the skinmen and what they did to dino-kind. They learn of the dinosaur hunts and how their kind were forced to leave a land they very much loved. Once a dino understood they were seeing a skinman, they would likely attack or try to capture them, dependent on their temperament.

Dino society is based around packs and herds. There is no hierarchy in the kingdom save for the Council of Velociraptors who are tasked with keeping the realm safe. Laws do not exist, because every dinosaur follows 'the natural order' of predator and prey. A tyrannosaur who kills for his dinner is no more evil than the triceratops who kills to protect her hatchlings. Thus is the way of things.



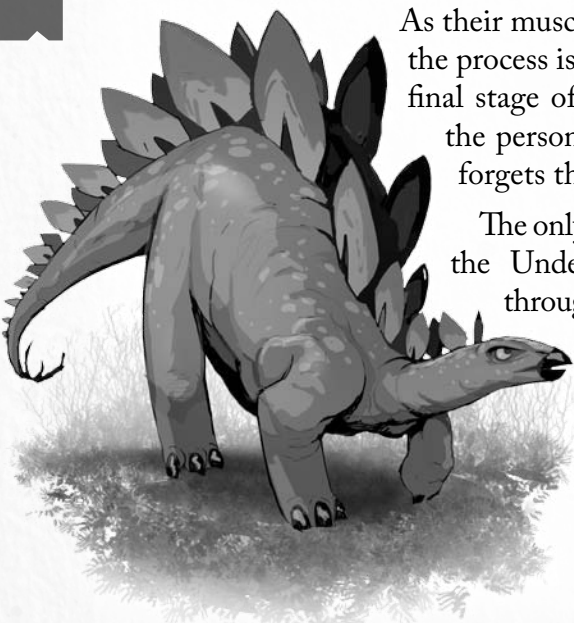
The Understanding

Entering Raptorland carries with it a curse, placed on the gates of Raptorland when they first shut after the Calamity. The curse is called the Understanding and was meant to make sure no skinmen ever survive in Raptorland. The longer a non-dino creature spends in Raptorland, assuming they survive, the more they become like the inhabitants. They grow larger, sprout feathers, and their nails transform into claws.

The first stage of the curse is objectively beneficial and occurs within days of entering Raptorland. A person may become stronger, or their eyesight keener; there are no outward signs they've changed and perhaps the person will not notice it themselves. In the second stage of the curse, a person begins to forget who they are: sometimes they forget the name of their friends, their loved ones, or even the current day. The third stage of the curse inflicts physical changes on the person: they double in size or their skin begins to turn to scales. Between the third and final stage of the curse, a person goes through a brutal transformation—slowly turning into a dinosaur.

As their muscles, skin, and bones stretch, the process is excruciatingly painful. The final stage of the curse is permanent—the person turns into a dinosaur and forgets their past life.

The only way for a person to remove the Understanding curse is to go through three trials set out by the Council of Velociraptors. The person must prove they are true of heart and understand why the dinos originally fled their home.



Dino-kind

The Council of Velociraptors

The Council of Velociraptors is comprised of four immortal velociraptors led by the raptor known as Longhook. She has magnificent turquoise feathers covering her body and the claw on her left arm, with a glint of obsidian and a crackle of magic, is much longer than the right. She was one of the first to tell the other dinosaurs they must flee the mortal realm. Longhook taught any dino who would listen to her the magic of song, how it could heal the most grievous wounds and even halt aging itself.

The Council knows that the gates to Raptorland are open but have not spread the news to avoid mass panic. Longhook suspects someone on the Council opened the gates, perhaps to undermine her position if the news ever broke—but who would be so foolish to make a decision that could endanger all of dino-kind? Could it be the stoic Brokentooh? Fieldrunner the Quiet? Surely not her loyal friend Softfern? If she doesn't get to the bottom of this soon, her entire realm could be in danger.

Emperor Hus' Landlands

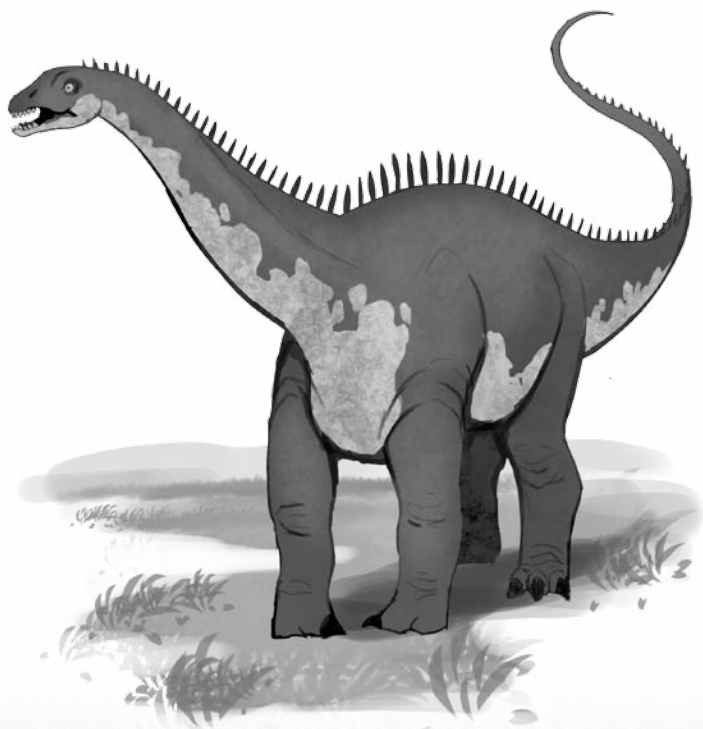
Emperor Hus is a giant sarcosuchus who capitalized on the dino-kind way. He controls a great swath of land filled with shallow, warm lakes, rivers, and streams. Where most predators only take what is needed and feed when they are hungry, Hus has grown gigantic and fat in his greed. Pushing 20 meters in length, he co-opts other, smaller, sarososchus' to do his bidding and bring him more food.



If a dino wishes not to be his prey, they must bring him offerings—smaller animals or even their own eggs. The Council has caught wind of Emperor Hus' nefarious deals, but is uncertain on what to do. They were not created to rule dino kind, only protect it from skinmen. Councilmember Softfern has often spoken out against Hus and secretly works to bring down his reign of tyranny.

The Grasswind Herd

The Grasswind Herd is a group of herbivore dinos who live in the Grasswind Plains. Comprised mostly of diplodocuses, the herd travels with one another for protection. While the herd is a suitably impressive size, they are always heard before they are seen. A beautiful complex song reaches every corner of the Grasswind Plains, comprised of the voice of every member of the herd from youngest to eldest. When the herd sleeps, those left awake continue the song, and when everyone awakes the plains burst into a new refrain of melody.



Heard from far off the song echoes a welcome to all peaceful creatures. It also acts as protection for the herd, warding off predators and letting them know: we are strong, you cannot defeat us. The closer a dino is to the herd, the more complex their song becomes. Hundreds of voices speak to one another, share thoughts of their day, private conversations, deep emotions. Every voice adds to the message which covers the entire plain.

Recently, the Grasswind Herd has had issues with members of their herd going missing. Members of the herd seem to fall asleep at the same time, meaning their song isn't protecting the borders of their land, and when the herd awakes at least one dino is missing. Whatever is doing this to them must be magical, but the matriarchs of the herd have yet to get to the bottom of the mystery. Maybe Council member Fieldrunner, who has been spending some time with them, can help them to get to the bottom of it.

Mount Thero

When dino-kind first came to Raptorland the compsognathuses (known by dinos a 'compies') broke away from dinosaur society and ensconced themselves in Mount Thero. They refused to follow Longhook's teachings and instead dutifully worshiped one of their kind known as Harbinger. Though the compie messiah passed away many years ago, the compies still worship him like a deity. They've created a persona cult around his teachings, which they squeak and sing any chance they get:

Small is superior.

No give, only take.

Compies always win.

Compies are small, vicious, and fairly unintelligent, which is always a dangerous combination. Luckily, they stick to the winding hallways they've carved out of Mount Thero. They only leave the mountain when they need to hunt, spewing forth from the thousands of tiny holes in the mountain like ants pouring from a nest. On a hunt compies first eat their fill and then abduct live prey to bring back to the mountain. This prey serves as food for the coming months so they don't have to interact with other dinos too much. As Harbinger said, "Outsiders are stupid!"

Spirit World

By Gregory Israel

Overview

Spirits surround us, unseen, but not unfelt. Their benevolence powers the magical abilities of Shamans and Shamanic Warriors,—but some people choose to tap into more potent, less benevolent magic, even if doing so comes at a cost. Is the risk worth the reward?

Spirit Magic is common. Most people give daily offerings to Spirits and receive temporary magical Boons in return. Some have participated in or witnessed an Incantation. A select few have learned to channel the power of Spirits as a Shaman or Shamanic Warrior. A minority believes Spirits should be left alone out of reverence, or out of fear.

Most who practice Spirit Magic choose to ask Spirits for their assistance respectfully, but others see Spirits as a resource to be exploited and controlled, to do one's bidding even though doing so is risky.

Spirits are also the lifeblood of Spirit Eaters—eusocial insects which that feed exclusively on Spirits. Clashes between Spirit Eaters and inhabited areas are frequent, and bards often tell the tales of the Invasion of the Four Cities and the Fallen City of Aclaraan.

New Rules

Spirit Offerings

Most people give daily offerings to Spirits, placing their small gifts in bowls, which vary from plain to ornate. Doing so may result in a receiving a temporary Boon. Offerings are made at night, and

Boons are received upon waking the next morning. Adventurers who leave Spirit Offerings make a Test 2d6. If successful, they roll another 2d6 to determine their Boon. Unless otherwise noted, Boons last until midnight.

Spirit Offering Boons:

	1	2	3	4	5	6
1	First attack that should hit you misses	Bump the value of one die up one pip	Immunity to fire	Advantage with light melee	Speak with objects	Ignored by specific type of monster unless provoked*
2	First time you should be surprised, you're not	1 day of food**	Immunity to cold	Advantage with unarmed attacks	Speak with the dead	Force shield that absorbs 1d6 damage (dissipates when all HP are used)
3	First successful attack does 2 HP damage	1 day of water**	Immunity to electricity	Advantage on Save or Die Tests	Temporary Trait*	Walk on water 1d6 turns***
4	First miss becomes a hit	1 gold coin**	Immunity to poison	Advantage versus specific type of monster*	Advantage on Spirit Magic	Pass through 1d6 walls***
5	First Save Test succeeds	1 useful item appears*/**	Speak with animals	Advantage with ranged attacks	Mastery in a weapon*	Fly for 1d6 turns***
6	Re-roll one roll	Animal attribute* (wings, claws, gills, etc.)	Speak with plants	Advantage with heavy melee	Levitate items weighing 1 pound or less	Invisible for 1d6 turns***

*GM's choice **Does not disappear at midnight. ***Turns can be used anytime until midnight.

Familiar, Healer, Spell Reader, and Spell-Touched are not available in Spirit World. They are replaced with the new **Spirit Magic** rules.

Spirit Magic

Adventurers attempting to create magical effects with the **Shaman** Trait, **Shamanic Warrior** Trait, and through **Incantations** must decide if they are *asking* Spirits for assistance or if they are *forcing* Spirits to do their bidding. Adventures make this decision each time they attempt Spirit Magic.

If *asking*, Adventurers make a standard Test.

If *forcing*, Adventurers Test and are successful on a roll of 3, 4, 5, or 6 and may suffer a Backlash if a 1 is rolled on any die. A Test can be successful and trigger a Backlash simultaneously.

Backlash

Whenever Adventures roll a 1 on any die when forcing the Spirits to do their bidding, they risk suffering a Backlash. Adventurers get a Save Test at Disadvantage to avoid a Backlash. If the Save Test is unsuccessful, roll 2d6 to determine the Backlash. Declare which die is “short,” (representing the lines) before rolling to avoid confusion.

	1	2	3	4	5	6
1-2	Stunned for 1d6 turns	Mute for 1d6 turns	Deaf for 1d6 turns	Blind for 1d6 turns	Nauseated for 1d6 turns	Lose one Action per turn for 1d6 turns
3-4	Unable to be healed for 1d6 turns	Confuse friends and foes for 1d6 turns	Knocked unconscious for 1d6 turns	Disadvantage on all Tests for 1d6 turns	Disadvantage on Spirit Magic for 1d6 turns	Unable to attempt Spirit Magic for 1d6 turns
5-6	Disappear into pocket dimension for 1d6 turns	Drop what you're holding	Trip and fall	Thrown backwards	Teleport to random location within 10' radius	Take 1 HP damage

- **Shaman:** *Magic is the essence of Spirits.* You can Test to use any of the abilities of the **Familiar**, **Healer**, and **Spell-Touched** Traits. Shaman counts as two Traits.

- **Shamanic Warrior:** *Spirits protect my body and guide my blade.* You can Test to gain the help of Spirits in combat. If successful, you sacrifice 1 HP to the Spirits and roll 1d6 to randomly determine a Boon. If you sacrifice 2 HP, you can select a specific Boon. All Boons last for 6 turns.

Shamanic Warrior Boons:

1. **Advantage:** You gain Advantage for all attacks.
2. **Armor:** You are protected by Spirit Armor, which provides 4 HP of protection. The armor dissipates once the 4 HP are gone, or if 6 turns have passed.
3. **Deadly:** You deal 2 HP of damage with each successful attack.
4. **Haste:** You gain an additional Action each turn.
5. **Luck:** You can make one re-roll each turn.
6. **Spirit Bolt:** You can fire a bolt of Spirit energy that always hits its target. Using a Spirit Bolt requires two Actions.

Incantations

Incantations are rituals that allow characters to produce powerful magic effects (like scrolls in the standard rules). All adventurers can attempt an Incantation if they know the ritual. Discovering the ritual for an Incantation can be the basis for an entire adventure.

Each Incantation has a *magic number* set by the GM, based on what the Incantation does—the more powerful the effect, the higher the magic number. The caster(s) must reach the magic number of successful Tests before reaching the magic number of failed attempts. Each additional caster in the ritual raises the magic number for failure by one. If there are multiple casters, they take turns making Tests until the Incantation succeeds or fails (or they quit the attempt).

For example, a group of four Adventurers wants to teleport to their favorite tavern. The GM sets the magic number at 10, which means they need to roll 10 successful Tests before they roll 13 failed Tests (10 + 1 for each additional caster).



New Creatures

Spirit Eaters

Spirit Eaters are intelligent anthropomorphic insects that feed upon Spirits. With a social structure similar to ants or bees, each caste performs a different role in the survival of the clan.

Worker

HP: 1 (Fodder)

Attack: Melee

Movement: 30

Description: Workers are the primary labor and fighting force, overwhelming their enemies with superior numbers. Workers spend much of their time searching for Spirits to consume. When a Worker feeds on a Spirit, it divides into two full Workers. Other castes eat Workers, which can be placed into stasis for future consumption.

Traits:

- **Eat Spirit:** You can Test to eat a Spirit. If successful, you divide into two complete Workers.
- **Stasis:** You can enter a prolonged state of inactivity.
- **Swarm:** You gain Advantage when attacking an enemy that has more than one Spirit Eater adjacent to it.

Soldier

HP: 7 (High)

Attack: Melee and Ranged

Movement: 25

Description: These ferocious combatants are responsible for defending their clan and are usually found leading groups of Workers.

Traits:

- **Defender:** When you defend an area by sacrificing offensive attacks, you get a melee attack on all opponents who come within your reach.
- **Diehard**
- **Hardened Exoskeleton (Shield Bearer)**
- **Opportunist**
- **Shamanic Warrior**

Administrator

HP: 5 (Medium)

Attack: Melee and Ranged

Movement: 25

Description: Administrators are the intelligentsia of a clan, fulfilling various roles, including resource managers, Shamans, strategists, etc.

Traits:

Administrators have 3–4 Traits tailored to their specific role, such as **Alchemist**, **Charismatic**, **Educated**, **Insightful**, or **Shaman**.

Queen

HP: 15+ (Solo)

Attack: Melee and Ranged

Movement: 25

Description: The Queen is responsible for the wellbeing of the clan. She telepathically receives information from all members of her clan and uses this knowledge to guide her Administrators to do what is needed. The Queen lays eggs that become Administrators, Soldiers, and Queens (which start new clans).

