

Tiny DUNGEON

The Hatchling Edition

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Dedications: Thanks to Alan Bahr for letting us play in his sandbox, to the team who worked so hard to make this book awesome and my job fun, and to the Tiny Dungeon 2e Kickstarter backers who made this stretch-goal a reality. A special thanks to my daughter, who inspires me not only in projects like this, but in every part of my life. Here's your dragon, kiddo. I can't wait to play this with you. —AJA

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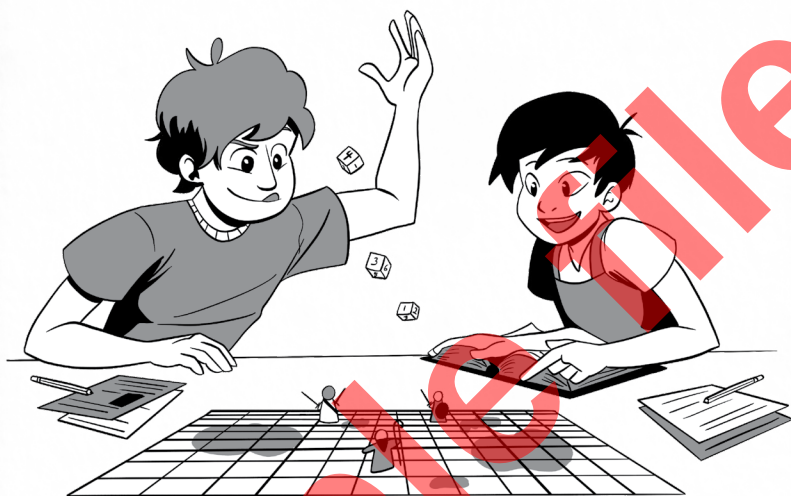
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INTRODUCTION



Welcome to **Tiny Dungeon 2e: The Hatchling Edition**, a table-top fantasy roleplaying game. If you're an old pro at table-top roleplaying games, you can skip to the next paragraph. If this is your first adventure: we're so glad to have you at the table! Pull up a seat and we'll show you the basics. In a table-top roleplaying game, you create a story with your fellow players and a Game Master. You and the other players each control the actions and speech of a single Adventurer. The Game Master takes care of everything else: the setting, the story, and all the non-player characters (NPCs) you meet on the way. Most of the time, you can decide what your Adventurer does, but if there's a chance you might fail, you roll the dice to find out if you succeed. That's the basic concept--just read on to get a better idea of how it works!

For experienced gamers, **Tiny Dungeon 2e (2nd Edition): The Hatchling 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: The Hatchling Edition*—instead, you create organic characters that grow through roleplaying. The basic mechanics should be easily understandable for newcomers and veterans alike.

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.

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 Game Master declares you to have Disadvantage in a situation, even if you would normally have Advantage due to a particular Trait, you 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 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.



Vocabulary check!

Disadvantage means a negative situation that makes it harder to succeed. In this game, it means rolling 1d6 instead of 2d6 (which makes it harder to succeed). Advantage means a positive situation that makes it easier to succeed. In this game, it means rolling 3d6 instead of 2d6 (which makes it easier to succeed).

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 (keep yourself from dying) 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: try 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 defeated. 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



Math check!

An average school bus is 35 feet long. So if you use one Action to move, you'll get almost $\frac{3}{4}$ of the length of a school bus. If you use both Actions to move, you'll get about as far as a school bus and a half.

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

Vocabulary check!

Melee literally means a confused fight. (Other fun to say words that mean the same thing include: fracas, rumpus, slugfest, and brawl.) In table top roleplaying games, melee usually refers to the type of weapon you hold in your hand to hit someone nearby.

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

If you decide not to play with a map and miniatures, Zones are one way to simplify movement and keep everyone on the same page. 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.

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.

