Roleplaying Game Handbook

Brandon McFadden

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First Edition

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Smoking Salamander
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York, Pennsylvania 17404
DEDICATION

To my wonderful wife, who continues to support my crazy ideas and random flights of fancy.

And to all my friends who helped make this possible.

Perfection is achieved, not when there is nothing more to add, but when there is nothing left to take away.

Antoine de Saint-Exupery
INTRODUCTION

Tiny Dungeon 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 – instead, you create organic characters that grow through roleplaying. While Tiny Dungeon 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 due 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.

Game Masters will usually require more paper in order 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 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.

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 race from the Race List and then select three unique Traits from the Trait List. Instead of pre-defined classes, Tiny Dungeon 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; 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 be Mastered with 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 content 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 him or her 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 smithy. 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 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 you will want to write down. 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 in advance. Take some time to look through the For The Game Master section.

**How to Play**

Now that you have your Adventurers created, it’s time to get down to the nitty-gritty of playing the game.

Roleplaying games are about story-telling, and Tiny Dungeon is no different. Most of the game is played simply by describing your Adventurer’s actions to the Game Master. When describing these actions, you will want to 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 just with the Game Master’s consent.

The core mechanic that runs Tiny Dungeon 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 considered to be 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 Game Master declares you have Disadvantage in a situation, even if you would normally have Advantages due to a particular Trait, you will still roll 1d6 for that 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.

**Obstacles**

Obstacles are challenges that usually require you to make a Test to succeed in overcoming the challenge. 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. Hopefully these situations will be 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 in order 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.

**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 in to attack. Any weapon type you are Mastered in 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 are considered to be at a 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 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, 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.
As mentioned earlier, there are three categories of weapons in Tiny Dungeon – Light Melee, Heavy Melee, and Ranged. You can still 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 freehand, such as grab a potion. You must be adjacent to an enemy, or within 5 feet, to attack with a Light Melee Weapon.

Examples of Light Melee Weapons include daggers, short swords, rapiers, small maces, hand axes, hammers, staves, and clubs. Basically, if you can swing it effectively with one hand, it’s considered to be a Light Melee Weapon.

**Heavy Melee Weapons** require you to wield them with both hands due to them being cumbersome or just so… heavy. There is a benefit of this is that you can attack your enemies with these weapons from 10 feet away, as they have a longer reach than Light Melee Weapons.

Examples of Heavy Melee Weapons include great swords, warhammers, 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, 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.

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

**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 Race, 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 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 are at a 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. 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 this will end 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 a 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 to you. On a success, you are restored to 1 Hit Point and your next turn would 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 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 example scrolls could be a scroll to resurrect a dead ally, a scroll to transform an enemy into a harmless woodland creature, or 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 unramble, but take the shape of 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 are able to remain manifested so long as they are within a 50 foot radius of their master, and have a movement of 30 feet. 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 a free Action 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 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.

The Rules Don’t Cover That!
Tiny Dungeon 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, and 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.
Race List

Human
Humans are the most prolific race 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 you can find them in. 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.

- 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.

- 6 Hit Points
- Fey start with the Racial 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.

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 races.
**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.

- 8 Hit Points
- Dwarves start with the Racial Trait **Dark Vision**.
- **Dark Vision**: You are able to see 30 feet around you in total darkness.

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.

- 4 Hit Points
- Goblins start with the Racial 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.

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.
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 culture. In Salimar 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.

- 5 Hit Points
- Salimar start with the Racial Trait Pyrothermic Healing.
- Pyrothermic Healing:
  Any amount damage that would be dealt to you by a source of fire instead heals you for that amount.

On average, Salimar stand roughly 4 and 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.
**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.

**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.

**Berserker**: YAAAAARRRRRGGHHH! When making a melee attack, you can choose to attack at a Disadvantage. If the attack is successful, it deals 2 points of damage.

**Brawler**: Everybody has a plan until they get punched in the face. You gain Advantage when making unarmed attacks.

**Diehard**: I’m not going down that easy. When an attack would reduce you to 0 Hit Points, it instead reduces you to 1 Hit Point. You can do this once per day.