Traits:

- **Eidetic Memory**
- **Hive Mind:** You telepathically receive information from all members of your clan. You know what they know.
- **Perceptive**
- **Shaman**



Adventure Hooks

- People are working with Spirit Eaters to eliminate all Spirits in town. Some say the local magistrate is involved.
- A cult is using an artifact to collect Spirits, but no one knows why.
- The Fallen City of Aclaraan has been found. It lies submerged in Cawold Swamp, overgrown with a thick layer of trees and vines. It appears untouched since the Invasion of the Four Cities.
- An alchemist claims to have created new elixirs—one that attracts Spirits and one that repels them.
- A local farmer claims to hear and understand the voices of Spirits.
- Nomads tell of a mountain without Spirits.
- Legend has it that there is a woodland glade in which Spirits become visible during the full moon.
- A small hamlet has outlawed all forms of Spirit Magic after a Shaman was killed by Backlash.
- Scholars speak of Greater Spirits. What powers do they wield? Can Spirit Eaters consume them, and what happens if they do?
- Some say a magic item is created when Spirits are bound to an object. How does it work? Does releasing Spirits render the item non-magical? Do Spirits volunteer to be bound? Are they trapped? Are those who release a magic item's Spirits rewarded?



Looking Over The Wall

By John D. Kennedy

Possible Themes: New Chances, World In Disarray, Outsiders Coming In

Inspired By: Grimm's Fairy Tales, Irish folk lore, King Arthur and the Knights of the Round Table

The Concept:

Since time immemorial, the Realm has endured. It withstood the Callic invasions, it rode out the uncertainty of the Imperial Civil War, and it survived the Long Storm brought by the gods fighting with each other by proxy, through their worshippers. Though the world seemed to be on teetering on the edge of the abyss, it stood. The lords and ladies of the land sat in their high castles while their armies kept the peace, and the people of the land lived out their lives as peacefully as they could.

That changed one cool spring morning. Some remember hearing the howls of strange beasts in the hills the night before, while others claim they saw the massive form of a shadowy giant lit against the moonlit sky. No one can agree on what happened save for one thing: when the Realm woke the next morning, half of the population of the Five Kingdoms had disappeared. Husbands woke to beds devoid of their wives, and soldiers discovered that entire garrisons had disappeared. There were no tracks, no clues as to where they had gone.

Now the Realm needs new heroes to save it from itself. Opportunities abound for those seeking to make a name or fortune for themselves, and those once thought lowly have a chance to rise up and fulfill potential unknown even to themselves. The world is getting stranger each day, and there is no time to wait for heroes to save the world. Now is the time for new heroes—and villains—to be made.

Stranger still are the marks and totems discovered in the woods and glens of the Realm. Strange creatures come out of the shadows to harass and kill as they see fit. Outside the Great Keep of Sutherland, once the pinnacle of law across the land, a crown belonging to the old king was twisted around a cow's heart and mounted on a pole for all to see. Though the sign attached to the pole is in a strange tongue, everyone could understand its meaning: "We have come for what is ours in fulfillment of your bargain."

Setting Fluff:

Eldrid the Midwife kept her name, though she never found much time to tend to the needs of the pregnant women of her village anymore. The villagers would still cry out for the Midwife to come to their aid, but they needed her skill with the blade more than her knowledge of medicine these days.

Today one of the Strangers was spotted in the fields near the old Katchuk farm. The farmers think it was one of their scouts taking stock of who all remained in the village of Tanberie, but no one knew for sure. Eldrid had hastily donned her chain hauberk, which she had scavenged from her brother's chest after he was lost in the Vanishing, and gathered Heinrich and Theo to accompany her.

The two humans and the bear crawled through the unkempt wheat fields to the bluff overlooking the farm. The scout was standing there, its shark-like head focused on a book floating in front of it as it scribbled something on its pages. By its side was a massive halberd tipped in wicked barbs that leaned into its shoulder as casually as one might hold a rake. As menacing as the scout appeared, it did not seem concerned about its surroundings.

Eldrid signaled to Heinrich, whose toes flexed in the mud while he readied his charge. Theo stood back with their crossbow aimed at the scout. Before giving the cry to charge, Eldrid's memory flashed back to every child she had helped usher into this world, including the ones that had disappeared in the Vanishing.

In their name, she gave the order to charge.

The Realm and Queen Over the Wall

The Realm is, for many, the only country they have ever known. Though the people of the Realm know of foreign lands through lessons learned from teachers and by traveling dignitaries from far-off nations, the Realm represents Five Kingdoms that have existed since the shattering of a great empire centuries ago. Though feuds would occur between the differing nations, peace was kept through the ever-shifting alliances between them.

The chaos of the Vanishing, as the mysterious event that took half the population of each of the Five Kingdoms, has left the remaining leaders of the Realm in disarray and the people in desperate need of answers. The gods have remained silent on what caused the Vanishing and no power, mystical or mundane, has taken credit for it. There was little rhyme or reason for why those who disappeared in the Vanishing were taken; the criminal, the pious, the heroic and the truly vile were all taken in seeming equal measure. Though the land is in crisis and the people praying for answers, new figures are coming to power in the ever-changing landscape of the Realm. Towns bereft of their defenders see a new generation rise to protect them. Cities previously dependent on the support of the local nobility find new leaders aiming to protect them. Though bands of marauding criminals roam the countryside, and several cities have fallen into chaotic states of anarchy, the people of the Realm are focusing on ways to survive.

There is a greater threat looming on the horizon, one that is unexplainable but no less menacing to those trying to make sense of the Vanishing. A mysterious figure calling herself the Queen Over the Wall has made her presence known. Strange creatures lurk at the edges of civilization, and cults dedicated to their worship are becoming more prominent every day. The Queen's envoys have not explained who she is or if she is responsible for the Vanishing. They explain, through human lips over vicious fangs, that they represent their Queen, and that she has come in fulfillment of a bargain that the Realm made with her centuries

ago. So far, few people have managed to get more answers from them on what that means, though adventurers of all stripes delve into strange burrows and mansions made of mysterious materials in the hopes they can find not only a link between the Queen and the Vanishing, but some hope of bringing the lost people back.

The Strangers

There are two important things to keep in mind regarding the Strangers. The first is that what they say about returning to fulfill an ancient contract are true. The second is that despite their interest in humanity, they are not the ones responsible for the Vanishing.

Known in their tongue as the drach'marii, the Strangers are an ancient people who once crossed beyond the threshold between the Realm and their world centuries ago. They fought a war with the powers of the ancient world, who defeated the drach'marii defeated and bound them by an oath. The drach'marii swore to never again threaten or harass the Realm so long as the number of the people of the Realm was greater than theirs. The pact sealed in blood; the drach'marii were unable to increase their own numbers and it was believed they would never again be a threat. The knowledge of this pact was kept hidden by an ancient order of scholars known as the Teachers, who kept their knowledge hidden in deep places where only those with the blood of the Teachers in their veins could gain entry.

The Vanishing is every bit a mystery to the drach'marii, but it is a mystery they will exploit all the same. With the pact fulfilled, the drach'marii have returned to reave the land and take what they consider theirs. Fearing that mankind will once again outnumber them, they have begun to ritualistically cull the numbers of humanity and keep careful track of births and deaths across the land. The drach'marii are careful in their actions, and know that if the Realm were to rise in force against them they might lose another war. To this end, they act covertly when possible and help spread chaos across the nations of the land.

The Queen Over the Wall is an ancient being whose knowledge of the Realm comes firsthand. She of all her people was able to watch the events in the Realm by sending an avatar into the world. Everything the avatar saw was transmitted back to her, and through this knowledge she has become as much an expert of the Realm as the greatest of the Teachers. It is said that she has given her avatar their own free will to do as they please, and that they may not even know who they really are, though the Teachers know what mark would indicate the avatar's identity.



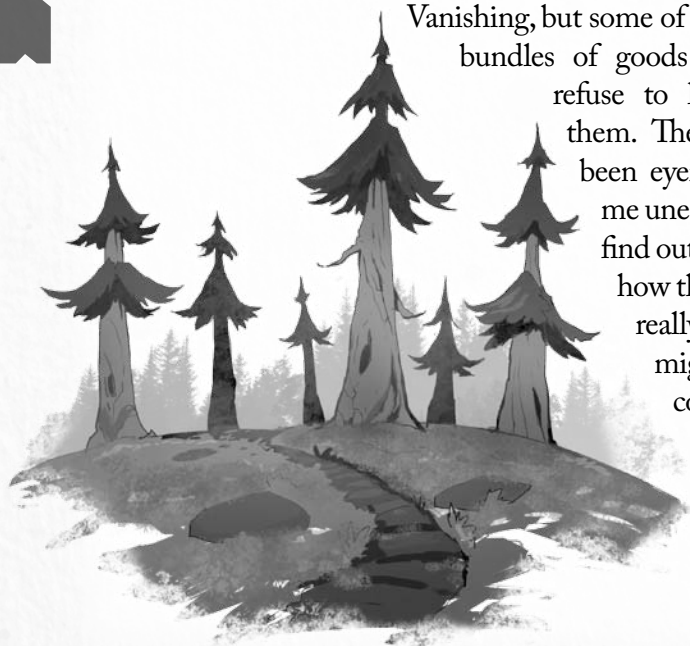
Sample Adventure Hooks:

Each one of these hooks have the same goals. The primary goal is to make the player characters central to the unfolding story, to create a vehicle for interpersonal drama and mystery, and to reinforce the themes of the setting, be they adventure, horror, politics, or a mix of the three. The secondary goal is to challenge the players to make difficult choices.

I. Dozens of people showed up one morning, wearing strange clothes and claiming to be people who disappeared in the Vanishing. They claim they were taken from across the Realm and have horrifying memories of being held in a distant land. They ask the people of the town to give them shelter for the night. Little do the adventurers know that the refugees are the members of the Black Dagger Crew, a notorious bandit group that has been robbing villages across the Realm.

Did you hear the news? Over a score of people showed up at the town gate this morning, each one looking cold, hungry, and desperate for a place to stay. They say they were taken in the

Vanishing, but some of them are carrying bundles of goods with them and refuse to let people check them. The way they have been eyeing the place has me uneasy, so if you could find out who they are and how they were taken, I'd really appreciate it. It might mean people could find out what happened to their loved ones.



II. *Though the Strangers seem to attack randomly and behave bizarrely compared to the people of the Realm, they appear to be hunting down one of their own. The drach'marii in question looks old even among their kind, and refuses to speak to anyone despite the horrible wounds inflicted on him. He is sworn to serve those carrying the bloodline of the Teachers, and if he encounters one he will swear to protect them for as long as he lives, though he will not speak much of why he must do so, or who the Queen is.*

Better get your gear together. The reports coming from Braunwald forest are true: several Strangers are roaming the woods in force and they've got a couple of their strange devil dogs acting like a hunting party. The last report we got from our scouts is confusing. We can't tell if they're being led by one of their knights, or if they're chasing after one of them. What does that mean, anyway?

III. *The city of Branchswei, which was reportedly burned to the ground during the confusion of the early days after the Vanishing, has reappeared, with not a stone out of place save for the complete absence of people. The few who have gone there trying to figure out what has happened have disappeared, as the city is a recreation thanks to the magic of the drach'marii seeking to capture more humans. Finding this portal and closing it will help keep Strangers out of the nearby area.*

It's a miracle—but if it is it may be a dark one—that Branchswei has returned to us. The city looks like it did before the Vanishing, with the great clocktower's bells chiming with the passing of time. My twin sons have disappeared trying to explore the city, and we fear more fools may disappear there, too, if the mystery is not solved soon.



Courtesy of Goblins

By Melanie R. Meadors

Possible Themes: Lost Civilization, Stranger in a Strange Land, Friends Among Enemies, Alliances for the Moment, Underdog, Revolution

Inspired By: *Labyrinth*, *Lost City of Z*, *The Wizard of Oz*, *Watership Down*, and bees!

Goblins Are People, Too!

Most dumb humans don't know this, but goblins aren't as stupid as they smell! So why do humans think this? Probably because they insist on taking the lowest of the low in goblin hierarchy, separating them from their brethren, and then humiliating them for not living up to some weird human expectations. Silly other races think goblins are just like them—but they aren't! Of course goblins look stupid when they are out of their element. Humans look pretty dumb, too, wandering around in the forest, not able to see things that are right in front of their big noses. There were no tracks, no clues as to where they had gone.

About Goblins

Goblins exist in communities called hordes. If you've ever seen a hive-like community of creatures, such as bees, ants, or termites, then you already have an idea of how a horde works.



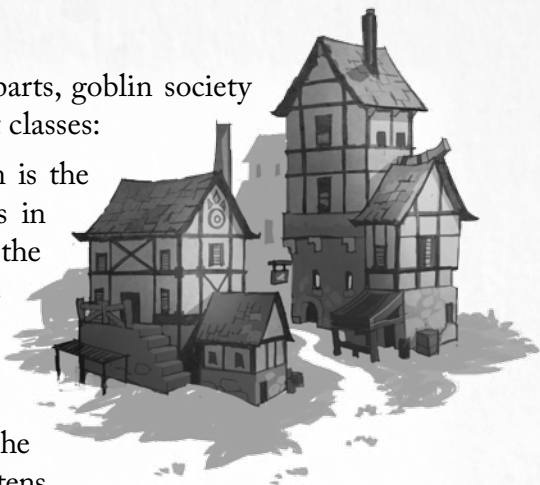
Like their insect counterparts, goblin society is divided into three distinct classes:

1. The Queen. The Queen is the top of goblin society. She is in charge of the well-being of the entire horde, making sure all roles are filled and the horde runs efficiently. A Queen can be a benevolent dictator, an evil overlord, or she can be a figurehead who listens to the opinions of the rest of the horde and tries to be as democratic as possible. Some

Queens have advisory boards that consist of members of the Fancy class (see below). Every horde runs differently, but without a Queen, horde society falls apart. She keeps everyone organized and makes sure things get done without everything falling into chaos.

The Queen is the only member of goblin society who can lay eggs and produce offspring. She lays two eggs per lunar cycle, and these eggs are then carried and cared for by the Fancies who father them until they hatch. If the Queen is overly stressed, she can't lay eggs, so it's important to the horde that she is obeyed and protected. A balance of power is maintained in a healthy horde so the Queen feels confident in her power. She takes care to keep her underlings satisfied so they care for her, and in turn, the underlings keep her happy so the population increases to keep them secure and so there are enough Scouts to find food for the entire horde.

There can be more than one female goblin in the horde, all of which belong to the Fancy class, but only one is worthy of being Queen. If a female goblin becomes ambitious enough to challenge the Queen's power, the horde is divided into sides and a battle occurs. The winning side stays in that horde's home, and the losing side is exiled and must find a new home, either by fighting another horde or discovering an unsettled place in which to start anew.



2. Fancies. Fancies are a class of goblins consisting of both males and females. They are the goblin elite, who form the support structure of the horde. Fancies are more intelligent than their Scout brethren and are the commanders and advisers. They make the plans that Scouts carry out. They are tall and thin in stature, and have pointed ears and tails with tufts of fur on the end of them to match the hair on their heads, which varies in color from pastels to gem tones.

Male fancies father the eggs the Queen lays, and compete with each other for her attention. This is where the term “Fancies” come from. The males are far vainer than the females, and fashion is extremely important. Yet fashion differs from horde to horde. Some forest-based hordes who don’t have a lot of interaction with other races of beings might prefer clothing and styles that are more primitive compared to those who live in closer proximity to human cities, and so forth. When the Queen chooses a Fancy as a mate, after she lays her egg, that Fancy carries the egg, keeping it warm and secure until it hatches.

Female Fancies are responsible for leading Scout expeditions to find food, defend the horde, or invade other hordes or settlements of other races. They also make sure the Queen’s orders are being carried out. Females need to be competent but not overly ambitious. If the Queen feels there is competition for her throne, she can order a female Fancy to be put to death. Females are expressly forbidden from procreating, and indeed, cannot lay eggs until they go through a secret ritual to become Queen.

3. Scouts. Scouts make up the majority of the horde, and are indeed what most people think of when they think of goblins. They are considered unintelligent, though this is partially because they are very much hive-minded creatures. They rely on strength in numbers versus strategy. Under strong leadership, the Scouts can be quite powerful. But without a leader, things rapidly fall into chaos, and it’s every goblin for himself.

