

Tiny DUNGEON

2ND EDITION

TinyZine Compendium
2018

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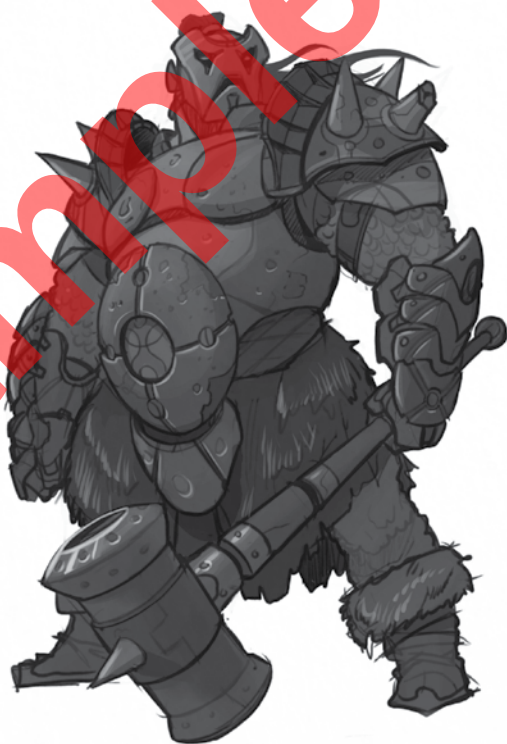
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INTRODUCTION

Hail Loyal Gallants!

Brave soul, you hold in your hands the physical result of a nearly full year of TinyZines. A few months and misses, and a few bonus articles (found near the end), round out this tome and bring a satisfying conclusion to this collection of varied authors and their unique words.

The year 2018 was is counted as a very strange, interesting, gratifying, painful and stressful year for the honorable team at Gallant Knight Games, as well as many of our communal family (of which we count you.) We said vale to many good friends and family, and welcomed new souls into our commune.

As this tome reaches you, we've persevered into a new year, and your continued support, grace, and patronage aids and succors us.

With no small gratitude, some tears in our eyes, and a glass full of favored spirits (in the case of this editor, single-barrel whiskey), we salute you, the Gallant Knights, who enable us to make our tales of fancy, fantasy, and heroism, and we are humbled by you.

With all the love we can offer, and all the joy we can impart, thank you.

- Alan Bahr, 01/31/2019



Micro-Setting

(Super)Natural Resources

By Drew Gerken

Possible Themes: The curse of (super)natural resources (i.e the Curse of Plenty), exploration of new reserves of resources, political and societal struggle to control access to resources, understanding mystical locations similar to Stonehenge, Ggantija, or Göbekli Tepe.

Inspired by: Avatar, There Will Be Blood; James Bond: Quantum of Solace; Blood Diamond

Pitch:

These days, in the world of Sheold, magic isn't the ethereal, mystical power your world knows. Magic is now a finite resource, known as Quintessence, and is coveted by many. It turns out the druids of Sheold planned for this thousands of years ago - planned for a day when magic would disappear. They created confluences of power at key intersections of leylines across Sheold. These confluences siphoned off imperceptible amounts of Quintessence, transforming the power into various raw substances such as liquid or crystals, secretly storing it for several millennia.

A few things to consider: What if the druids were eradicated and the knowledge of these wells of power was lost with them? What if someone were to stumble on a hidden druid glade and uncover the mysteries of the confluences? What if in-fighting amongst the druids escalated over a few thousand years as they vied for control of the confluences? What if Sheold's ruling class were to seize control of the confluences instead?

Setting

Sheold

Tattered, ancient maps mark Sheold as one of seven shards of land in an expansive ocean known only as The Endless Waves. Sheold has seen several ages of civilizations rise and fall, only to be forgotten by time. A few millennia ago, during the Age of Aether, the goddess Niana blessed her children with the ability to peer through the veil and understand Sheold's lifeforce. Those blessed gained the ability to read the leylines of power spiderwebbing across the land. As centuries passed, these druids started to observe the power of the leylines wane and felt their goddess's presence begin to fade ever so slightly. The druids united, sharing their understanding of Sheold and its magical energy. Soon their collective knowledge arrived at a solution; begin siphoning and condensing her power into reserves which would, in turn, maintain a cycle of power across the land forever.

Now, in the Age of Return, Sheold's political structure is centered around finding, mining, and fortifying confluences. Wealth and prosperity are intrinsically intertwined with access to, and extraction of, Quintessence. Leaders and their followers have risen and fallen over the discovery of the resource - doomed by the inevitable greed and lust for power that it bears.



Aethercast Magnates

The ruling class, known as the Aethercast, have access to the known stores of Quintessence. Some believe them descendants of the last glade of druids, desperately using their knowledge to maintain a semblance of power. Whoever they once were, the Aethercast have begun harnessing Quintessence, granting them heightened states of awareness and physical aptitude. These new abilities come in all forms, from wielding what we know as magic, to possessing god-like strength, to transforming into unimaginable creatures. All that is known currently is Quintessence affects each Magnate differently - the manifested powers are unique to each person and seem to reflect a personal affinity or worldview.

Sample Adventure Seeds

Each of the following Seeds explores an angle of how Quintessence and its value/scarcity effect politics, business, and cultural norms across Sheold. Within these seeds, a group should be able to cover game types ranging from the dark, gritty campaigns of guilds and politicians vying to control more confluences of Quintessence, to epic stories full of dungeon delving and fantastical locations, to playing as a group of magically-powered superheroes. There's no limit to what Quintessence's effect on the body/mind has other than your own imagination.

There's no right or wrong way to tell stories in the world of Sheold, either. Using crystalline shards of Quintessence as a bodily implant or as the focus for a magical artifact are equally awesome ways to harness the physical manifestation of magic. Exploring the ancient druidic secrets and using the archaic knowledge

