



Tiny DUNGEON

2ND EDITION

TinyZine Compendium
2019

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INTRODUCTION

Hail Loyal Gallants!

As a decade closes, and we enter a new era, we have completed a year of TinyZines. A full twelve issues are encased in print within. These tomes represent the ideas presented over the last year due to our illustrious and gracious patrons collected into a single PDF and print format.

2019 was a year of triumphs, struggles, pain, and joy for the team at Gallant Knight Games. We've grown as a community, company, and tribe (of which we hope to count you among). As with last year, the gratitude I feel for you is something I can't truly express without tears in my eyes. You've enabled dreams, growth, hope, and love through your patronage.

2020 marks the beginning of the fourth year of operation for Gallant Knight Games and we look forward to bringing you continued gaming content, and engaging with you on a regular basis.

As I said in our 2018 compilation: *"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."

Thank you for being tribe with us.

- Alan Bahr, 01/31/2020

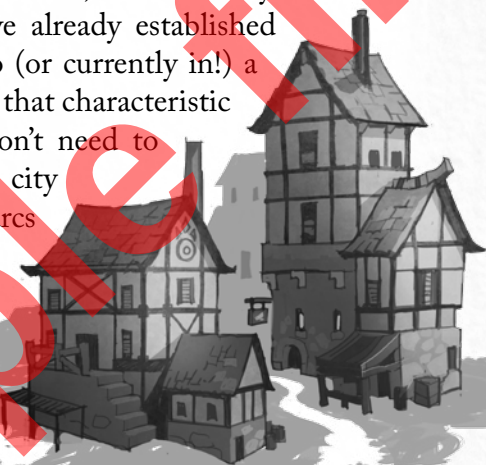


Roll-and-Play: Tiny Cities

Steffie de Vaan

Roll-and-Play is a monthly article by Steffie de Vaan which lets GMs create easy, readymade content for their game. The concept is simple: grab a d6, and roll once on each tables below.

This month we're looking at cities, and that may take a little dice fudging. If you've already established the characters are traveling to (or currently in!) a port, just go ahead and lock in that characteristic without rolling for it. You don't need to immediately use a rolled city though. Stories and character arcs are journeys--if the characters are currently in Bag End discovering a strange and ominous ring, go ahead and roll for the city that houses the Council.



D6	Name
1	Abraxin, on the axis of reality where worlds meet
2	Cartagus, where all roads end and travelers die
3	Dominion, from which power and conquest flow
4	Greatwall, which guards the world against enemies of the beyond
5	Hallow, city of divine secrets and knowledge
6	Steinstadt, where all roads begin and travelers are made

D6 Type of City

1	A grand port, a great chain guarding the harbor. The city is a mixing pot of cultures. Bribes and trade are part and parcel.
2	This bastion stands at the end of the world, and is besieged by the forces of chaos and evil. If it falls, the whole world is in peril.
3	A mining city rich in gold and gemstones. Something ancient and long forgotten stirs under the earth though, awakened by the miners.
4	This is the third city of the same name. Its people were cursed many aeons ago and the city is perpetually razed by disaster, but the citizens always rebuild.
5	An ancient city amid a sprawling desert. All caravans pass through in this oasis, yet none stay for the dark of night brings monsters.
6	A great fortification atop a cliff, buildings growing up as their narrow surroundings allow no further horizontal expanse.

D6 Government

1	The city is run by a democratically elected Council of Seven. Every member serves for <i>one</i> term of seven years. Re-elections are staggered so the Council is not flooded with new members.
2	An oligarchy of peers rules this city, drawing one member from every small guild and two members from every major guild.
3	A hereditary monarchy rules the city. While the position of ruler, the King, is granted to a son, it's his sisters who provide the next King to ensure the lineage remain true.
4	A Council of Seers governs the city, their rule and laws planned thousands of years in advance to work toward some unknowable goal. Woe those who break even the smallest bylaw.
5	This city has no central government. Instead, gangs rule small domains and enforce a rule based on their own objectives. Some are noble, offering a safe haven to the disenfranchised, while others only prey on the weak.
6	An ancient dragon built this city, and governs it still. The creature views the people under its rule as wayward and often foolish children it must patiently care for.

D6 One of the locals

1	Jahir (fleet of foot, nimble fingers, sneaker) is a goblin thief with a heart of gold.
2	Silverfur (defender, diehard, vigilant) is the karhu captain of the guard, and she does not like troublemakers in her city.
3	Terillo (educated, eidetic memory, quartermaster) is a fey administrator responsible for welcoming visitors. They do not like their job.
4	Hanu (alchemist, charismatic, insightful) is a friendly Salimar merchant specializing in healing potions and exploding elixirs.
5	Orn (drunken master, dungeoneer, trapmaster) is a dwarven adventurer kicked out by his last group, and looking for a new one
6	Greatbough (resolute, survivalist, tracker) is the only treefolk in the city after a tragedy killed her family. She is lonely and seeks a new purpose.

D6 Famous For...

1	Spirit wine, which grants Advantage on all bargaining rolls against those who drunk on it.
2	Custom weapons fitted so perfectly they grant the wielder automatic Proficiency.
3	Healing herbs, which replenish 1d6 HP per dose. A local druid tends them.
4	A grand library granting Advantage on all research cheks. Admission is one secret per person.
5	Custom armor fitted so perfectly it grants automatic Proficiency to the wearer.
6	Resurrection Draft, which can--only once--return the drinker from the dead.