

**Tiny**  
**DUNGEON** 2ND EDITION  
**PLAYER'S GUIDE**




**BY ALAN BAHR**

# Tiny DUNGEON

2ND EDITION

## Players Guide



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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.





# INTRODUCTION



Tiny Dungeon 2e (2<sup>nd</sup> 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 11, 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 11, 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

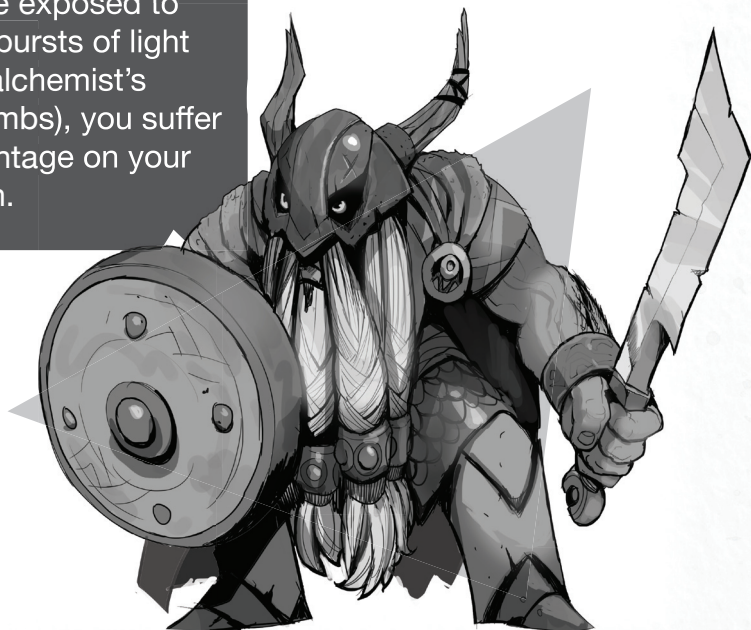
Dwarves are stocky and gruff creatures that hail from magnificent cities hewn into mountains. They pride themselves on their drinking, craftsmanship, and fighting prowess. Dwarven society is heavily influenced by a strong sense of honor and justice. Because of this, they are viewed as being trustworthy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

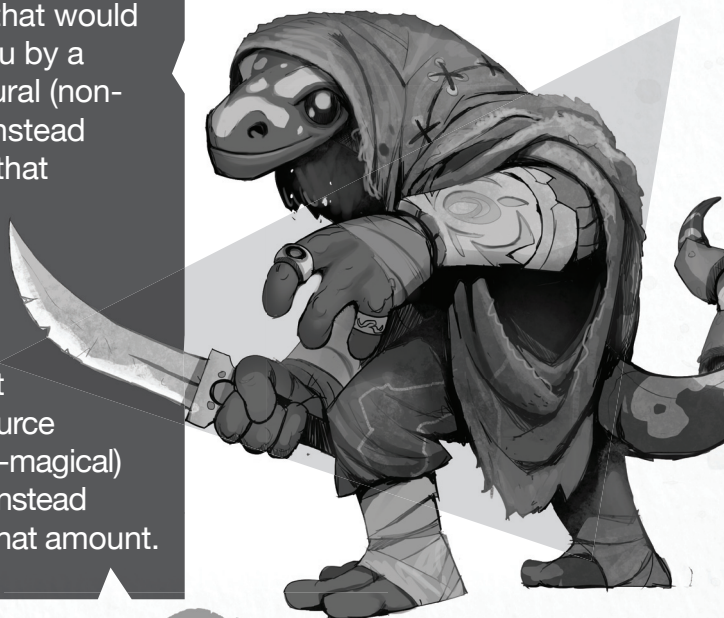
### **Pyrothermic Healing:**

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 Points. 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