Scouts are short in stature, pointy-eared, tailless, and are gender-neutral. They are incapable of reproducing, and unlike Fancies, can never attain that ability. They are messy and scattered, and are responsible for tasks such as gathering (stealing) food, going on raids, and performing whatever menial labor needs to be done. They are not treated particularly well within the horde, despite their numbers, but seem to be too ignorant to notice. Fancies regularly abuse them, yet also suck up to them in order to command their loyalty. On their own, they can be easily tricked, and other races might persuade them to follow their wishes by bribing them with shiny things.

The Setting

This particular horde of goblins exists in a network of tunnels and caves in a forest just south of a fortified human city with a castle at its center. The leader of these humans is the corrupt King Leonigel, who is paranoid someone is trying to take his throne—with good reason.

His subjects are hungry, he is forever on the brink of war with neighboring kingdoms, and he sees his role as the collector of taxes more than protector of his realm.

To the west of the goblin settlement is a human village that is barely scraping by. They do have livestock and some crops, however, which are very tempting to goblin Scouts who dare not return to the horde empty-handed.





The goblin settlement itself has a main entrance in a cleft of giant boulders about a hundred feet from the main road going through the forest. From the entrance, a large, main tunnel leads down through a hill, with branches into various chambers and tunnels.

There are openings to these tunnels near groups of trees, in the sides of hills, and hidden in river banks. These openings are either well-guarded or have traps in place.

Among the chambers include nurseries for goblin younglings, salons for the Fancies, sleeping quarters, mess halls, and of course, the Queen's chambers, which are kept secret from most of the horde. Goblins have trained different creatures to guard certain sections of their settlements, especially those where secrets and treasures are hidden.

Sample Adventure Hooks:

In *Tiny Dungeon 2e*, players can not only interact with and fight goblins, they can be goblins, too! That means this micro-setting can be approached from several angles. Here are just a few possible scenarios that can bring player characters to the center of this horde of goblins.

1. **Escape:** You've barely escaped with your lives (and limbs, possibly, but let's not make any assumptions) after being captives of King Leonigel. Starving and exhausted, you are so intent on watching your back that you don't notice what's in front of you—four drooling goblin scouts! Do you fight? Flee? Ask them for help?

2. **Recon:** You have been charged with a mission to figure out who or what is killing and stealing livestock from a small village in a forest clearing. You discover a horde of goblins living nearby, but are they the culprits? Or is there a common enemy?
3. **Rebellion:** Goblin Scouts are sick of getting kicked around by Fancies. After all, aren't there more of them than any other class in the horde? The Scouts can rally together among themselves in an all-Scout coup, or perhaps seek aid from other races by posting a notice in a nearby tavern that adventurers can come across. In order to overthrow the Fancies, Scouts will have to infiltrate their section of the horde, where they are explicitly forbidden. What lies within this mysterious place, the goblin equivalent of a man-cave? What protections do they have in place? What secrets or treasures are hidden there?
4. **Investigation:** A band of warriors finds evidence of a goblin settlement nearby, and so plan an invasion, as seems logical. When they launch their attack, however, they notice how thin and frail the goblins look. It's hardly a fair fight. Why are these goblins so hungry and sick?



The Great Indoors

By Mari Murdock

Foolish readers,

The cautionary words of an old elf may seem silly in the face of your quest, but my age and the ursataur teeth studding this volume must count for something.

I was a young scout when the Tangle emerged from the earth, its black walls newly crowned with the uprooted forests and displaced mountains of Damdurran. No one knew its true origin, though many the memory of dragon historians recalled whispers of a cursed labyrinth in myths so faded they seemed like dreams. A foolhardy orc warlord made the first attempt to explore the maze, but he and his band never returned. For decades, the people of Damdurrun made numerous other expeditions. Dwarves, gnomes, centaurs, sylphs, even the merfolk entered the portion of the Tangle that rose from the inland sea, but not one search party reemerged. Over time, kings and queens forbade their citizens from entering the Tangle, and we all lived in fear at the outskirts of this vast death trap.

Nearly a hundred years after the Tangle arose, my comrades and I discovered the first ursataur while hunting near one of the entrances. Its coarse black fur, fangs, and dagger-sharp horns and hooves (so dreadful to me now) taunted us with exotic danger, and we undertook the challenge to slay this curious beast. I lost a foot in that fight, along with half my hunting party, but we conquered the great minotaur-bear. We paraded the carcass around, making our conquest an instant sensation. However, it was what we found inside the beast that ignited the greed of Damdurrun. Inside its belly, we found treasure: an enchanted ivory drinking horn, a solid gold diadem studded with moonstones, a masterwork dagger with adamantite inlay, and fistfuls of gems. Within a fortnight, every nation poured into the Tangle in search of its wealth.

It has been another hundred years, readers, and still, no one who has entered the Tangle has ever returned. Except me. But I wandered the labyrinth for nearly seventy-five years before the Tangle, in its cruel mercy, spat me back out. I have begged numerous expeditionary parties to abandon their quests, but I can never kill the draw of treasure or glory. Instead, I write this guide to help you brave the wilderness within those walls, lending you my wisdom as you set out to survive in the great indoors.

Heed my counsel, and you too may return to the world where there is sky... or perhaps discover more than you bargained for in the depths of the labyrinth.

*Fiurendor Ilnon,
Last of the Kegdallon Rangers
Only known survivor of the Tangle, at present.*

Dangers and Decisions

Being a ranger for centuries prepared me, but the world of the Tangle kills all its explorers for three reasons: exposure to magical elements, running out of provisions, and the ursataurs. I survived in my own fashion, but you may not be inclined to share the darkness of my deeds. Your morals are up to you... or the version of you that reveals itself when faced with extinction. You must decide how you will overcome the three dangers of the Tangle.

- **Weather:** Strange enchantments have conjured wind, rain, lightning, and blizzards inside the Tangle, in addition to mana squalls that suck the life energy from men's bones and firestorms that melt stone. Who knew they would need to pack for weather inside of a dungeon, let alone magical storms? Shields, armor, and magic cloaks work to some extent, along with protection spells and even ursataur hide tents. However, more often than not, these tempests kill. Sometimes, they occur in close proximity to treasure or secret doors, as though the Tangle were protecting its mysteries with these weather traps. Stepping over frozen corpses or watching a gale drain the life from your comrade's body may mean you are about to discover what you are looking for.

- **Provisions:** If you are not a ranger, your survival skills may be a constant worry. Bread and ale doesn't grow from dungeon slime. I've seen bands starve, trade priceless gear for scraps, turn to theft and brigandry, and even experiment with cannibalism. Would you eat a goblin? A human? An elf, if driven to it? I once met a crazed troll who carried around a baby hydra as a limitless food source, but I am certain he didn't realize that hydras get bigger as they grow up. Some flora and fauna of Damdurran have managed to creep within the walls of the Tangle. Beyond your common rats and bats, I've seen trees, flowers, mushrooms, gorgons, unicorns, faeries, and more, all adapted to the darkness and magic of the labyrinth in frightening ways. The demands of the Tangle's food chain looms over all, and you must decide where you belong in it.

- **Ursataurs:** Standing nearly ten feet tall, this apex predator hunts through its labyrinthine habitat by smell rather than sight, drawn especially to the scent of blood. Hide, fight, or flee because reasoning is not an option. They eat everything, and their hunger never abates.

No matter the reason which impels you to enter the Tangle, you will need to brave the three harsh realities of this indoor environment. Why are you trying to brave the dangers and what makes you so certain you aren't going to die?



Sample Adventure Hooks

I. Bounties: Are you and your party treasure seekers? Does the promise of enchanted weapons, magical artifacts, coin beyond your wildest dreams stir your blood? It stirs Damdurrin too. Kings, queens, warlords, guild masters, and even the occasional robber baron have posted immense bounties on the wealth of the Tangle over the last one hundred years. They offer titles, land, favors, magic, and knowledge, all the glory of the land in exchange. Some of these may strike your fancy:

- Queen Vanya Scepterian XXII, the last ruler of a bankrupt human dynasty, has offered a litter of exceptionally rare fortune-telling sphinxes in exchange for enough gold and jewels to fill a giant's shoe. Considering that these beasts have long been considered extinct, this is indeed a one-of-a-kind deal.
- The high necromancer Modred Kythaliess of the dark elves has seen visions of an immortality chalice ironically carved from the skull of the first elf, which he believes to be in the Tangle's deepest dungeon. He promises to share his secret wisdom of resurrection and reanimation should you bring him what he desires.
- Orc warlord Zygrim Ogzah Firemaw, great great great grandson of the original orc who first ventured into the Tangle, has promised his orcish daughter as a prize to any creature who can give him evidence that reveals the fate of his ancestor. Zygrim Ogzah's daughter Rugpugnugla, considered a great beauty among orcish kind (having perfectly snagged teeth and the most charming wart hairs) also comes with a dowry of half her father's vast wasteland and the promise of the orcish tribal throne.

Entering the Tangle thus far has meant certain death to all treasure seekers, so what price would entice you to enter? What cost would you pay in body, mind, or soul to get at the treasure? And should you be lucky enough to bring it out of the Tangle, would you keep it? Even if it were cursed?



II. Discovery: Perhaps the mystery entices you more than the glory or gold. Why did the Tangle rise from the earth? Why did it let me go and no one else? What are the ursataurs? I will reveal some pieces of the puzzle that may entice you to investigate:

- Once, I was stuck within a single series of hallways for a month. While there, a fox spirit appeared and ran through the wall close by. I determined to dig up his secret, so I carved out the bricks one by one. The hole revealed a mechanical lever. With great difficulty, I pulled it only to hear an ominous groaning of enormous machinery deep beneath my feet. The walls fell into the floor or rose into the ceiling. Some even opened new doors, completely reconfiguring my prison. Through one of these new doorways, I spied the fox spirit

leap into the arms of a ghostly warlock with towering horns. He and I locked eyes, and he murmured with raspy breath, "Fleshed one, come see the great vault the labyrinth's lock seals." Ghosts are often bad fortune, so I ran the opposite way, but I often wonder what vault he spoke of.

- For several weeks near my fifty-year mark, I shared the company of a halfling who had been blessed by his badger deity Tallylose Tubergnaw with the gift of tongues. He boasted to me that he could understand the ursataur language. Though primitive and barbaric, he said they hinted at a master who conjured them to gather the souls of Damdurrin found within the living blood of its creatures, a sacrifice of such magnitude that could then awaken an ancient evil from deep within the earth. This halfling was probably a teller of tales, but one looks at the seemingly motiveless hunger of these ursataur creatures and wonders.
- Before finally escaping the Tangle, I came across a series of runes carved into the black stones. These magical cyphers suggested a rhyme or reason to the madness of the maze in their reoccurring patterns of moon cycles, constellations, and the sun, a strange sight in a world with no sky. A figure appeared in the runes as well: a tall woman with no eyes who pointed in various directions with a long wand. Fangs were an unwelcome addition to her portrait, so I ignored whichever direction she indicated. Perhaps that is why I got lucky enough to find my way out, but I am still curious as to where she wanted to lead me...



The Savage Seas of Zankhara

By Darren W. Pearce

"The Black Sea: I have heard tell of it but I have never sailed there myself. There is one who has. Her name is Captain Zanzanir, and she is said to be the daughter of Ashala Kora—the Sea goddess herself."

~Captain Salik Amra of the Black Lion

Introduction

Imagine a world of swords and piracy, of swashbuckling tales on the high seas. Not a Renaissance world though, no. Zankhara is a relatively young kingdom, fueled by the power of ambition and born from the ashes of an older civilization. The cold steel of reckless pirate captains and vicious marauders has forged a new way of life. Zankhara is the Savage World of Conan meets the Golden Age of Piracy meets Prince of Persia.

Zankhara today

Ancient Sorcerer Kings and Necromancer Lords hide away on their island fortresses, hoarding secrets from a Forgotten Age. Mysterious serpent people lurk in the shadows of giant stepped pyramids and deep jungles, while jaguar headed humanoids look to unlock the power of a ten-thousand year old hidden city.

Magic comes with a heavy cost, twisting the caster until they are no longer human. You can walk this path, but the taint of sorcery weighs heavily on your soul if you do. You will command the very essence of life itself, tearing the still-beating heart from your enemies with clawed fingers. Beware the ancient ones: the being



they call the Formless, the sinister Yal-Horoth, and Shal Bora who devours below the waves, beings from beyond the stars who gift you this magic. They desire your soul as their final payment, and it is all too easy to lose it to their machinations and plots.

Perhaps the taint of magic isn't what you're looking for. Do you desire treasure? Then sail the seas from the Golden Coast of Tal Bakir to the frozen North of the ice-dwelling barbarians of Kaldwyn. Beware the pirates who ply these waters, or become one yourself and join the Iron Brotherhood—a ruthless band of corsairs and cutthroats carving this new kingdom from the blood and loot of their enemies.

Hunt for clues and find untold riches in the Seven Sisters of Fate—a mysterious archipelago of islands that only appear once every seven years. Face down the mighty galleons of the sea-going Korsur, the old giants who command floating warship-dungeons several miles long and hundreds of feet deep.

Whatever you do, do it with fire in your heart, steel in your hand, and a song on your lips. That is the Zankharan way.

The Heart of Zankhara

Non-human races make up a small portion of the Zankharan Kingdoms, however the prevalent species here is human, and these are further sub-divided by their geographical location into several key cultures.

The Bakiri: Natives of the Golden Coast and the fire-desert of Tal Bakir, the Bakiri are a proud and somewhat arrogant people. They make amazing sailors and incredible treasure hunters; their insatiable thirst for adventure is only matched by their love of magic and trinkets. A typical Bakiri woman is just as good as a man and for every male ruler, there is often a female counterpart either pulling the strings or—in the case of Azir Al Korassa, the City of Ivory—a female ruler in direct power. The Bakiri are a slim and dusky skinned people with dark hair and dark eyes.

The Kaldwynar: The colder climes of the far north, across the Sea of Tears, prove a harsh land for anyone who was not born there. The Northerners of this landscape are a hardy people, tough and suspicious of outsiders. They don't give their fealty or their friendship lightly, and, like the Bakiri, they make excellent sailors. War is something they are drawn to and many of them are reckless and brutal warriors. Power is split equally among the sexes, and many of the greatest warriors are women. They are a hard-looking people, blonde of hair and blue eyed. They have ruddy skin and often muscular builds due to their harsh life in the cold north.

The Umalau: Uma is a verdant land that lies on the Sea of Tears. It is in many ways the natural barrier between the untamed sea-going cultures of Zankhara and the civilized timid nations of the west. Uma is home to the Umalau tribes who are warriors, scholars, and great magicians. The west often thinks them savages, but the east knows better. They are highly prized aboard any sailing vessel as excellent cartographers, navigators, and, in many cases, ship's surgeons or healers. The Uma have a higher level of technology than many of the people of Zankhara,

and they guard it well. They are ebony skinned, often dark haired and slim built. Men and women fill roles in their society from researchers to war leaders in equal measure.

The Zankhar: Fierce and warlike, nomadic and brutal—these are all words used to describe the Zankhar by their enemies. They are a wandering tribe of horsemen and warriors who delight in larceny, violent conflict, and one-sided trade. They are the merchants who will sell you a broken ship and claim it has only recently been built. The Zankhar are about as trustworthy as a storm at sea. They are often dark haired with elongated features, shifty eyes, and snide expressions. The men are the schemers and the women are twice as bad.

The Omari: Civilized traders, merchants, and star gazers, the Omari are not natural sailors or ship captains, but they understand numbers and mathematics beyond the ken of mortal men. They are rumored to have mastered a unique layer of magic which defies sorcery and relies on breaking down the fundamental laws of the universe into a mathematical code. Their vast city of Oban Mhass is a wonder to behold, with observatories galore and golden rooftops. It is said that their star-gazing has attracted the attention of beings far more intelligent than they and far more devious. Omari people are prized as merchants on trading ships and know a great deal when they see one. They are lightly tanned, and some of them are quite pale, since they have spent their time under the moon and stars. Society is equal for the Omari; men and women are treated as both sides of the same coin.

