

Tiny DUNGEON

2ND EDITION

Quest for Dragon Spire



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Quest for Dragon Spire

An Introductory Adventure for Tiny Dungeon

Introduction

Welcome to one of the many adventures that await you with the *Tiny Dungeon: Second Edition* roleplaying game. *Quest for Dragon Spire* is a family friendly introductory adventure designed for players young and old taking their first steps into the dangerous and exciting fantasy adventures of *Tiny Dungeon: Second Edition*. If you've never played *Tiny Dungeon* before, don't worry! The game has very few rules and the ones that exist are pretty simple. If you're a Player (someone taking on the role of a fantasy hero), the main "rule" you need to remember is that whenever you need to make a roll (sometimes called a Test or Save, depending on the circumstances), simply roll two six-sided dice (you know, normal dice you find in most board games).

If either of those dice come up a 5 or a 6, you succeeded! Sometimes you'll roll "with Advantage," which means you roll three dice and sometimes you'll roll "with Disadvantage," which means (you guessed it!) you only roll one die!

If you're the Game Master, your job's a bit bigger than everyone else playing, but don't be nervous! The same basic rules apply when it comes to rolling dice. Think of your job as part storyteller, part rules arbiter, part host. You



describe all the other stuff in the world to the other players -- the people, the places, the events around them -- and they tell you how their characters react and what their characters do. You then decide whether or not they need to roll dice (whether making a Test (see page 6 of *Tiny Dungeon: Second Edition*) or a Save (see page 8 of *Tiny Dungeon: Second Edition*). In addition, you get to play the part of everyone in the world who's not controlled by a player! From the noble Baron Leonas of Caldamis to the magnificent dragon Aralinthronox, you get to make each of these characters your own! Game Mastering takes a bit more work than just playing a single character, but it can be very, very rewarding!

The biggest responsibility of everyone at the table is to have fun! The rules for *Tiny Dungeon* are fast and loose, allowing all the players to get on with the adventure! So, strap on your sword, light a torch, and get ready for adventure as you begin the Quest for Dragon Spire!

Oh, and one more thing, if you're not the Game Master, you shouldn't read any more of this adventure or you'll spoil all the surprises that await you! Instead, turn to [page 23](#) and look over the pre-generated characters and talk with the other players about who you want to play! There are a lot of great choices, and we're sure one of those brave adventures will jump off the page and beg you to come with them as you cross dangerous wilderlands, climb dangerous mountains, and help protect the good people of Caldamis from the looming danger of Dragon Spire!

Running the Adventure

If you're the Game Master, you'll be running Quest for Dragon Spire. Don't be nervous! It's a lot of fun. As long as you've read over both the How to Play chapter of *Tiny Dungeon* and this adventure, you'll do just fine. If you're ever stumped for what to do, just make a quick call (typically by asking for a Test or Save with Advantage or Disadvantage, depending on the situation) and keep the adventure going!

Quest for Dragon Spire takes players across the wild landscapes of the fantasy kingdom of Cالداميس. Tasked by Baron Leonas with traveling to the distant village of Brookhollow to find the source of a terrible miasma that has befallen its goodly people, these would-be heroes must cross untamed wilds, cross wits with strange conjurers, and confront an ancient beast of unimaginable power if Brookhollow is to be saved!



Most adventures (including this one) are nothing more than a collection of linked scenes or encounters — just like a movie or a play. The biggest difference in a roleplaying game is that the actions of the player characters can change the flow of things from scene to scene or the context of a scene. As Game Master, all you need to really do is use the scenes presented in this adventure as a guideline. While each scene includes detailed information, don't be afraid to change things up based on what the player characters do or what seems like it'd make more sense within the context of the story as it unfolds. A prepared adventure like Quest for Dragon Spire isn't a detailed roadmap, but more of a structured outline where you can fill in the gaps as you need.

It sounds like a lot to manage as a Game Master, but don't worry. Just read over the adventure, jot down some info that you think is important or you might need to reference quickly, and most of all have fun!



Scenes and Encounters

Within an individual scene there may be multiple, smaller encounters tied together by the central location of that scene. Each of the scenes in *Quest for Dragon Spire* is described below using the same structure. Each scene is numbered and presumably run in sequence.

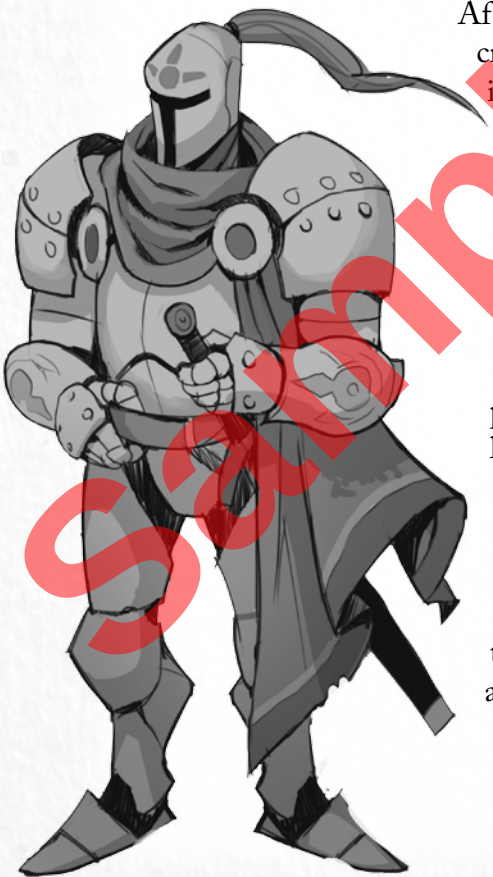
Each scene begins with a brief summary of that scene for Game Master reference.

There is a brief description of each scene to help the Game Master describe what the player characters experience as the scene opens. This is italicized and can be read verbatim, but you're encouraged to ad lib or speak in a more fluid manner so it doesn't seem like you're reading from a script.

After the description is a listing of critical events that are happening in the scene to give the Game Master a sense of how to run the scene as a whole as the narrative unfolds.

Finally, any key non-player characters, items, monsters, or environmental details are described. In some cases, this section may point the Game Master to specific listings in *Tiny Dungeon, Second Edition*.

Some scenes will have a boxed section providing alternate ways to run the scene, advice, or other tidbits of helpful information to assist the Game Master.



Scene One:

Audience at Castle Calda

This scene serves as an introduction that finds the player characters summoned to the court of Baron Leonas, ruler of the Free Realm of Caldamis, as he needs their aid in order to help the people in the distant village of Brookhollow. After accepting his offer, the player characters will receive a few items to aid them on their quest and have the opportunity to interact with a few members of Baron Leonas's court. The courtiers may provide insight into the challenges that lay ahead for the player characters as they set out on their adventure.

You have arrived at Castle Calda, a great stone keep whose spires rise so high as to almost touch the clouds themselves. Surrounded by the city of Calda and ruled over by Baron Leonas -- lord of the Free Realm of Caldamis. But on the far and wild edges of Caldamis, terror has risen. The Baron has put out a call for skilled adventurers and would-be heroes to come to his court at Castle Calda and pledge their aid the people of Brookhollow.