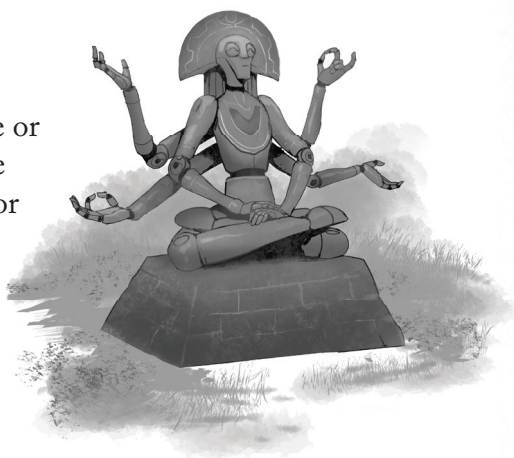
## Animated Statue

HP: 8 (High)

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

Traits:

- **Diehard**



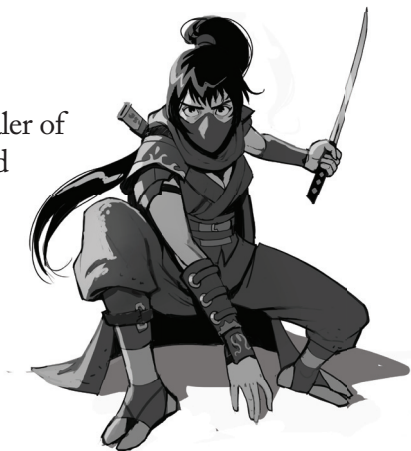
## Assassin

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.



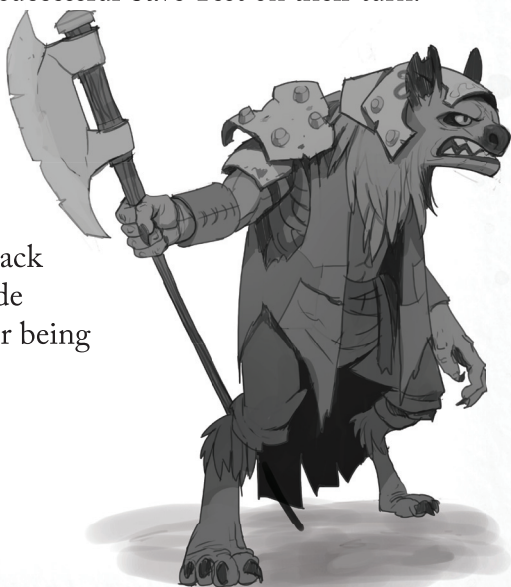
**Traits:**

- **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.

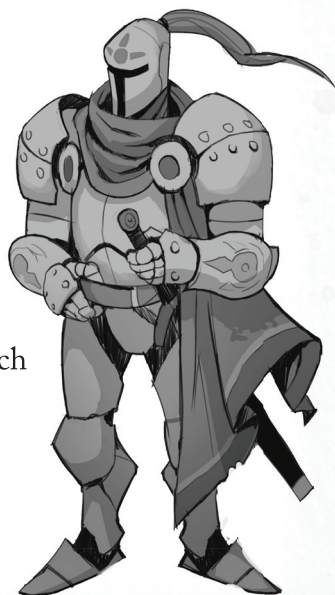
Traits:

- **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:

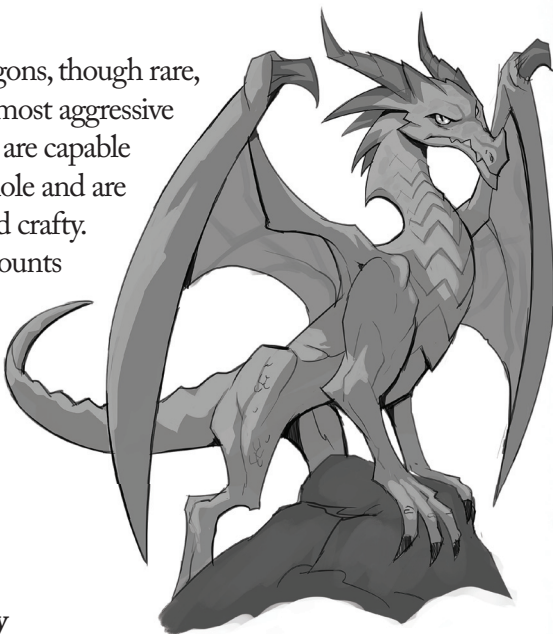
- **Spell Reader**
- **Spell-Touched**



## 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.

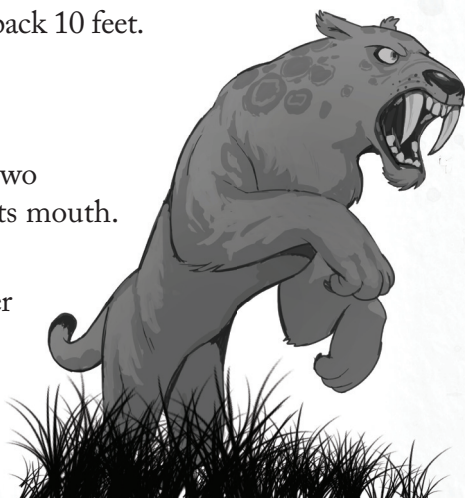
## Saber-Tooth Tiger

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.





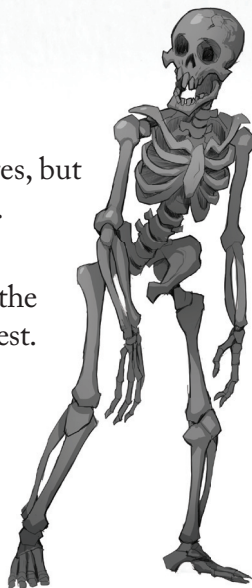
## Skeleton

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.

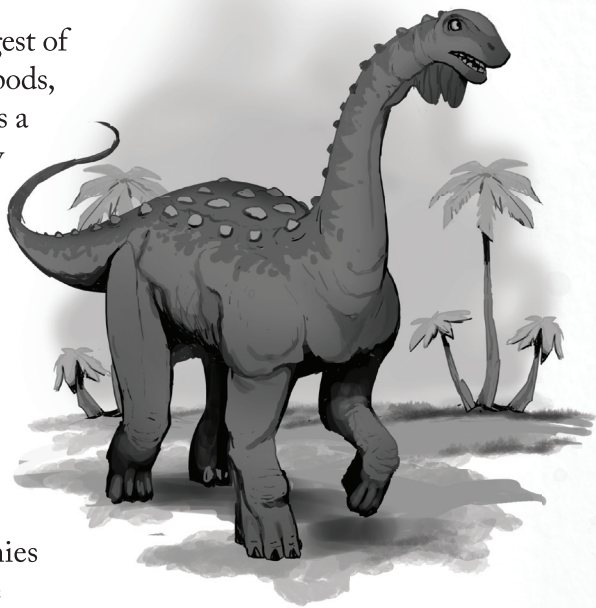
## Argentinosaurus

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:

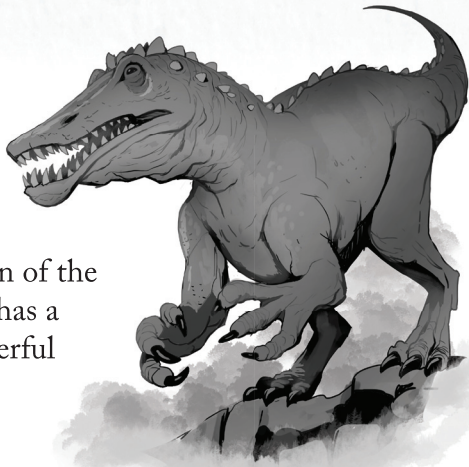
- **Diehard**
- **Strong**
- **Stomp:** Test 2d6. On a success, all enemies within 5 feet are knocked prone.
- **Tough**
- **Tail Swipe:** Test 2d6. On a success, all adjacent enemies are knocked back 15 feet.



## 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**

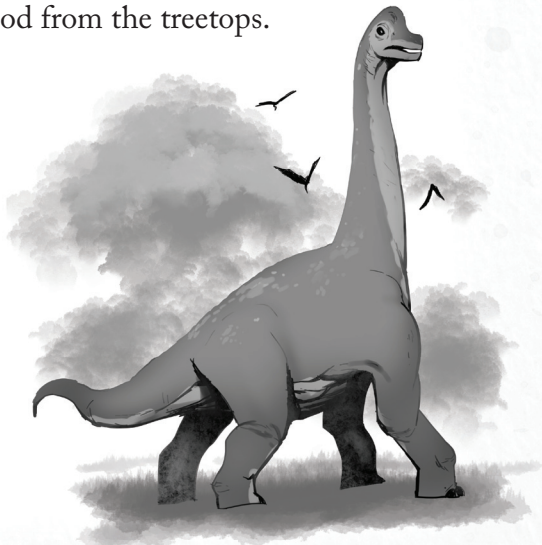
## Brachiosaurus

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.