The Shih: Off to the far east of the Sea of Tears are the mysterious and beautiful lands of Chan Sen. These are the home of the Shih, an intelligent culture of inventors and tinkers. They crew elongated, beautiful red and gold ships, armed to the teeth with fire-spewing cannons and explosive devices. These people are also great merchants and excellent scholars; they have refined the art of war into something close to that of a dance. They are incredible ranged warriors and have a superb understanding of mounted and ship-board combat. Their women are often in a position of high

power and influence while the men aim to conduct wars, though there are legends of famous female pirate captains and generals throughout the lands of Chan Sen. The Shih are short people with dark hair and eyes, they have slightly pale skin.

The Tharsen: Natives of the cold steppes and plains of Tharokka, the Tharsen have carved an empire out of the bones, blood, and fear of their enemies for centuries. While not as focused on sailing as many of the other cultures, they make incredible warriors and are brutal to their foes. They know the mystery of how to work with purer metals and guard their secret well. They are a warrior culture, and both their swordsmen and their shieldmaidens are respected and feared. The Tharsen are dark haired, ruddy skinned, and dark eyed with muscular builds.

Non-Humans

The Sylthik: Deep in the Abarran Jungle and other jungles of the world, there dwell an old people who have seen the rise and fall of nations. They are reclusive and clever, serpent humanoids with bipedal legs and humanoid torsos.

The Kumar: Leagues inland and close to a barren desert devoid of all life, lies the Maze City of Kanahoten. Here are the jaguar-headed humanoids known as the Kumar. The Kumar are engaged in a constant study of Kanahoten, and after their homeland was devastated by a sorcerous army hundreds of years ago, they came to the Maze City and decided to make their new home within its incredible structure.

The Sauryns: Long ago as the ancient waves washed upon the shores of the untouched golden sands, the beaches along the Golden Coast, there dwelt beneath the ocean the mighty Sauryn, lizard-like creatures who developed a complex society built upon law and order, understanding and democracy. These aquatic people created the City of Abyssyian far down in the very trenches where the pressure for a normal human is too great.

The Land of Roses and Thorns

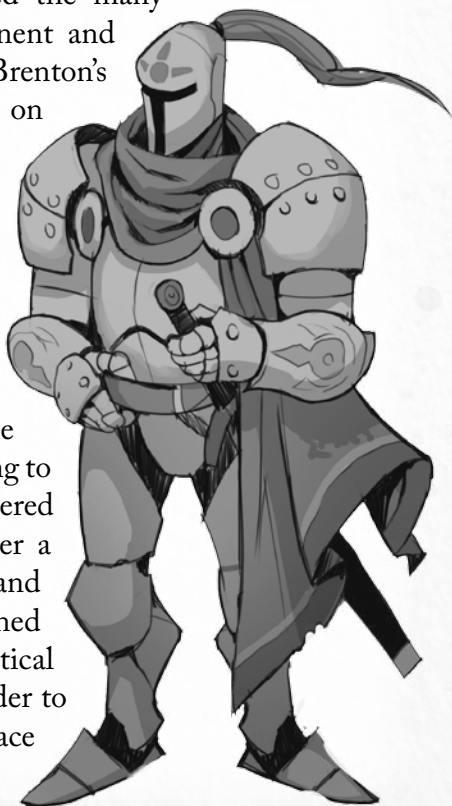
By Ryan Schoon

The King is Dead. Long Live the King.

Land of Roses and Thorns is a micro-setting inspired by Game of Thrones. Collectively create a noble house and fight for its place in the Kingdom. If you're crafty, capable, and dedicated, you just might place the head of your house on the Kingdom's throne.

The Kingdom of Rosalind was founded by Brenton the Black, a powerful warlord who united the many disparate factions of the continent and rallied them under one banner. Brenton's house, House Pollox, would go on to rule Rosalind for ages.

But now, the head of house Pollox, ruler of the Kingdom of Rosalind, has fallen, and left no heir to take his place. His siblings have begun to fight amongst themselves, and that infighting has spread to the noble houses far and wide. With no king to rule it, Rosalind has been shattered apart by war. There is no longer a royal army to keep the peace, and so the noble houses have turned on each other, engaging in political intrigue and open warfare in order to gain power and, ultimately, place themselves as the ruling house.



The characters serve at the honor of their house, carrying out missions for the head of their house and working to remove threats against their family. This may mean facing opposing champions in duels, working undercover to sabotage an alliance, or performing intrigue in the shadows.

The biggest threat in *The Land of Roses and Thorns* are the opposing houses that act against you. The GM will create these houses to act as the player's adversary. These Houses must be brought to heel—either by forging alliances or by reducing the house to ashes—before you'll have your chance to claim the throne.

This setting adds a few new mechanics, such as **Scale**, **Influence**, and **Large Scale Combat** that can be applied to any *Tiny Dungeons* setting and act as new optional rules for the game.

Creating Your House

Each character will be part of the same house, co-operating to place their house leader on the Kingdom's throne. Creating a house is similar to creating a character, but the players work together to design it. You have 6 points to spend between Scale and Influence, but must put at least one point in each. Then, choose one trait to add to your house. Scale is used when comparing the size of your house to another, and helps larger armies deal more damage in combat. Influence is used for Social Obstacles and acts as a form of Hit Points. When a character fails a roll in social situations acting on behalf of their house, the house loses a point of Influence. When a house loses all its influence, it can no longer act in political Tests or forge alliances.



House Name: The family name of your house.

House Motto: A few words your house lives by.

House Colors: Recognizable colors of your house.

Head of House: The name of your house leader.

House Trait: Choose a trait from the trait list below.

House Greywind

"We are One with the Wind"

Grey and Blue

Lady Isabella Greywind

Scientific

These traits are situational, but can be used by any member of the house.

Scale: Used to signify the size of your house and its assets: used to gain benefits in political and military conquests.

Influence: Can be spent during Political Tests to sway political events in your favor.

House Traits:

- **Wealthy:** +1 Scale when overcoming Political Obstacles
- **Militant:** +1 Scale when overcoming Military Obstacles
- **Ancient:** Advantage when overcoming Political Obstacles
- **Well-Equipped:** All attacks by Military Forces gain +1 damage
- **Scientific:** When a character gifts XP to their house, the house gains 1 bonus XP
- **Stoic:** Opponents gain Disadvantage on Political tests against you
- **Armada:** +1 Scale when fighting battles at sea
- **Weapons Trainer:** Chose a weapon. All house characters have Weapon Mastery with that weapon
- **Resourceful:** Do not suffer Disadvantage when under a Siege
- **Political:** +1 Influence when forging alliances
- **Spy Network:** Any attempt to assassinate a member of the house is at Disadvantage

New Obstacles

The Land of Roses and Thrones adds two new types of Obstacles to *Tiny Dungeon 2e*: Political and Military. These new obstacles are carried out by enemy houses to affect not just the characters, but also the houses they represent. These obstacles both target the stability of your house by trying to bring down its Scale. When a House reaches a Scale of 0 it is considered to be disbanded.

Political Obstacles

Assassination: While heads of house may not strike each other down openly, they employ the use of assassins to carry out their misdeeds. If an important member of the house is assassinated, the house loses 1 Influence.

Alliances: If you have a larger Scale than another house, they may be convinced to join in an alliance with you. An alliance can take the form of a political marriage, a treaty, or any such agreement. When trying to secure an alliance, you can spend 1 Influence to temporarily gain +1 Scale for the duration of the negotiation.

Military Obstacles

Siege: When a city is sieged, its resources become limited. Every character who calls that city their home has Disadvantage to all Tests within the city until the siege is lifted. For every session the city remains sieged, its controlling house loses 1 Scale.

Declaration of War: By declaring war on a house, you are calling your allies into battle. Battles can be handled however the GM wishes, though optional rules for Large Scale Combat are presented below. The loser of a battle loses 1 Scale. When the house who called for war is reduced to 0 scale, the war ends. The winner of the war gains 1 Influence.

Optional Combat Rules: Large Scale Combat

Sometimes, fighting honor duels and performing intrigue behind the scenes aren't enough to win a war—sometimes, you must call your house's army to fight for you in Large Scale Combat.

Large scale combat works similarly to regular combat, where each player that has a character involved in leading the battle will take turns, in initiative order. In large scale combat, the combat actions change, as the actions aren't being carried out personally, but rather by a large unit of soldiers. These new actions are called Army Commands. If a character wishes to join the battle (for example, to rescue a friend or challenge the enemy commander) then they can perform their normal combat action. If they chose to do so, they will not be able to issue an Army Command, and their units will continue to carry out the last given command. Each character brings a Unit into battle starting with the same HP as their character.

Army Commands use a new concept called Scale, which is generated during House Creation. Scale abstractly represents the size of your house's assets and its army. An army of a larger Scale gains a bonus against an army of a smaller Scale. This is called the Scale Bonus. You gain a Scale bonus, only if your Scale is larger, by subtracting the enemy army's Scale from your own.



Army Commands:

Volley: Attack from a distance with bows or other ranged weapons. On a successful attack, deal 1 damage + Scale Bonus.

Defend: To defend, gather up your army behind their shields and make a Skill Test when attacked. If successful, negate all damage dealt to this unit from this attack.

Charge: On a successful attack, remove an enemy army's Defend status, allowing the next attack to deal damage to them.

Press: When you press forward, you make an attack against the enemy. If your attack is successful, deal 2 damage + Scale Bonus. However, if unsuccessful, the enemy army makes a free attack against you.

Retreat: When signaling retreat, make a Test. If successful, your army retreats, and is removed safely from combat. If unsuccessful, the enemy makes a free attack against you.

Optional Experience Rule: Improving Your House

When characters would gain experience, they now have the option of gifting that experience to their House as an offering. Whenever experience is gifted this way, the character can split any amount of XP between themselves and their house.

When leveling up their characters, players can also spend their house's XP to gain benefit. Some players might wish to keep track of the amount of XP they have gifted to their house over a campaign, as a friendly competition to see which character has best supported the house.

- 10 xp: Gain a new House Trait
- 12 xp: Increase House Scale or Influence by +1

The Wuxia Warriors of Wing

By Ben Woerner

"In his final moments, Steel Tiger handed me his secret scroll, the one containing his powerful technique. I unfurled it and it simply read, 'Our Land in Peace.' I then knew what drove Steel Tiger to fight the corrupt Guan Lords, to drive out the insidious invaders, and punish the bandits that plague our land: a dream. A dream that Wing might one day live in Peace."

~Black Fire Snake, speaking to the assembled Youxia before the battle of Diving Dragon Bay

Introduction

Wing was once the shining beacon of wisdom, knowledge, and justice in the known world. Scholars, merchants, artists, and leaders flocked to the cities of Wing so they might partake in the glories of the Central Empire. The Emperors and Empresses were raised to be just rulers; their Guan governors, the Emperors' right-hand men, trained to be wise; and the knowledge of the arts and sciences flourished throughout the empire, benefiting all from the poorest beggar to the illustrious Ruler themselves.

But the dream could not survive.

The Uhluan, a nomadic and warlike Tiwu folk comprised of horses, ox, goat, and men saw the wealth of Wing and their own poverty and decided that they would destroy any who were richer than they. They would take Wing for themselves and tear down the great walls, palaces, and gardens built for the people of Wing, just to see them burn. Massive invasions of the Uhluan roared over the Northern and Western territories, where the

Guan Lords of the Marches pleaded with the capitol to send more troops, supplies, and money. What little help came from the capital was just barely enough, for a dark root had found home in the other Guan Lords.

Pride in the accomplishments of others blossomed in the core of the Emperors and Guan Lords. Massive parades, gaudy displays of wealth, and peacocks throughout the courts and the capital became the norm. Shoudu, the capital, was safe, despite the ravages to the North and Western parts of Wing; that was all that mattered to those living in the green pastures and gilded courts of the South and East. The Emperor would not see his own peacock feathers dim, so he ordered heavier taxes on the Guan Lords to finance the embattled March Lords yet keep most of the wealth in his court. This caused a ripple, for no Guan Lord would see their own luster dull, and so they drove their peasants to the limits.

Limits that broke many peasants. Limits that drove many from their homes and into the marshes and mountains where they were no longer beholden or within the order of heaven. Limits that drove the people to become bandits, outlaws, devils who prey upon the people they once were themselves. Greed had come into their hearts.

The order of heaven was in disarray. But all hope was not lost. Paladins of justice. Warriors who gave up the life of soldiers, bodyguards, scholars, or even bandits roam Wing. They are the youxia, the wandering honorbound. They seek to bring justice to the peasants where none is found. They seek to correct the prideful Guan lords who take more than they give. And they strive to push back the Uhluan invaders and secure Wing once again as the Central Empire, even if they die trying. You are these youxia, and this is your Wuxia.

Peoples of Wing

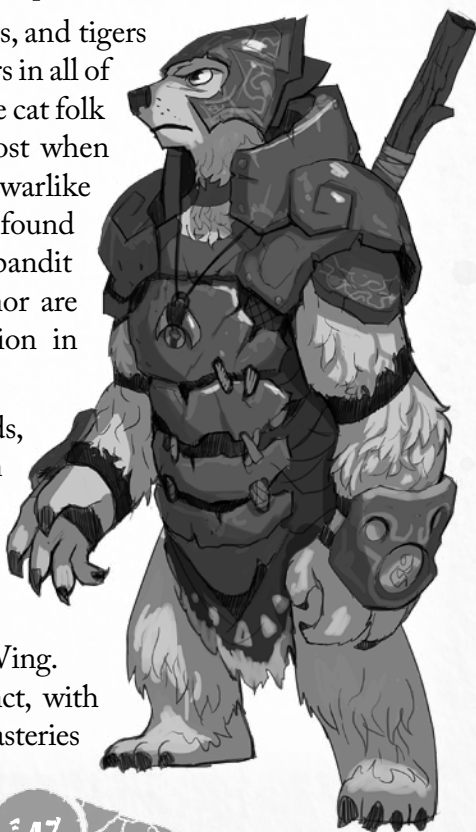
There are many people within and around the Empire of Wing. The Peacock Emperors rule all, and are part of the Niao, bird folk, just like the Guan lords themselves take their name from the storks and cranes that mostly fill their ranks.

Yuan—Primates, humans, and monkey folk hail from the Yuan people. They are dexterous, charismatic, and adaptable. While you will find them virtually everywhere, from the Emperor's court to the bandit marshes and on the backs of horses of the Uhluan, they are not as numerous as many of the other folk who comprise the citizens of Wing.

Karhu—Bears, dogs, canines, and giant panda folk comprise the Karhu. They are tough and can endure the worst climates more than others. Many of the March Lords and their soldiers are from traditionally Karhu peoples.

Mao—Felines, cats, leopards, and tigers are some of the fiercest warriors in all of Wing. Even the smallest of the cat folk are given a wide berth by most when in a foul mood. Many seek warlike careers and many Mao can be found on both sides of a battle. Mao bandit leaders are not uncommon, nor are Youxia Mao seeking perfection in their chosen path.

Long—Snakes, lizards, dragon, and tortoise folk claim to have many heritages. The snake folk prefer to class themselves alongside the nearly mythical dragon folk, once emperors themselves of Wing. The dragons are almost extinct, with few scattered villages or monasteries



deep in the mountains of Southwestern Wing. Known for their wisdom, all the peoples of the Long have sought scholarship and esoteric matters—and the power that comes with it.

Niao—Crane, roosters, geese, and more than can be counted proliferate amongst the Niao folk. The second most common type of people in Wing—and as they all claim, the source of the Empire's name, for who else has Wings?—they are mostly gregarious folks, but tend towards frailty because of their hollow bones. Their ability to fly has lifted them high above all others.

Tiwu—Horse, Ox, Pig, Goat, the Tiwu are a people from Western Wing who were conquered by the Fourth Dragon Emperor, and no one ever lets them forget. They share marked similarities with the hated Uhluan, and many Wing blame Tiwu wherever they can find them. Tiwu, however, are durable, and do not tire out like others. Their diligence keeps them plodding ever forward.

Nong—Vermin, rats, rabbits, red pandas, and more are classified by the Guan Lords as the Nong Folk. They have gathered the fruit and hunted the forests since before the first emperor. Along with the Tiwu, Nong are seen as the lowest of society. While the Tiwu plow, the Nong plant; the Tiwu build and the Nong hunt; and as the Tiwu Uhluan ravage the North, the Nong bandits raid the South. The red panda have long appealed for membership within the Karhu, but their pleas to the Emperor have fallen on deaf ears.