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

**Dungeoneer**: We go left. I can tell by some of the moss and from seeing a lot of dungeons in my time. 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? What did he say? 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)

**Fleet of Foot**: Running away is always a valid option. Your speed increases from 25 feet to 30 feet.

**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.

**Insightful**: Not sure if serious… You gain Advantage when Testing to discern whether or not someone is telling the truth or lying.

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

**Nimble Fingers**: I could have sworn I left it right here! You gain Advantage when Testing to pick locks, pick pockets, or steal.
**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 which may be hidden. You gain this even while asleep.

**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:** Silent, but deadly. 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)

**Spell-Touched:** It runs in the family. You were born with an arcane heritage, 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)

**Strong:** Forget the doorknob! 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 1 additional Hit Point.

**Tracker:** These prints are fresh. He went that way. You gain Advantage when Testing to track someone or an 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.

**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.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light Melee</strong></td>
<td></td>
</tr>
<tr>
<td>Dagger, Short Sword, Hand Axe, Rapier, Mace, Staff, Club</td>
<td>1-5 Gold</td>
</tr>
<tr>
<td><strong>Heavy Melee</strong></td>
<td></td>
</tr>
<tr>
<td>Great Sword, War Axe, Spear, Polearm, Two-Handed Flail, War Hammer</td>
<td>5-10 Gold</td>
</tr>
<tr>
<td><strong>Ranged</strong></td>
<td></td>
</tr>
<tr>
<td>Sling, Crossbow, Bow</td>
<td>1-15 Gold</td>
</tr>
</tbody>
</table>

**Items and Equipment**

An assortment of additional items and equipment can usually be purchased at local shops in towns. This list is not an exhaustive list of every item you can procure, but is meant to act as a general guide. The list divides items and equipment by rarity.

Prices are suggestions and represent an average cost.

<table>
<thead>
<tr>
<th>Items and Equipment</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Common</strong></td>
<td></td>
</tr>
<tr>
<td>Backpack, bedroll, bottle, candle, chest, clay jug, cloak, crowbar, firewood, fishing rod, flask, flint &amp; steel, grappling hook, ink pen, ink, lantern, mug, musical instrument, pint of oil, paper (10 sheets), parchment (5 sheets), belt pouch, rations (7 days), rope (50 feet), rucksack, sealing wax, sewing needle &amp; thread, shovel, torch, empty waterskin</td>
<td>1-5 Gold</td>
</tr>
<tr>
<td><strong>Uncommon</strong></td>
<td></td>
</tr>
<tr>
<td>Alchemical reagents, healing potion, lock pick set, minor magic scrolls, mirror, personal tent, shield</td>
<td>5-10 Gold</td>
</tr>
<tr>
<td><strong>Rare</strong></td>
<td></td>
</tr>
<tr>
<td>Disguise kit, forged documents, hour glass, major magic scrolls, simple magical items, spyglass, vial of poison</td>
<td>10-25 Gold</td>
</tr>
</tbody>
</table>

**The Adventurer's Kit**

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, 3 pints of oil, a rope (50 feet), rations (7 days), a torch, and a cloak.
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 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 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 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. There is an unending list of supplemental gaming material out there for pre-made adventurers and campaign settings.

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 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 the job on, otherwise you don’t have much of a game session.