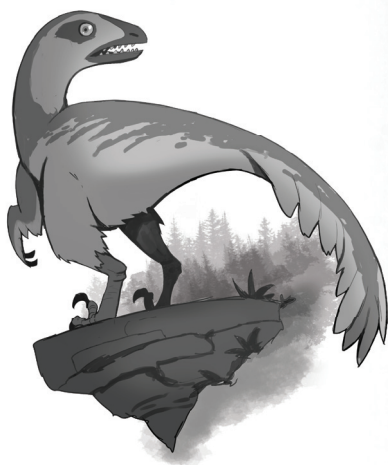
## Deinonychus

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.

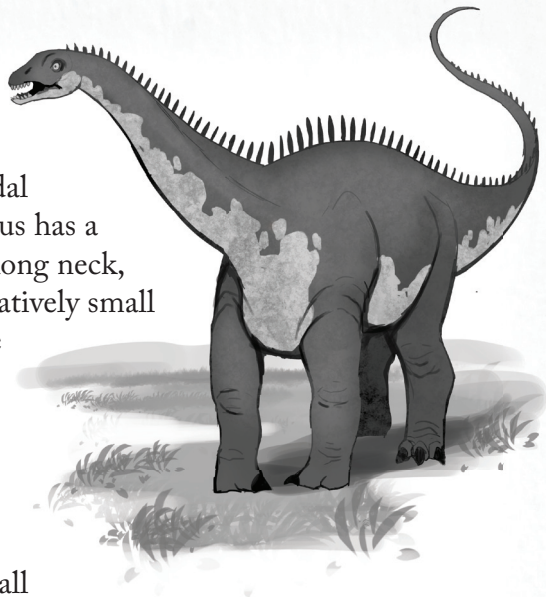




## Diplodocus

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**



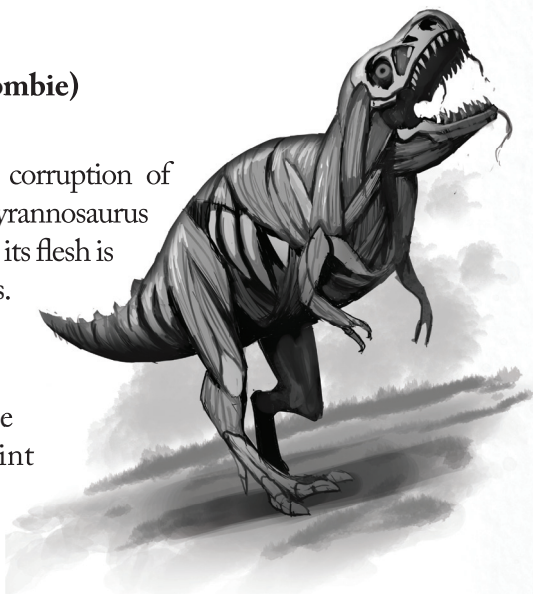
## Tyrannosaurus Rex (Zombie)

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 on page 70. 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 72.