Wuxia Action Gaming

The Wuxia Warriors of Wing is all about high flying martial action. That also includes rogues, wizards, clerics, and simple warriors. Thus, in this game setting every character starts with one free Martial Art. All other rules for gaining more Martial Arts or activating an ability apply as written in the core rules.

Enemies of Wing

Guan Lords

The rulers of Wing have forgotten about the common folk. They live in their opulent palaces, wearing the fruits of the common folks' labor, and drinking the wine from the harvests of the common folks' fields. The courts rule in the favor of the wealthy, and taxes only increase with no improvements to the roads, villages, or even cities. The Guan Lords are the greatest internal threat to Wing, for their corruption weakens the entire nation and puts the lives of the citizens at risk via bandits and invaders. However, they are the most dangerous to face. They have countless soldiers to do their bidding, and mighty fortresses to hide behind, and it is whispered that many practice dark magical arts.

Uhluan Invaders

The bloodthirsty Uhluan are the finest mounted archers and lancers the world has ever seen. Only the crumbling walls and barely fortified towers along the Northern and Western borders of Wing have kept the Uhluan from flooding the country and overrunning the capital of Shoudu. While large forces find it difficult to break through the border forts, and the few uncorrupt March Lords stay vigilant for such invasions, small groups sneak through every month to raid and pillage the soft underbelly of the Empire.

Bandits

The fallen and desperate folk too poor and broken by the system to live within it have taken to the margins of society. They live in the mountains, hills, and swamps, from where they sally forth to waylay innocent travelers and attack humble villages. Some were once youxia and have forgotten the way of honor, but others never knew that path and have no desire to follow it. Some might be recruited for your cause, but most will run screaming onto your spear before they ever consider the Path of Peace.

Chariots of the Mage-Kings

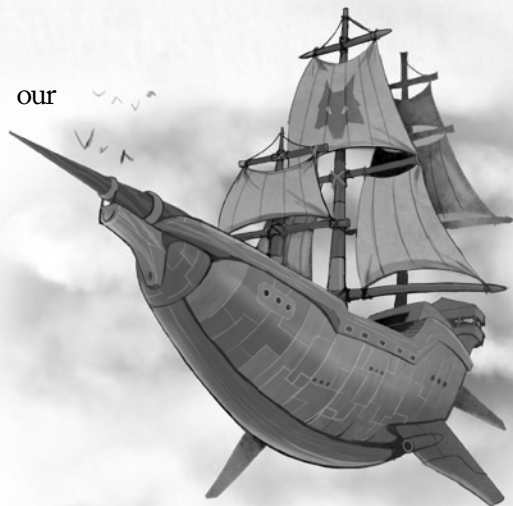
By Shawn Carmen

Ancient stories, handed down from one generation to the next for thousands of years, tell of a time before the Mage-Kings came to the world of Eur. We were all one people then, primitive creatures, dwelling in caves and barely capable of mastering fire, much less anything more complex than that. Perhaps that was for the best, for if anything more advanced had existed, if our ancestors had lived anywhere else but in caves, then surely they would have been wiped out when the stars fell.

The stories tell of a night when the stars fell from the sky all over the different lands. The stars were huge and made of fire, and wherever they struck they threw huge clouds of soil into the air. The day became like night, and a great cold came upon the land. Many tribes died, and even more plants and animals. It is likely that the world would have ended altogether, had not the beings who would become the Mage-Kings emerged from the fallen stars.

The Mage-Kings came from the stars. What world they left behind, no one knows. They were much like men, but larger in stature, virtually immortal, and wise beyond comprehension. They possessed magic that allowed them to do incredible things, and they healed the land to prevent the loss of all life. There were thirteen Mage-Kings, and when the world had been healed, they conferred with one another in a meeting that lasted for more than two turns of the seasons. When they emerged, they had established fiefdoms for themselves, each taking a large parcel of land around the Star-Chariots each had ridden down in the heart of the stars that crashed down upon Eur. Agreeing to meet with one another once every ten turns of the seasons, they parted ways as allies and began to build their kingdoms.

It was inevitable that our ancestors would flock to these new kingdoms, for service to the Mage-Kings came with great benefits. They possessed abilities beyond the ken of even today's greatest scholars, for in those days they possessed resources harvested from their now-buried chariots and could accomplish incredible feats. Each of the Mage-Kings sculpted their kingdom in a manner of their choosing, and from their works came the names by which their followers and their descendants would always know them. Some were better known than others, but all were respected across Eur for their power, and some truly shaped the world in ways that made them seem like gods given flesh.



In the distant realm known as the Verdant Kingdom, the Mage-King called the Biomancer had relatively little use for followers, and gathered far fewer to his banner than his otherworldly kin. Some among those he altered with his magic, and within a few generations, they had changed to the dwarves and fey that we know today. Others began as lowly animals or even plants, and from them came the karhu, the lizardfolk, and the treefolk. It is said by some that the goblins and the salimar were the Biomancer's work as well, although no one knows what the origin of their races might be, but that he turned them away for some perceived imperfection, and they made their home within the Outlands, the web-like realm between the kingdoms of the great ones, instead of serving any Mage-King directly.

The End War

The reign of the Mage-Kings was not without conflict, but it was never more than sparring, or perhaps some manner of experiments agreed upon among the great ones. Lives were lost, but borders never changed, and hatred never grew beyond perhaps a single generation. Their reign lasted for an unknown time, but it was at least a thousand years, and possibly much longer. Gleaming metal spires reached for the heavens, and the races of Eur lived in comfort. But nothing lasts forever. The resources that the Mage-Kings required to work their incredible magic were both finite and exceedingly rare, and eventually they became more and more difficult to acquire in any great quantity.

Unfortunately for all, the Mage-Kings had spent much of their time on Eur enveloped in their own affairs, with very little time spent among their own kind. Seeing one another only once per decade had, over long periods of time, eroded the bonds of companionship that once tied them together. They saw one another as brothers no longer, but as potential rivals who possessed the resources they each desperately needed to continue their chosen way of life.

No one can recall for certain, because so few who were there survived, but it is believed that Mage-King Peacekeeper was the first to act against his brothers. Ever the lord of the most militant realm, the Peacekeeper protected Eur from all manner of threats, including the unexpected attack of the subterranean Goreloks and the arrival



of the warlike Starborn. It was no secret that the Peacekeeper considered himself and his forces the most important group on Eur, and when the secret fuel the Mage-Kings used to power their arcane devices began to disappear, he first requested, then demanded his brothers give him a portion of their share. When they did not, he apparently chose to take it.

Regardless of whether or not it was the Peacekeeper who initiated the End War, all the Mage-Kings soon enough were drawn into it. The Alchemist, the Biomancer, the Mastersmith, even the gentle Caregiver were all drawn into the conflict in a desperate bid to protect what they had built and continue their way of life. One by one, their forces came into conflict, and one by one they fell on the battlefield. Those who remained gained more of the ore they sought, but the war consumed it at a rate ten times that of peacetime, and by the time the last two Mage-Kings fell to one another in the final battle of the war, there was virtually nothing left but a world on the brink of ruins.

Aftermath

With the Mage-Kings dead, their kingdoms quickly fell to chaos. No one knew how to maintain the devices and enchantments they had kept alive for a thousand years. Food sources quickly dried up. Machines lost their power. Medicines were depleted. Formerly peaceful citizens, scarred by war and desperate to survive, turned on one another. The great cities fell. Only smaller settlements, remote and already at least partially self-sufficient, survived the anarchy. For the first time, Eur was without leadership.

Then Alyssa Star-Sword emerged.

Wielding a weapon unseen since the Mage-Kings themselves had battled, Alyssa emerged from the rubble and forged a new way of life. In the Outlands, the lawless border regions that had once lain between the kingdoms, she built a great fortress and gathered many to her banner. Her power was said to come from weapons and supplies she had pillaged from the ruin of an ancient Star-Chariot, the vehicles that had carried the Mage-Kings to Eur and

been forgotten long ago deep beneath the surface of the world. Their locations were found in texts that described the Gorelok invasion, and adventurers began launching expeditions into the subterranean realm to loot the coffers of the ancient vessels.

The Star-Chariots are not without risk. Although they have been buried for a thousand years or more, the power they once contained has persisted. There are terrible things within them, and incautious adventurers can be destroyed or worse. In the Iron Graveyard, the remnants of the kingdom the Mastersmith once ruled, nothing that lives has endured. An attempt to breach the ship far beneath the kingdom resulted in the escape of terrible creatures that now dominate that entire region. Because the Iron Graveyard is near where she established her stronghold, and because she and her forces make excursions there to harvest metal for their fortresses, Alyssa Star-Sword has placed numerous fortifications in the area to ensure the beasts spread no farther.

Now

Eur may be dying. Starvation and unchecked predators have reduced the world's population to a fraction of its former numbers. Most settlements have disappeared, fallen into ruin in the wake of the Mage-Kings' deaths. Only a handful, those nearest to the thirteen Star-Chariots deep below the surface of the world, continue to survive, and then only by the slimmest of margins. Many have succumbed to despair, resolving to live out the remainder of their lives in comfort, assured that there can be no salvation from the slow decay of their world. Rumors that the Gorelocks have resurfaced in certain portions of the world have begun circulating. Plagues are not uncommon. And the damage to the planet's ecosystem from the End War has begun to cause dramatic shifts in weather.

If Eur is to be saved, if there is to be any future at all, then it must be found in the dank, forgotten corridors of the Star-Chariots. And only the adventurers are bold enough to find it.

The Crystal Mines

By Miguel Espinoza

There's no one who remembers the ancient days, the better days, the days of light and gold. When the sky was blue and coins could buy you a hot meal or a cozy place to sleep at night... that, and much more. But all of that is lost and forgotten. These are the dark days, the red days, the days of psychic storms, and rains of fire.

Legend says it was the Archmages who burned the world, with their high magic, their weird gems, and their infinite thirst for power. Sure, there's no way to know what exactly happened back then, but there's no doubt it was them who started the Psychic Storm. And the proof of that is that magic now is all wacky and dangerous.

But not as dangerous as the Overworld. Oh no! Up there you will get fried in a blink, burned by the drops of the fiery rains, or struck by a silver lightning... or you can end up in the entrails of a psychimera, in one piece or in several...

So that's right, you'd rather stay down in the Underworld, trying to live one day at a time. Unless you're out of luck and found yourself a slave of a Thrallmaster, forced to work on the surface, mining those rare and weird crystals everyone is so crazy about. In that case, you're up for a short existence, there in The Crystal Mines.

The Setting

The Crystal Mines is a post-apocalyptic fantasy micro-setting, in which survivors are forced to live underground, where they can shelter from the harsh conditions of the surface world they once lived in. Their new home, however, is a no man's land. There are no laws nor kingdoms, and the very few settlements are under the sway of Thrallmasters.

This is a take-what-you-want world, and if you can keep it, it is rightfully yours.

People often gather in small groups to hunt the dark caverns of the Underworld, or steal from those weaker than them. A few crazy enough go up to scavenge the ruins of the old kingdoms, finding some magical relic in a good day—and catching a lightning or getting eaten on most.

It is often said that there's strength in numbers, and these small groups are together more out of necessity than camaraderie. Players can be one of these groups, struggling for survival, day after day. So, I'll suggest that you call player characters in The Crystal Minds micro setting Survivors instead of Adventurers. And I'll also suggest you to be ruthless and hit them hard, especially if they're slacking around.

The Overworld

The surface world, known as the Overworld, has been destroyed by what people call the Psychic Storm: a never-ending thunderstorm of supernatural properties. The sky is always covered by its red clouds that flash constantly and roar with fearsome thunders. The clouds pour fire rain at weird intervals; these rains—made of liquid lava—can fall for days, or minutes, stopping all of a sudden and starting again when least expected. In the best of days, ash would fall instead of fire. This black ash has covered the surface world for years and years, turning it into a dark wasteland known as the Black Dessert.

The storm also discharges silver lightning that make crystal spires sprout up from the ground it hits. These crystals grow as short as a tree or as tall as a tower. In some places, the crystal spires start to accumulate next to one another, forming a Crystal Forest. It is to those places where the Thrallmasters send their slaves to mine the crystals, which are said to enhance the powers of a psychic.

Psychimeras

Oddly enough, from time to time, lightning will hit an already formed crystal spire—that's right, lightning does strike twice in the Overworld. When this happens, the crystal spire gets “fertilized” with a strange pulsating psychic energy that incubates during a random period of time. During this period, the psychic energy starts absorbing the nightmares of the underdwellers, growing and growing until its time is right, and the crystal

spire shatters, giving birth to a psychimera, a terrible beast shaped from the nightmares that fed it. No psychimera is equal to another. These entities can range for small humanoid-like creatures to huge monstrosities. As Game Master, you have complete liberty when creating the appearance and threat level of these creatures, just like with other enemies in *Tiny Dungeon 2e*: your imagination is the limit.



The Underworld

The world beneath the surface is not a walk in the park either. Besides the natural subterranean threats—think of the usual tropes of any fantasy role-playing game—the people living in it are not friendly to one another, and small bands are constantly warring for shelter or food. Add to these the ruthless Thrallmasters, slavers that rule over a considerable sized settlement, thanks to their ever-growing psychic powers. It's them (or better said their slaves) who mine the crystals of the Overworld, to feed on them

and grow greater in power. They allow some of their lieutenants to consume the crystals too, to make them stronger so they can keep minions of opposing Thrallmasters in check. How do they all consume the crystal, you say? Well, use your imagination. However, consuming the crystals is not a pleasant thing, and on the long run they start to alter and corrupt the body. Some of the most powerful Thrallmasters are disfigured beings with arched bodies full of crystalline protuberances, with a physical fragility inversely proportional to their mind's power. There are rumors of a very few Thrallmasters that have completed a ritual of transformation, becoming terrible psychemeras. But those rumors are yet to be proven.

So think of the crystals as the gold of this world. Who usually holds the most gold in a normal world? The rulers, then their minions, then—if any is left—the normal people. The crystals are then a sort of currency, but an illegal one. The penalty for unauthorized possession or use of a crystal is death. Of course, this does not stop people from using it, as coin or as boost. I mean, if you're gonna die of starvation anyway, what difference does it make? When you've not much to lose, you can risk almost anything.



Which leads to settlements. Thrallmasters are beginning to understand that if people have nothing to lose, they have nothing to fear. So they are starting to give people some minimal comfort: a roof to live under, some food to eat, and—more importantly—something to do. Tasks such as builder, forager, and soldier are some of the most common ones. You are, of course, free to come up with more, befitting your campaign

Settlements are therefore starting to create some structure in the Underworld; however they are far from being just and civilized societies.

The Landscape

As mentioned before, the Underworld subterranean features are mostly the same encountered in other fantasy role-playing games. But add to these the lakes, rivers, and falls of fire. These are formed when the terrain of the surface accumulates fire rain, and these drop thru natural holes and chimneys.

Special Rules

New trait

- **Psionic:** *Yes, that's my voice inside your head.* You have awakened your mind to wield psychic powers, making you capable of feats and wonders with a mere thought.

The Psionic Trait mechanics are similar to those of the Spell-Touched Trait, letting you do small psychic feats with no effort—telepathy, simple telekinesis, etc. More powerful effects are accomplished by the use of the standard Test—mind blasts, stronger telekinesis, pyrokinesis, etc. As with the Spell-Touched Trait, the Game Master has always the final say on what and how much can you do with this trait.