Now what Adventurer doesn’t want gold? Your buddy has convinced the adventurers to take on the job of finding this relic for a large reward. Now your job is 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 little 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 client. 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’ve 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 will require more thought 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 it is recommended to work 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 enemy chart 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.
<table>
<thead>
<tr>
<th>Threat</th>
<th>HP</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fodder</td>
<td>1</td>
<td>Fodder enemies are not necessarily weak; they are individuals who were at the wrong place at the wrong time. They are used as well to throw additional enemies into combat for a more epic feel, or could be protective creatures summoned by a heroic threat enemy.</td>
</tr>
<tr>
<td>Low</td>
<td>2</td>
<td>Low threat enemies may represent wild animals such as wolves or your average street thug.</td>
</tr>
<tr>
<td>Medium</td>
<td>3-5</td>
<td>Medium threat enemies can begin to be dangerous in small groups, and represent more skilled combatants such as guards.</td>
</tr>
<tr>
<td>High</td>
<td>6-8</td>
<td>High threat enemies are often leading groups of low threat or fodder enemies, and are just as dangerous as a skilled Adventurer. Since they’re usually leaders, they often have unique abilities that bolster their minions.</td>
</tr>
<tr>
<td>Heroic</td>
<td>9-14</td>
<td>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.</td>
</tr>
<tr>
<td>Solo</td>
<td>15+</td>
<td>Solo threats are enemies that require an entire Adventuring party to engage to ensure they can be dealt with. You are now in the realm of dragons and unspeakable horrors. These monsters often have an arsenal of abilities to assist in defending themselves from attackers.</td>
</tr>
</tbody>
</table>
Example Enemies

Spiderling
HP: 1 (Fodder) Move: 25 feet
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.

Highwayman
HP: 2 (Low) Move: 25 feet
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 to rob.
Traits:
  - Vigilant

Gnoll
HP: 4 (Medium) Move: 35 feet
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

Necromancer
HP: 6 (High) Move: 25 feet
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 small army of undead to protect them.
Traits:
  - Spell Reader
  - Spell-Touched
  - Raise Dead: As an Action, you can summon a fodder skeleton with 1 Hit Point within a 30 foot radius of yourself. The skeleton begins its turn at the end of your turn.

Giant Spider
HP: 12 (Heroic) Move: 40 feet
Description: Found deep underground in earthen lairs, Giant Spiders can grow to be 8 to 10 feet tall. They 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 rolls 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.
Red Dragon
HP: 20 (Epic)  Move: 50 feet
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 15 feet.
The Necromancer’s Lair

You and your associates have been hired to investigate a number of disappearances along the North Road, a main trade route leading toward the town of Ashenvale. Most recently, a caravan which was supposed to arrive in town a day prior has not been heard from. Gathering your supplies, you greet each other where the road leaves town, and after an uneventful day of travel, you see smoke rising in the distance.

A successful Test leads the party to a clearing, containing what was presumably the missing caravan’s campsite.

The smoke is coming from the smoldering remains of the two wagons. There are obvious signs of a struggle, but only two lay dead on the ground.

A successful Test will reveal there are tracks leading away from the campsite and into the surrounding hills.

After another two hours of travel into the foothills. As you come around a bend in the path you are travelling, you are able to see a crude door on your left leading into a hill. The footprints you have followed lead to the door.

- The door is magically sealed; a successful Spell-Touched Test will be required to unlock the door.
- The door can be broken own after delivering 2 points of damage to it.
- The door is not trapped.
- The door will be on the east wall of the room beyond.

The Entrance

When opening the door, you realize very little light gets into the room beyond.

When the room is able to be revealed (Dark Vision/Light Source):

Inside you find a roughly hewn room that is approximately twenty-five feet long and twenty-five feet wide. The ceiling hangs low, only eight feet from the floor. Above you are remnants of mining support beams, but the room appears to be sealed off from any mine shafts. The air is dry and stale. Piled on the stone floor is a jumbled heap of bones, lying in the dusty remains of flesh.

A successful Test reveals a trail of fresh blood on the ground that seems to disappear under the wall opposite the entrance. A second Test to inspect the wall reveals this inscription.

"From this have you come, to this you will return."

A successful Test to inspect the inscription will reveal that there appears to be dust or dirt rubbed into the chiseled inscription.
A successful Test to further inspect the remains on the floor will reveal there is a large pile of dust under the bones, and one of the skeletal hands has a ring on it.

If a player attempts to retrieve the ring, a skeleton will animate.

As you reach down and attempt to remove the ring from the bone, you suddenly hear a rustling sound and the bone leaps from your grasp. The bones link together and form a frightening skeleton, ready to attack!