**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 75.

**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 34).

## 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.

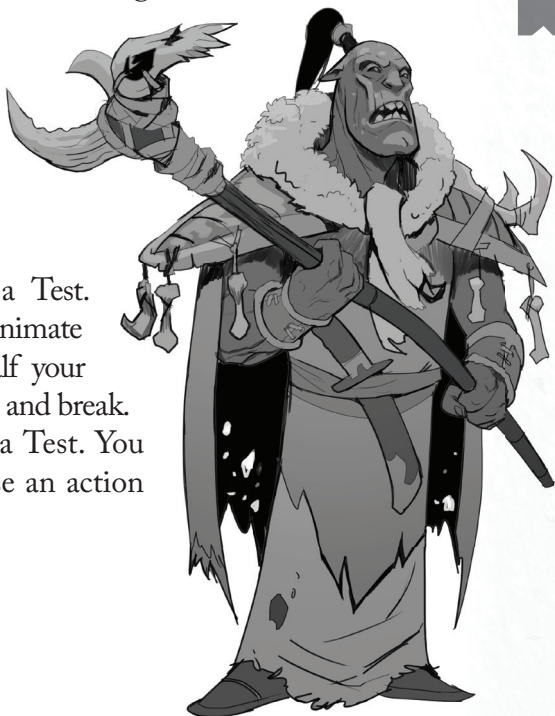
- **Communicate:** You may communicate via distances to any being you are aware of. If they are within sight, this does not require a Test. If they are not within sight, you must Test successfully. If they are further than 100 miles away, you must Test with Disadvantage.
- **Pacify:** Test to quell the 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

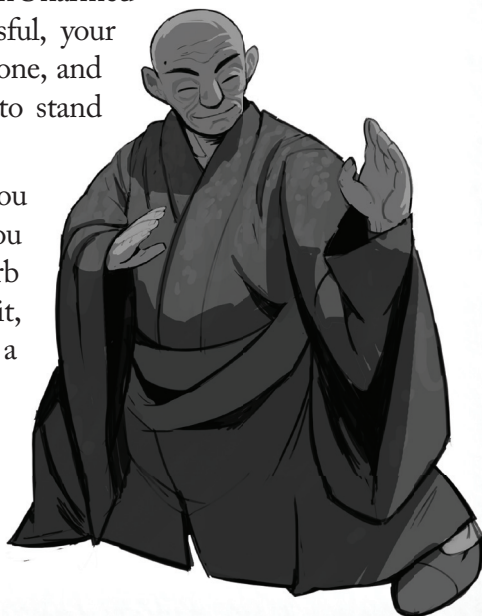
An Grandmaster may select two of the below to represent their school of martial arts. Each Technique takes one Action to do and follows any of the rules there. A Grandmaster knows all the Techniques in their Disciplines. Each Discipline contains two Techniques.

**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.

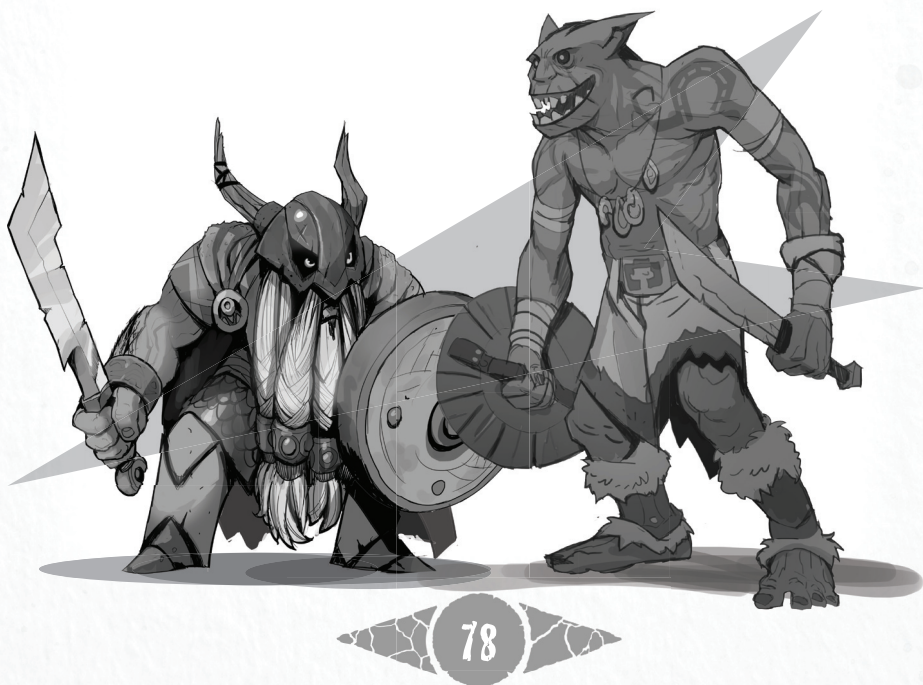
# Optional Combat Rules

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