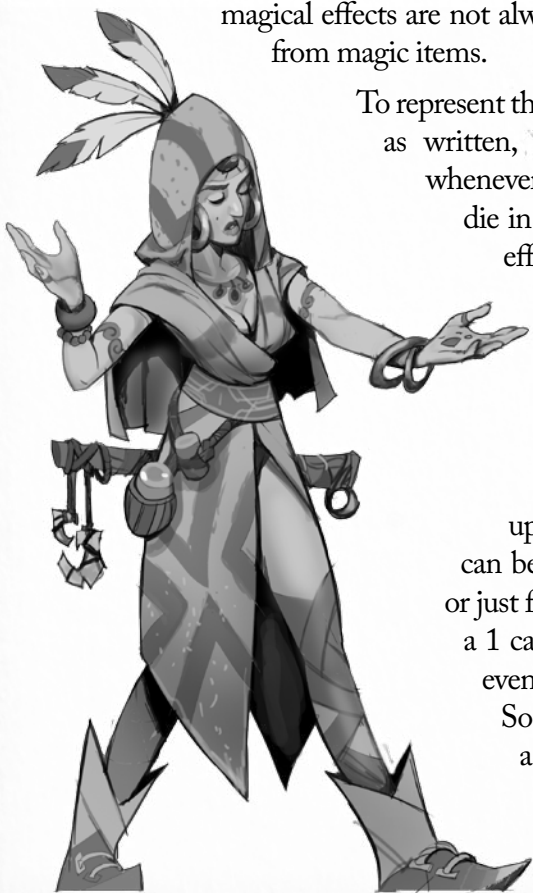
Crystal Shards

Anyone can consume a crystal and create some weird and maybe temporary boost or power. But, as mentioned before, these come with a price. A Psionic individual can use these crystal shards in a safer way, that is, as if they were magic scrolls. Use the same principles for them, allowing more powerful effects as a Psionic character shatters a crystal to use it.

Wacky Magic

Magic is broken in The Crystal Mines micro-setting, but that doesn't mean it does not exist. All the normal rules and Traits for magic are present. However, they'll be rare and mistrusted, because magical effects are not always reliable—even those from magic items.

To represent this, use the rules for magic as written, but add the following: whenever a player rolls a 1 on any die in any magical Test, a wild effect happens. It's up to you as the Game Master to come up with this effect, usually one befitting the situation or magic used. Be creative and wild when coming up with these effects; they can be harmful, helpful, weird, or just fun. And don't forget that a 1 can come up in a dice roll even if the Test was successful. So a player who rolls a 1 and a 5 will blast their enemies with arcane energy and have his skin turn blue at the same time.



Neverwonderoz

By Randy Tayler

Inspired By: *Alice in Wonderland*, *Peter Pan*, and *The Wizard of Oz*

The Concept:

The Wizard of Oz really screwed things up this time.

You can hardly blame him. Why would anybody want to stay in Oz when Every. Single. Person. keeps asking you for favors? So, he decided it was time to head home. Last year he built a machine to make it easy. Instead of risking his life stealing some witch's magic shoes, he just built a device that connects the mysterious land of Oz to...

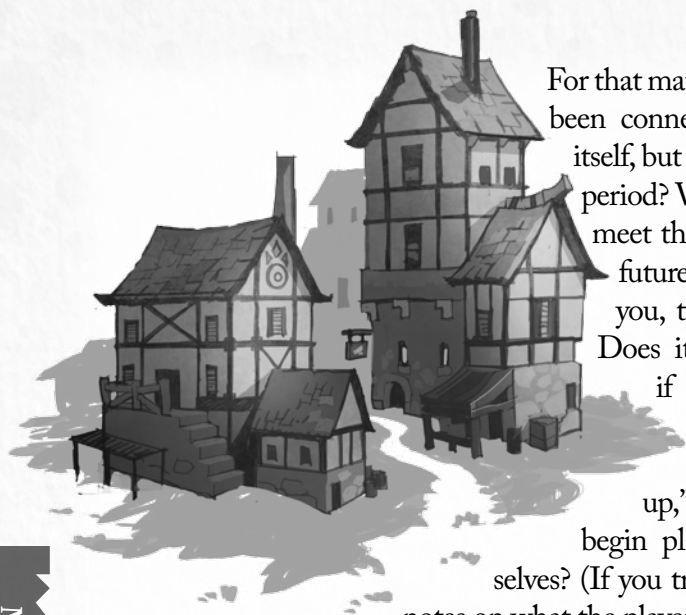
Well, that's the problem. He connected it to everywhere.

Your world has collided with Neverland, which is smooshed into Wonderland, and all of them are brushing up against Oz. The Queen of Hearts now has a thing for that dashing Captain Hook; the Lollipop Guild has started feuding with the Lost Boys; and to top it off there's this straw-filled zombie that keeps showing up and singing about brains.

Somebody should sort this out. But maybe not you—maybe you just want to get the hell out of there... before Hell itself joins the mix.

A Note Regarding Timelines:

There's no reason these worlds have to collide after certain adventures we're familiar with take place. Maybe Alice hasn't been to Wonderland yet, maybe Dorothy is in the middle of her journey through Oz, etc. Any machine that can connect different worlds can surely connect different time periods. That's just good science. Or, in this case, good fantasy.



For that matter, what if Oz has been connected back to Oz itself, but in a different time period? What if the players meet themselves from the future (now played by you, the game master)? Does it cause a paradox if they don't follow the script once they've "caught up," so to speak, and begin playing their future selves? (If you try this, take lots of notes on what the players say earlier.)

Sample Adventure Hooks (no pun intended):

1. The Wizard's contraption must be stopped. The contraption has to be put in reverse to undo the multiverse collision it's caused. The Wizard is even the one asking for help. The problem is that he has no idea how to do that, because he didn't build it to go in reverse. The bigger problem is that the Queen of Hearts stole the contraption, and you need to get it back. And she has no desire to give it back, because, well, how would she ever see the dashing Captain Hook again?

(How do you put something in reverse in this amalgam of worlds? Well, Alice might be able to suggest something... specifically, take the device through the Looking Glass and you'll end up with a mirror-image of it, running in the opposite direction. It's crazy, but it just might work...)

2. Tick... Tik... Tiq... What do a crocodile, a mechanical man, and a pocketwatch have in common? A name. Captain Hook put out a bounty for Tick-Tock the crocodile, only to have Tik-Tok,

the mechanical man, delivered to his doorstep. The Nome King, seeking vengeance on that gear-powered automaton, ended up with Tiq-Toq—and we're taking some creative liberty here—the pocketwatch of the White Rabbit. And worst of all, the White Rabbit—the late White Rabbit—well, may he rest in peace.

Evil bounty hunters are out to correct their mistakes, but that will mean certain doom for the valiant Tik-Tok. And who knows? Maybe the White Rabbit isn't as dead as one would suppose. Strangers things have certainly happened around here.

3. Who's the best at being worst? The Wicked Witch of the West, the Queen of Hearts, and Captain Hook are competing for the title of Ruler of Everywhere. They've agreed to settle it based on who can torture this band of adventurers the best. (Note: Hook's pirate crew wouldn't want to let the Queen of Hearts win, right? Sabotage of evil plots by jealous minions is inevitable.)

It may help to know what lore your players are familiar with. Ignoring the books—simply because most people haven't read them—which of the movies set in these worlds have they seen? You might just ask them, to get a bead on what jokes they'll get, and what puzzles they'll have some insight into solving.

You probably have enough crossover goodness to build a fun campaign just from these three universes, but... BUT! Given that the Wizard's contraption is connecting these worlds, maybe you'd like to add some more? What happens when Peter Pumpkin-eater meets Jack Pumpkinhead? Can Rumpelstiltskin spin gold from Scarecrow's innards? How would Captain Nemo react to seeing mermaids outside his submarine porthole?



Unique Setting Rules:

Magic behaves strangely.

1. Players roll a d6 to determine the success of a spell. 1 to 4, the spell works as planned. On a 5, nothing happens. On a 6, something completely, utterly random occurs.

As an example, consider: magic brooms aren't the only way to fly here. Glinda the Good Witch used an enchanted bubble. Peter and Wendy used pixie dust and happy thoughts, of all things. And Alice... well, okay, Alice mostly just floated gently downwards. But the point is, your magic system should be just a little crazy.

2. Another possibility: make the players invent their own magic rules. Spells require a bizarre, illogical justification from the player.

Player: *I'm going to unlock the door by casting... a fireball.*

You: *And why does that work?*

Player: *Well, because the lock is made of iron. Irons are supposed to be hot. Ergo, fireball!*

You: *The flames gush forth from your hands, are swallowed up in the keyhole, and you hear a barely audible **CLICK** as the door unlocks.*

Riddles. Humor. And a dash of insanity. Those are the key ingredients to a proper adventure in Neverwonderoz. Now it's your turn to be the man behind the curtain.



Skies over Rocét

By Steve Radabaugh

This is a setting of Airships, Magic, and Piracy in a world ravaged by a deadly mist.

Possible Themes: Exploring Ancient Civilization, Sky Pirates

Inspired By: *Treasure Planet*, *Aeronaut's Windlass*, *Spelljammer*

The Concept:

The lands of Rocét were once fertile and prosperous. That all changed 100 years ago. No one knows where the mist came from. The first day that it appeared, it was in the lower valleys and canyons. Within a week, only the highlands weren't covered. After a month, the tops of mountains were the only safe places. Breathing the mist is deadly to everyone. Mankind moved to the refuge of mountain tops, where they built new city states isolated from each other.

The Wizards of Kelna developed the first airships powered by magic. The airships brought trade and the ability to explore the world. Slowly cities were able to rebuild a functional society by trading their excess for things they needed. Those who didn't have enough to trade turned to piracy to get what they needed.

Everything at the lower elevations is called The Mistlands. The mist covers about 3/4th of The Mistlands at any given time. The problem is that it moves in and out of areas, so no one place is safe for long. It is possible, however, to land an airship long enough to scavenge for things in the ruins of the ancients. The original diaspora was hasty, and much was left behind. It's a dangerous task. Whatever brought the mist also brought monsters never before seen on Rocét, horrible things that thrive in the mist, and are often found in the Mistlands.

Bravery is rewarded handsomely. Treasures left behind can be sold to any city state for a healthy profit.



The Airships

The airships are powered and controlled with magic. They need someone with the Spell-Touched, Spell-Reader, or Beast Speaker trait to channel the magic through them to keep them aloft and to pilot them. A novice with just a bit of training can pilot a sloop, while a galleon would require a

very powerful wizard. If anything were to happen to the pilot, the ship would plummet from the sky, usually killing everyone on board and losing any cargo to the mists. To prevent this, large ships keep the pilot in a secure room deep inside the ship. Navigators relay directions to them. On smaller ships where that isn't possible, the pilot is usually on the deck in a well-marked location. Anyone attacking an airship most likely wants to capture it, so they avoid killing the pilot.

Airships are generally armed with ballistae, and anyone on deck will have a crossbow available to help defend the ship. A pirate ship may use their ballista as a harpoon gun to capture their prey. Sails are usually used on the top and the sides of a ship. The pilot can force a ship to go where the wind isn't blowing, but it's much less taxing on them to use the wind for propulsion.

New Torrine

When the people of Rocét first moved to the mountains, they didn't have time to be very selective about where they went. New Torrine had the misfortune of ending up on a mountain that supplied very little that could be used to trade with the other city states for needed supplies. The town became dependent on its pirates for continued survival. The citizens and the pirates have

a tenuous relationship. The civilians avoid the area by the docks, and the pirates likewise stay away from the more civilized parts of town.

Lost Cities

Scavenging for treasure will often take adventurers to lost cities on the land. These excursions can be quite profitable by recovering treasure, tools, and magic artifacts that were left behind in the initial exodus. However, these excursions are also quite dangerous. Adventurers have to be on the lookout for monsters that live in the mist, as well as pirates who want to take the treasure for themselves. Of course, the mist itself is a constant danger. Winds can change in a hurry, bringing the mist in on unexpected treasure seekers.

Setting Fluff

“Junk.” *Clang!*

“Junk.” *Clang!*

“Junk.” *Clang!*

Erich and Arshag were in a blacksmith shop in some unnamed, abandoned town in the Mistlands. Arshag was inspecting a pile of scraps and tossing each piece to the side after declaring its lack of value.

“Junk.” *Clang!*

“Would you not?” Erich said. “You’re making a lot of racket.”



The Karhu sat back on his haunches. "I'm done anyway. Someone has already been here and taken all of the good stuff."

The place did look pretty well picked through. Even the anvil was missing, and that kind of weight would have taken a major toll on an airship pilot. Erich nodded and turned toward the door.

The pair started to walk back to the ship to see if anyone else had found anything worth loading up when a shadow passed over them. They froze. Nothing good would be casting a shadow from the sky on a clear day like this. Not sensing an immediate threat, they started to walk on, each keeping an eye on the sky.

When they were about halfway back, they heard the ship's evacuation bells start to ring. Arshag dropped to all fours and started to run. Erich followed behind, but he couldn't hope to keep up with the Karhu. He just hoped that he would make it back to the ship before it lifted off. The captain would wait as long as he could, but he would sacrifice slower crew members to save who the rest.

When Erich was almost to the ship, he turned a corner and saw what was causing the alarm. A dragon was circling above. He could see the crew scrambling to arm the ballista. A grounded ship didn't have a good chance fighting off a dragon, but it was their only way out of the Mistlands.

Minutes later Erich was on the main deck. The rest of the crew was in a flurry of activity getting the ballista armed. He saw an opening in the firing position for one of the ballista and, being one of the best shots in the crew, he got into position.

Once the giant crossbow was armed, he swiveled it around to take aim at the dragon, and he waited. He watched as other shots went wide missing the nimble beast. When the flurry of shots stopped, the dragon circled around and came in diving at the ship. He waited with weapon pointed right at the beast. He was vaguely aware of the captain screaming for him to fire. Closer and closer the dragon got while he waited.

The ballista made a loud whoomp noise as it fired. The bolt flew true, and took the beast right in the neck. The dragon flew over the ship and landed a hundred feet past, crushing one of the buildings of the abandoned town. The crew cheered as Erich sat down and breathed a sigh of relief.

Adventure Hooks

I. Want to find a lost civilization, uncover some secrets about the mist, and explore a place thought lost to the mist long ago? This is the adventure hook for you.

An elf who lived before the mist arrived has hired the PCs to go to her former home to search for a family artifact. It's deeper into the Mistlands than airships travel, and the place hasn't been visited since the mist arrived. She was traveling when the mist came, and is the only living member of her village.

The village is deep in a forest that rarely gets uncovered from the mist. When the PCs arrive, they find a community of elves that have created a magic ward to keep the mist out of their village.

They are trapped in their village, much like the mountain communities were isolated before they created airships.

How will these elves react to the first outsiders in 100 years? What does it mean that they can create a barrier to keep the mist out, something that many have tried and failed at? What other secrets might they be hiding?



II. Want to run something similar to a typical dungeon crawl, but with a Rocét flavor?

The PCs come across the wreckage of a huge ship of unknown design on an isolated mountain. When they investigate, they find the animated remains of its crew scattered throughout the ship. The ship doesn't show any physical reasons for why it crashed. There is a lich on the ship who can't keep the wrecked ship in the air, but is perfectly capable of stealing whatever ship the PCs have. Once it is aware that they are there, it will do what it can to steal their ship. If the PCs are able to clear the ships of the undead and kill the lich, they find a moderate amount of treasure in the holds as a reward.

III. Looking for a way to save the world, or just a cause for the mist? This is the hook for that. It's up to the GM to come up with what actually happened. This will get the PCs on the road to discovering it.

A recently discovered map indicates that the mist might have a point of origin. The PCs are either hired or enticed to go check out this place. Every other map of Rocét leaves this place unmarked and therefore uninteresting.

Upon arrival at the location, the PCs find a deep canyon in the ground with a tower next to it. The tower is ancient, predating the arrival of the mist by hundreds, if not thousands of years. The mist seems to be seeping up from the chasm. The tower is tall enough that the top of it sticks out of the mist, allowing the PCs to investigate. What sorts of secrets does the tower hold? Is there evidence pointing to what caused the chasm and the mist? What is that cause, and can it be undone?



Stories that Bind

By Sandra Tayler

For humans, stories define the shape of the world, because stories explain the world and make sense of it. But magical creatures experience stories differently. They exist because of them, they are defined by them; they are trapped by the stories told about them. The siren must always kill, because that is what the stories tell. The sphynx must tell riddles, even on a day when she does not feel like it. Some magical creatures are freer because there are conflicting stories about them. They can choose which story to inhabit... until one story is more believed than all the others, and then that becomes the truth about them. If the stories fade away, are forgotten, or are no longer believed, the magical beings cease to exist, along with their stories.