Initiative Test!

Skeleton
HP: 1  Move: 20 feet
Description: Skeletons are weak creatures, but are held together by powerful dark magic.

Traits:
Rise Again: At 0 HP the skeleton makes a Save Test, if successful, it reforms with 1 HP.

Treasure: The ring is fashioned from gold and topped by a clear quartz crystal in the shape of an eye. A successful Test will reveal this is a Ring of Focus. This ring allows the bearer to Focus as a free Action once per day.

When the party rubs dust onto the inscription:

As your palm smears the dust into the engraved letters on the wall, they begin to glow. A faint rumbling sound can be heard from behind the wall, and slowly the wall descends into the ground, revealing a dark hallway.

The Hallway:

The hallway beyond is ten feet wide and stretches for thirty feet before ending at a heavy wooden door, bound with iron. You can hear some muffled sounds coming from the room beyond. The air feels warm and very dry, and you catch the faint scent of something in the air.

Fifteen feet down the corridor, on the floor, is a pressure plate.

A successful Test to inspect the walls reveals that there are odd holes placed five feet apart, roughly four feet off the ground.

A successful Test for traps can locate the plate. A second successful Test is required to disable the trap.

If not disabled, when the first Adventurer applies any pressure to the plate (directly or indirectly), all Adventurers in the hallway should make a Test. Should any pass:
Your foot presses down on the stone and it seems to give slightly under your weight. You begin to hear a faint hissing noise, and the faint odor you caught upon entering the hallway becomes much stronger.

For all Adventurers:

You hear a grinding sound behind you and realize that the secret door has closed behind you!

Each time pressure is applied to the plate again, or each time an attempt to disarm it fails:

The room erupts as jets of fire spew from holes in the walls of the hallway!

A Save Test can be performed. On a success, the damage is prevented. On a failure, the individual takes 2 points of fire damage.

- The door at the end of the hall is not trapped but is locked and will require a successful Test to unlock.
- The door can be broken own after delivering 2 points of damage to it.

The Lair of the Necromancer:

As you open the door you find the chamber beyond appears to have actually been carefully crafted. It is forty-five feet wide and thirty-five feet long. The ceiling is approximately 15 feet above you, making this room feel spacious compared to the previous two. Piles of bones litter the floor.

Toward the back of the room is an imposing alter with a pool of blood surrounding it. Chained to the top is a mostly naked human, whose shrieks of pain have become raspy, as though he has been doing so for quite some time. Standing above the table, facing you, is a robed male human. He is chanting passages from a book while using a knife to flay the slowly dying man’s skin and muscle away from his bones. His right leg is completely devoid of flesh and there is a pile of gore at the feet of the chanting figure. The chanting human stops abruptly at your entry.

“Ah, I knew it wouldn’t be long before some rag-tag band of heroes would show up at my door.” He unceremoniously slits the throat of the gasping man still lingering on the alter. “I am Novok the Animator!” he states proudly as he gestures to himself. “I have become far too powerful for the likes of you!” Novok begins to chant and four skeletons assemble themselves from the piles of bones in the room, ready to protect Novok!

Initiative Test!

Novok’s first action will be to summon another skeleton and fire a magic bolt at the nearest enemy. No more than five skeletons should be on the field. Novok’s priority will be to retreat if possible, resummon skeletons that have fallen, and then attack with magic bolts.
**Novok the Animator**

**HP:** 6  **Move:** 25 Feet

**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 small army of undead to protect them.

**Inventory:** Minor Healing Potion (Heals for 2 HP), Dagger (Mastery), **Scroll of Torment** (When successfully read with a 2d6 Test, all enemies make a Save Test. If they fail, they take 1 point of damage and are at a Disadvantage until the end of their next turn.)

**Traits:**

- Spell Reader
- Spell-Touched
- **Raise Dead:** As an Action, you can summon a simple fodder skeleton with 1 Hit Point and a movement of 20 feet within a 30 foot radius of yourself. The skeleton begins its turn at the end of your turn.