As you may imagine, this means there is fierce competition among magical beings to inspire belief, to alter the stories that are told. Beings of fear have an advantage in that their stories tend to endure and have wide belief, but the stories tend to be limiting and confining. The monster in the closet will always exist, but it must always linger in dark corners and threaten humans. Beings of wonder, such as unicorns, generally have more freedom in their actions, but they're more likely to fade away, because humans neglect to pass along the stories, or they conflate the stories, thus blending two distinct magical creatures, forcing one to expire while the other takes on their role. For example, in one kingdom there used to be an old lady of the forest who tested passing travelers for courtesy, and a separate old lady who went to christenings and granted magical gifts. Now there is only a single fairy godmother figure for that kingdom. No one is sure which being got to continue to exist.

In the game:

You are magical creatures. Pick any creature you know the story for. As you are creating your character, the shape of that story defines what you can and can't do. All of your traits, beliefs, etc. must match the parameters of your creature's story. Now pick a goal that lies outside the bounds of the story. Your character wants to find a way to bend stories and bend human beliefs so that you can attain your goal.

The method by which stories are changed is by influencing the humans of a nearby village, town, or city. (This can be set in any location in the world and in any time period. You could have far future gremlins seeking to affect the superstitions of space station inhabitants. But we'll continue to use the words "village" and "villager" for simplicity's sake.) This can be done by interacting with individual villagers and pushing the boundaries of your story, being a little different than the story expects and hoping that when the villager shares their experience, they reinforce the difference, making it easier to accomplish next time. Some magical creatures seek to change their stories by bartering, not with single villagers, but instead by seeking out story tellers who have the potential to influence many villagers.

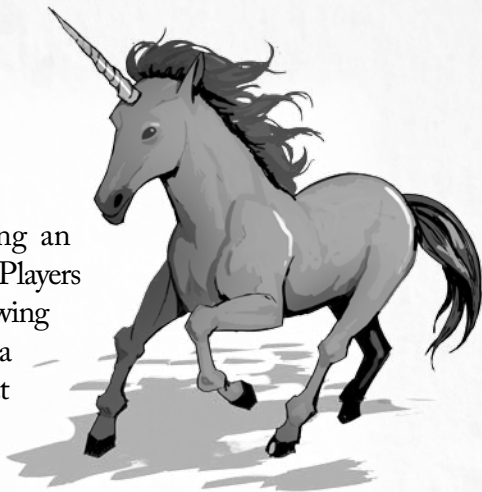
Another path to change stories is to stage a massive event or demonstration in an effort to affect many villagers at once.

Be aware that the change you intend for your story may not be the one that actually happens. If in the midst of trying to inspire terror, you fumble a key point of your plan, you may become ridiculous instead. Humans are notoriously unpredictable in what they choose to believe and what stories they pass along.



Valuing stories mechanically:

This setting requires implementing an additional mechanic, the Story Point. Players acquire Story Points in the following manner: Every time you take a successful action that would contradict the story you're expected to fulfill, you gain a Story Point. This action must be one that has risk to you, and requires a Test to be resolved. Once you have acquired three Story Points, you can permanently alter the story. Spend these three points to exchange one piece of information about yourself (losing a Trait to gain a new Trait, losing your Belief for a new Belief, etc.) The Story Points are then spent, and you are set back to 0.



Adventure hooks:

Space Gremlins

You and your friends are gremlins living on a space station. What you really want to do is be able to build beautiful things, but your stories are about things falling apart or failing. Your goal is to blend the stories of the elves and the cobbler, or house elf stories, with the existing gremlin stories so that you are able to become partners in creation, rather than adversaries of destruction.

Research suggestions: stories of gremlins in WWII, The Elves and the Cobbler, stories of brownies or house elves in northern Europe.

Siren Song

You are sirens, and you are lonely. All the stories about you say that you must kill the people you lure with your song, but what you really want is to just be happy in a little house with someone special.

Research suggestions: tales of sirens, Hans Christian Andersen's original "The Little Mermaid."

Misunderstood Monster

You are a family of malformed people who live in a ramshackle farm in the middle of the woods. People keep wandering in to your farm, where the stories force you to torture and kill them. What you really want to do is create flower gardens.

Research suggestions: horror movie tropes, any text on gardening.

Weight of the World

You are a giant turtle carrying the world on your back. You've heard of other worlds that are far more sensibly spherical, and you'd like to transform into a mother nature figure who doesn't have to literally carry everything. This transformation is likely multi-generational and runs great risk of you just vanishing. On the other hand, this world is really heavy.

Research suggestions: Bedawang Nala (the giant turtle in Balinese mythology), Terry Pratchett's Discworld, mother nature myths.

Fires of Rebirth

You are a phoenix who thinks that burning to ashes sounds like a really painful experience. Also, you're not entirely sure that the creature you become is really the same you as you are now. Some of your relatives came back very different. You'd like to change your story so you're some sort of eternal bird of wisdom, perhaps a guardian over the fountain of youth.

Research suggestions: Original Greek myths about the phoenix, Russian stories of firebirds, modern takes on phoenix stories.



Forest Guardians

You are Biloko, restless ancestor spirits who guard the jungles of Zaire. You are doomed to bewitch and/or eat every human you encounter. What you'd really like to do is travel the world and see a desert. For an extra twist, make the world post-apocalyptic.

Research suggestions: Biloko of Zaire, stories of cannibalistic pygmies, and desert folklore.

These seeds are far from the only stories you can tell. Think of any myth, legend, urban legend, or folklore creature, and put them in unlikely places or situations. Particularly seek out creatures that players may be less familiar with to make the game more challenging and interesting.



Streets of Fey

By Howard Tayler

The modern world is pretty awesome for humans. We've got industry, technology, big cities, small towns, and the greatest dangers to humans are other humans.

The elves really hate that.

Thousands of years ago, humans lived in fear of the wild places of the world, where the fey folk we find in faerie tales sat cheerfully atop a nature that was red in far more than just tooth and claw. But humans learned, and grew, and pressed, and pushed.

Poisoned by iron and smoke, the fey almost went extinct.

Almost.

Modern fey are like antibiotic-resistant bacteria. Those who survived human industry evolved with the help of their magic, and their magic has evolved with them. There are only a few million of them worldwide, but they are poised for a population explosion: a plague of mutant elves. They are invisible until they choose to strike, and when they appear, they bear exactly zero resemblance to Tolkien's fair folk or Santa's little helpers.

The Players

In *Streets of Fey* the player characters are humans from whose ancestors the fey borrowed a bit of DNA. Outwardly they're just like other humans. Inwardly, they're also just like other humans. It's only when they come in contact with fey tools and technology that the difference is manifest; these humans can use magic.

They can also use non-magic, including some of the most useful kinds—heavy machinery, explosives, and firearms.

Equipping players is as easy as looking at the real world seeing what's available. A car. A chainsaw. A Mossberg eight-round semi-automatic riot shotgun. Maybe some Kevlar. Add to this some basic magical items—potions, ward stones, and enchanted jewelry—and you're ready to go. Anything the fey carry can be equipped by players.

The Fey

The basic template for the fey in this setting is simple: start with a species that is found in the modern world. Now imagine a very angry, vicious elf permanently melding with that creature, taking a form that might at first be recognizable as a rat, or a cockroach, or an oak tree, except worse. Strengths and weaknesses of that species can be exaggerated (especially regarding size), and for added horror, this new breed of fey might further evolve by melding with something else.

What do you call them? Appending the word “fey” to whatever creature you started with might be enough, but if you want to be more specific, words from western fantasy mythos like “troll,” “goblin,” or “gremlin” will be useful. Here are a few:

Stick-fey: It's like a stick-bug, except it's almost two meters tall. Even when magically revealed, the stick-fey are hard to see, thanks to natural camouflage, and the fact that they can hide behind a lamp post. Or maybe even in front of it. They attack with knife-blade hands and carotid-severing bites.

Repto-fey: Originally described as a “sexy alligator,” the repto-fey are fast, naturally armored bipeds who attack with teeth and claws. And your shotgun, if they get their hands on it. Improbable anatomy notwithstanding, there's nothing sexy about that.

Roach-troll: Forget stepping on this, unless you happen to be ten stories tall. The roach-troll is the size of a polar bear. Running on six legs it can chase down a car or climb the side of a building. It can also rear up on two legs to swing clubs, throw dumpsters, or high-five other roach-trolls. Which it might do, since there's never just one roach.

Frog-goblin: These slimy-skinned amphibious bipeds are roughly the same height as the average human, but their mouths are large enough to hide a body in. They run slowly, but with a few jumps they'll be atop even the fastest sprinter. Frog-goblins are very tech-savvy, and often wear tactical battle-dress while carrying machine pistols, tasers, and even flame throwers.

Sharkshifter: That fellow on the corner looks exactly like a regular human, but when he opens his mouth to attack, his mouth keeps opening until the jaw is about where his navel was, and the mouth is full of rows of teeth. That maw is a bulge of extra-dimensional space, so the sharkshifter can eat several people without getting any bigger. This extra-dimensionality makes the mouth immune to non-magical effects. If you've got a shotgun, aim for the legs, and then run away.

Trunk-troll: Unable to turn invisible, the trunk-troll hides in plain sight by looking exactly like a tree. Many trees that have been in the park for decades are actually trunk-trolls. When they attack, they uproot themselves, and their trunk, roots, branches, and crown shift into new positions. It sounds like a Transformer transforming while tearing the limbs from a tree. And speaking of limb-tearing, these things are huge, and strong, and bulletproof, and don't care what armor you may or may not be wearing. The only good news is that they burn.

Magical Stuff

The following items might be carried by various fey, or found in their caches.

Phial of Disposable Flesh: About to die? Crush this against your bare skin, or eat it, or otherwise have it break on you within about ten seconds of your death, and this mortal coil of yours becomes disposable. Your new flesh spawns "within earshot" of where your now dissolving corpse lies. You're naked, and all your stuff is over there in a very slimy pile.

Wardstone: Drop it on the ground, and it will create a magical barrier that can only be seen by you. Useful, because while the enemy is trying to figure out where the edges are, you know exactly where to step around in order to fire at them. Lasts for a minute, and then must be recharged. Probably by dipping it in fey blood.

Phial of Fire: It looks like a Molotov cocktail made using a hotel mini-bar bottle. The rag on the top does not need to be ignited, however, and when you throw this it will bloom into a 10 meter diameter fireball upon impact, and the combustion medium is sticky, so your target will keep burning. If you DRINK it, you gain immunity to COLD effects until the next time you pee.

Phial of Ice: Again, it's sized like something from the mini-bar. Due to a quirk of physics, it's hot to the touch (it's constantly removing heat from itself and pushing that outward.) Throw it, and upon impact it erupts into a 20 meter diameter fractal snowflake shape. Everywhere the snowflake is, heat isn't. Very deadly, but things at the edges might only get frost-scarred in pretty stripes. If you DRINK it, you gain immunity to FIRE until the next time you eat or drink.

Buffstone: Hewn from extra-dimensional quarries, the semi-sentient buffstone "knows" what a thing's job is, and it makes that thing do that job better. Tuck the buffstone into the lining of your Kevlar-lined overcoat, and the coat will now deflect .50 caliber sniper fire. Tape it to the bottom of a 9mm magazine and that magazine will never run out of bullets. **WARNING:** some commercial products have "jobs" that are not immediately apparent. The buffstone may not make a sports car faster, but the vehicle will become a "chick magnet."

ADDENDUM TO WARNING: The buffstone has opinions about you when you hold it. If you EAT it, the buffstone may decide that your "job" is something like "sleep in and tell jokes about pizza." If you're lucky. "Die in a blaze of glory" is a not-uncommon result.

The Plot

The fey seek to again dominate the wild places of the world, but today the wildest places are the cities we have built. Their goal, then, is to preside over a permanent state of feral urban chaos. The only things in their way are the humans descended from the humans whose DNA the fey used to gain the immunities humans have. Humans of these bloodlines can see through the invisibility, and are immune to the mind-clouding magics.

The bloodline humans are not, however, immune to ordinary threats like being stabbed, shot, burned, drowned, crushed, or eaten, so before the fey can dominate this world, they need to do all those things to the player characters. And their families. And a few million other bloodline humans worldwide, most of whom have no idea this is happening.

It's rumored that some bloodline humans have sided with the fey, and with the help of fey magic have ascended to power within human society. If this is true, those humans are almost certainly working against the player characters, identifying them to the fey, and pulling societies strings to make the fey's deadly work a bit easier.



Telas de Montas

By Dianna Gunn

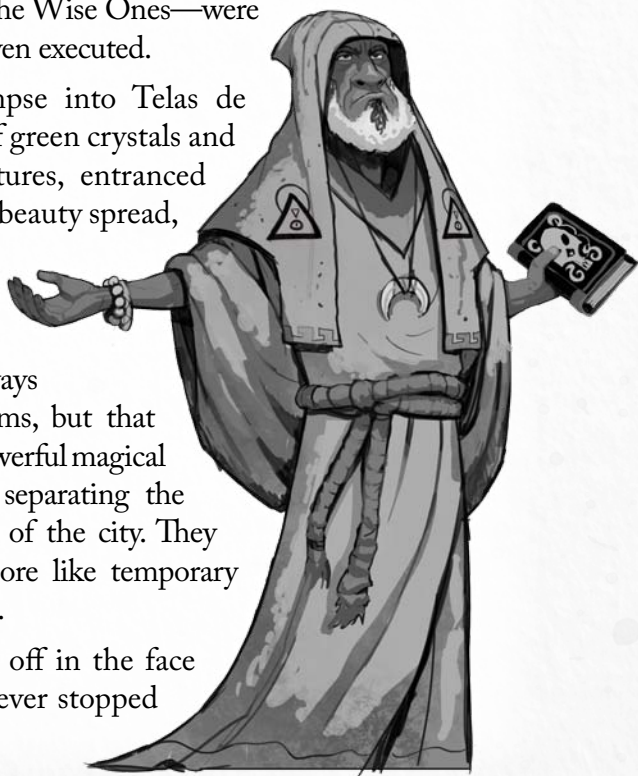
There are many names for the people who created Telas de Montas, but most know them as the Wise Ones. It is said that they carved the city into the mountain at the beginning of the world, using powerful magic gifted to them by the gods, but nobody knows for sure. The only certainty is that the city was many centuries old when humanity first discovered it.

The Wise Ones never turned guests away, but they only ever extended limited welcome. Guests were confined to a single street on the city's outskirts, and the Wise Ones refused to trade anything other than food and water. Those caught breaking these rules—both the humans and the Wise Ones—were banished, sometimes even executed.

But even that glimpse into Telas de Montas, with its sky of green crystals and its magnificent structures, entranced humanity. Word of its beauty spread, and pilgrims began traveling there in droves.

The Wise Ones always welcomed these pilgrims, but that welcome grew wary. Powerful magical barriers were created, separating the pilgrims from the rest of the city. They came to be treated more like temporary prisoners than pilgrims.

Pilgrimages tapered off in the face of this hostility, but never stopped completely.



Ten years ago, one of these pilgrimages found the city empty. They waited for many days, assuming the Wise Ones simply didn't care to greet them right away anymore, but the Wise Ones never came.

Nobody knows why the Wise Ones disappeared, or where they went, but they have never returned.

Now scholars and treasure hunters alike flock to the city, seeking the Wise Ones' secrets. But the city is dangerous: there are dozens of traps built into the roads and walls, and a strange magical distortion field emanating from the center of the city. Most who venture past the city's outskirts never return.

The Dangers of Telas de Montas

Traps

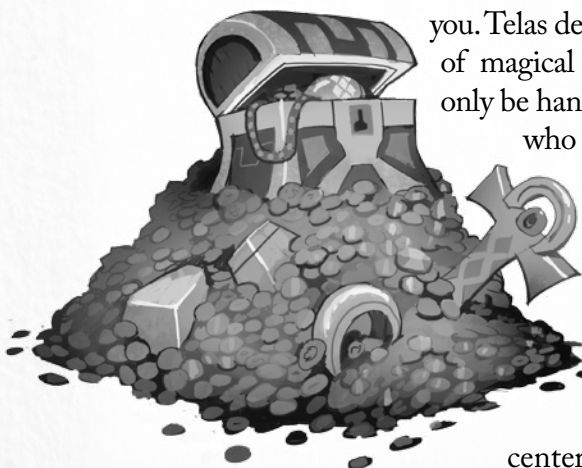
Most of the large buildings and several of the roads in Telas de Montas are heavily booby-trapped. Some are regular physical traps created with engineering. Most are magically created, and must be deactivated manually as well. All traps are quite fatal. Your progress in this setting will be severely limited without at least one mage.

Dangerous Relics

Sometimes it's the treasure itself that kills you. Telas de Montas is home to dozens of magical relics. Most of these can only be handled by mages. Non-mages who touch them will be killed or driven instantly insane.

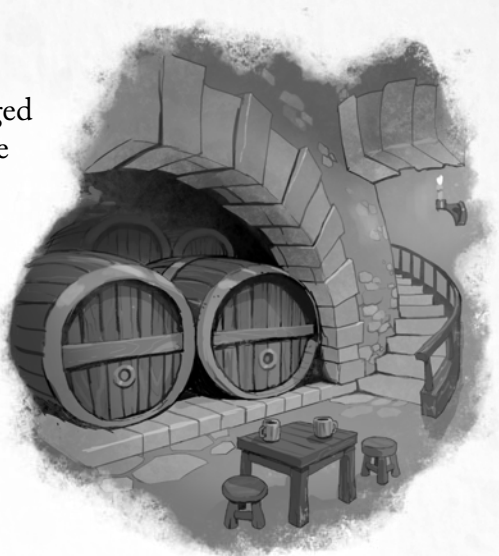
Magical Effects and Encounters

A distorted magical field seems to be emanating from a building near the center of Telas de Montas. Air



inside this field is supercharged with magic. This makes it more powerful, but also more likely to go wrong.

Angry spirits sometimes enter this field, causing trouble for scholars and adventurers alike. The frequency of encounters with spirits increases as you get closer to the source of the field.



Regions— The outskirts

The Tavern

The tavern is a hastily built cottage outside the mouth of the mountain. All the settlement's merchants live inside the tavern, taking up its three bedrooms. Regular shipments of supplies are brought here, then dispersed throughout the Encampment.

The Tavern Bulletin

Nailed to one wall of the tavern is a massive bulletin board. Most of the postings show lost treasure hunters or scholars, and offer rewards for their return—or proof of their deaths.

The Encampment

The steady stream of researchers and treasure hunters entering Telas de Montas has created a settlement in the city's outskirts. Most of this settlement is contained by the street of six buildings once used by the Wise Ones to house pilgrims. The buildings themselves are full now, and people have begun setting up tents in between them.

This is the only area of the city that is 100% free of booby traps.

The Inroads

These are the paths leading into the city. They start as two paths, then split into several more. Most of these paths are heavily booby-trapped dead ends, designed specifically to keep humans out.

While several of these paths have been mapped, the maps are quite expensive, and none are complete.

Adventurers who map out new parts of the Inroads can sell these maps at the tavern.

Regions—The city

Noble Row

A long, wide street of elegant manors with arched roofs that curve up towards the city's "sky". There are no traps built into the street itself, but the individual buildings are guarded by some of the most powerful magical traps in the city. The distorted magical field is also very powerful here, making it incredibly dangerous to perform even the simplest of spells.

The Academy

At the end of Noble Row sits a massive property protected by both regular fences and magical barriers. A winding path of colorful tiles arranged in an artful mosaic leads towards a foreboding building easily three times the size of the largest manor on Noble Row. The most common theory is that this building used to be where the Wise Ones learned magic, though nobody's gotten inside to find out.

The magical distortion field is strongest near the Academy, and it appears to be emanating from somewhere inside those walls.

The Temple

The temple sits at the very center of Telas de Montas. All major roads lead to it eventually. The entrance is a beautiful, massive stone archway. One side of the archway is carved to look like a god, and

the other side is carved to look like a goddess. Their arms are outstretched in an upwards position, and the tips of their fingers touch to close the arc.

Inside the temple is even more beautiful. Murals stretch along the walls, depicting what looks like the creation of the city itself. The altar is a

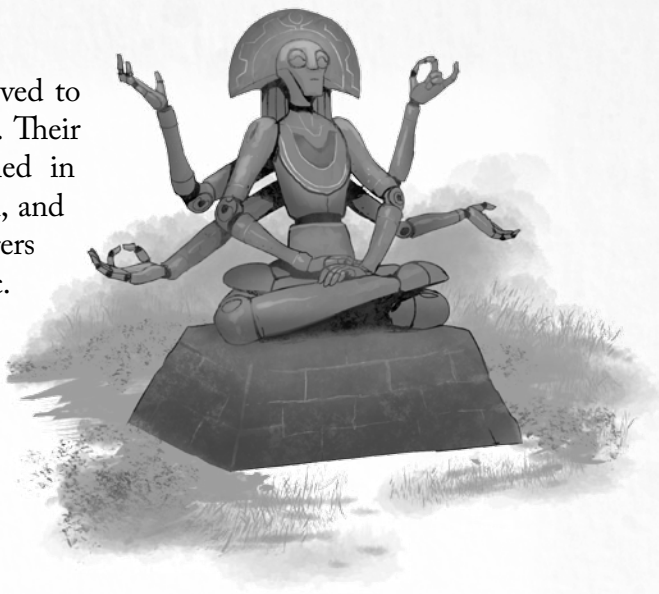
gleaming obsidian table with a golden tray for offerings embedded in its surface. A pair of statues depicts the same god and goddess from the archway, now holding each other close, like lovers.

The temple's main chamber and servant quarters are completely trap free, but most of its other rooms and corridors are hidden behind magical locks and traps. A group of scholars has taken up residence in the servant quarters and devoted themselves to finding a way past these magical barriers.

The Library

Also near the center of town, the library is a small but beautiful building. Like the temple, the first chamber is entirely trap-free, along with a small apartment presumed to belong to the head librarian. Most of the books in these spaces were stolen by the first few waves of treasure hunters.

There are several more chambers and an underground passageway, blocked by magical traps and locks. A group of five scholars recently moved into the library and are attempting to unlock its secrets.



The Market

A few blocks away from the library is a square with several stone stalls, all built around the edge of the square to allow crowds to move freely around them. Most have already been thoroughly robbed, but some have powerful enough magical locks or traps that they still contain their original goods.

There is also a large brewery and inn here. There are no traps in the inn, so treasure hunters occasionally stay there during extended searches.

The Castle

The castle sits at the furthest end of the cavern, on a raised stone shelf, and is the only building in town larger than the temple. It is made entirely out of blue crystals, similar to those in the Telas de Montas “sky” but much darker. A twenty-foot wall of the same crystal protects it.

Nobody has ever been able to enter the castle, though its riches are said to be unimaginable. The wall around it is imbued with storm magic, and shocks anyone who touches it to death. Many human corpses are already littered around the place.

The Slums

The Wise Ones never had slums in the same sense as humans, but there are certainly less pleasant parts of Telas de Montas. Houses are small and built close together, the roads are little more than alleys, and there is a terrible stench about the whole place.

There are also very few traps in these areas. Many treasure hunters searching the farthest reaches of the city have taken up residence in the slums to avoid the journey along the inroads. Any real treasure was removed from these areas during the initial wave of travelers, but some artifacts only valuable to the scholars remain.

Windhaven: The Land of Tuuli

By jim pinto

Close your eyes and imagine a world filled with crisp, clear air, blue skies, and lush fields in every direction. Then imagine that all wars ceased over 100 years ago. No one fights for resources, and the world is covered in windmills, busily generating energy so people don't have to work anymore.

Can you see it?

Imagine there's enough to go around for everyone, and humans, orcs, elves, and all the rest live side by side in harmony.

It's a nice world, isn't it?

Well. It would be. If the windmills worked and the world wasn't being constantly fought over by ruthless warlords with a chokehold on production, and food, and flight, and magic.

Yes. Even magic is controlled.

What? Oh yes. Flight. Yes. There's flight. Soaring machines that take people across the land at ten times the speed of a horse. But only the wardens fly those.

The wardens are the keepers of an ancient oath, the only beings that the warlords do not mess with. The wardens travel in small packs, protecting the borders from the grey-skinned Tekija and undead that threaten the civilized world. It's been centuries since the invasion, and ever since, any peace between the races has been shattered by the encroaching hordes that people cannot agree how to fight.

That's why the wardens do it.

If it's not clear, the PCs are the wardens.

The problem is, the wardens are respected but abused. All the warlords of the various nations know they don't need to send their soldiers to deal with the Tekija, because the wardens took an oath.

And that oath makes them predictable. And easy to manipulate and control.

The World

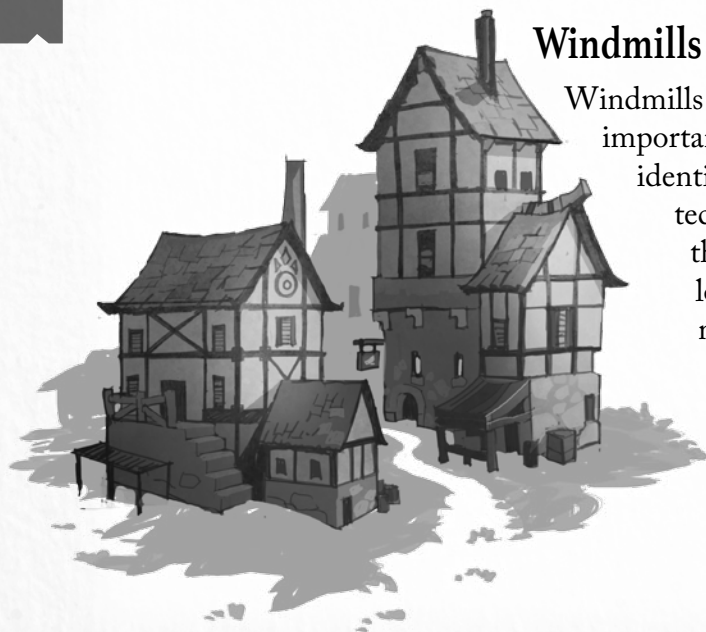
Tuuli is completely different from your bog-standard fantasy worlds. It's hopeful and bright and filled with peaceful people who just want to work and raise families. But all of that is shattered by external and internal forces that want to end life or control it. The warlords lack nobility and have no actual tie to the land. But no one is strong enough to oppose them, and those who could (the wardens) have more important responsibilities.

Currency

While officially there is no currency in Tuuli, each warlord has a unique way to tax the people, with some people being taxed by two or more warlords.

Windmills

Windmills form the most important part of Tuuli's identity. While the technology to build them has been lost to time, so many windmills remain there is no fear of their extinction. In fact, many people have learned to fix them, as the



power they generate fuels everything. Farmers with windmills work half as much as those without. People in cities can build, smith, and produce objects of value in a fraction of the time.

Flight

Flying machines (pakeneva) are common enough that everyone has seen at least a few in their lifetime. And they aren't unique to the wealthy, either. A working-class person may have saved up to buy one, or inherited one from his mother. Some pakeneva are utilitarian and can carry a great deal of weight, while others are swift and can help a person traverse Tuuli in a matter of days, instead of weeks.

All pakeneva are powered by magical batteries, which are in turn fueled by the windmills. While not indestructible, they can withstand some battering before they are forced to land. Those who can rebuild or repair a pakeneva are worth more than a few dozen windmills.

Magic

There's a pool of magic energy at the heart of Tuuli, called the Taika. From this pool, all magic is drawn. It is guarded by ancient mystics who decide who can and cannot draw from the pool. In recent years, those mystics have fallen under the power of the warlords, who now dictate the pool's use. Those, other than wardens, who seek to use magic from the Taika, must pay homage to the warlords, or offer some kind of bribe.

Tekija

The people of Tuuli do not know where the Tekija come from. Some wardens believe they live underground and have come to the surface to destroy the windmills, though it is unclear why.

Tekija are akin to grey-skinned dwarves with wide heads and big eyes. They are extremely intelligent, but prone to outbursts of rage. They have access to their own blood magic (veren magiaa, or sometimes just veri) that does not draw from the Taika. Tekija

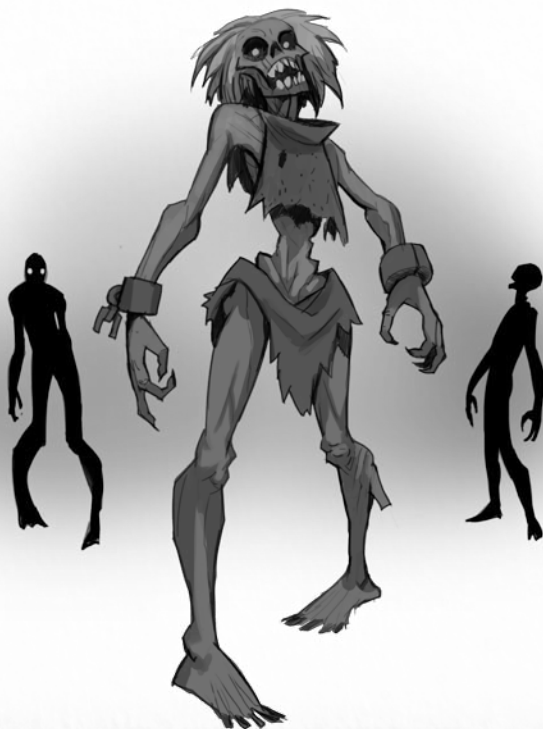
have their ambitions and ideals, just like humans, though their over-riding drive is to see humanity broken and driven back into the forests.

Tekija especially hate elves, for reasons only the Tekija can recall—apparently some ancient blood feud that was never rectified.

To date, wardens have been unable to negotiate peace with the Tekija, though they are always open to talk with those who show they can be trusted.

Undead

The undead of Tuuli are no mindless creatures. They are well-aware that humanity needs to die, and they often plan how and where they will attack. The most common undead are ghouls, who grow stronger when they eat the fallen dead. But the lieutenants and commanders of the undead armies are powerful specters and



liches, with thoughtful stratagems. When an army of 100 undead crests a hill, the people know to flee. When that army is led by a lich, the people know to take their own lives, as there is no escape.



Warlords

Warlords are battle-hardened, but shiftless men and women who care nothing for protecting the people. They only seek land and power, sometimes going to war with their neighbors to seize more farms and windmills.

Adventures

Most adventures in Tuuli involve defending the border, scouting for enemies, and dealing with the problems of locals living too close to borders. It is not uncommon for a warden to be involved in negotiating disputes or dealing with warlords who are taking too much from the farmers.

NPCs

Miko, the Fallen Warden

Miko served for 34 years on the border between the orcs and dwarves before temptation took hold and he failed his oath. Though the details on what he did are sketchy, enough wardens witnessed the act and banished him from the order. Now he lives a meager life, protecting a small village for room and board, while running down travelers for luxury items he can't get any other way. He's amassed quite the collection of junk over the years, though, as most people have nothing left once the warlords take their cut.

Turjevek the Dishonorable

Among the most despicable warlords, Turjevek commands a small but loyal army of brutish warriors and mystics capable of bringing pain to nearly any army in existence. Always outnumbered, Turjevek focuses his energy on tactics that maim (but not kill) his enemy. His philosophy is that a broken soldier demoralizes the enemy, while a dead one inspires them to fight on. His men are trained to break bones, sever tendons, and press the pain centers of a person to their brink. As such, few armies want to tussle with Turjevek.

Ghurleni, Toxic Warlord

Ghurleni is powerful mage who has mastered both blood and Taika magic, mixing them together into powerful, but caustic chemistry. Her spells focus on disease and pestilence. Because of this, she has been able to carve out a plot of land, bordering the dwarves, that no one would dare take from her. Her eventual plan is to push her land all the way to the sea, so her enemies only border her on one side. Until then, Ghurleni is most likely to negotiate with other warlords for land and trade before resorting to intimidation tactics. Or worse.

Iina

Iina is a Tekija of some renown. It is known to talk directly with wardens and village hetman before any attack takes place. Iina always seeks to avoid conflict whenever possible, trying instead to get people to leave their outposts and homes to avoid unnecessary deaths. Though Iina is aware of what eventually it is needed to do, it is not interested in condemning everything now. Rather, by depleting humanity's resources, Iina hopes to force inequity between tribes and force humans to fight one another, reducing the Tekijas' workload.

Tiny Dungeon: Second Edition is the newest iteration of the minimalist fantasy roleplaying game!

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