

Tiny DUNGEON

2ND EDITION

Shadow Over Dragon Spire



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Published by Gallant Knight Games, 2019

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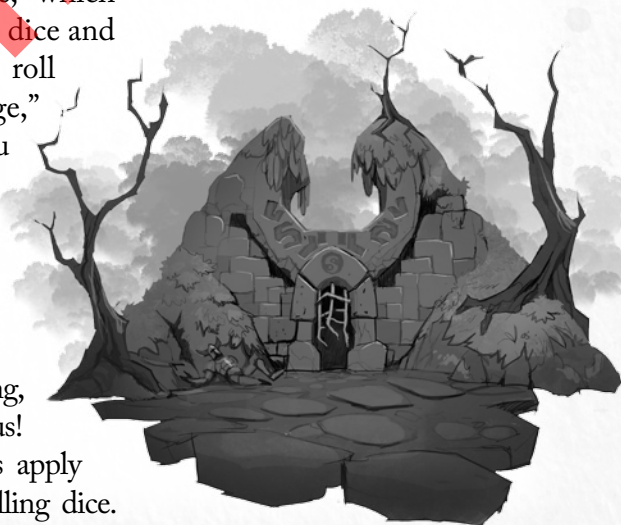
Shadow Over Dragon Spire

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. Shadow Over 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 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 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 Mayor Greenrich of Brookhollow to the vile Death Knight Ashlarac, 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 delve into the Shadow Over 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 28 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 delve into cursed tombs, outwit clever traps, and help protect the good people of Brookhollow from the once slumbering specters of Dragon Spire!

Running the Adventure

If you're the Game Master, you'll be running *Shadow Over Dragon Spire* then don't be nervous! It's a lot of fun. If 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!



Shadow Over Dragon Spire takes players to a cavern atop a grand mountain where a dragon once made its lair. This dragon, the dangerous Aralinthronox, has long since fled and for a time the once fallow fields surrounding Brookhollow flourished. But as winter set in, chilling noises have been heard coming from the mountain and more than one villager has gone missing - snatched in the night and never seen again! The beleaguered mayor of Brookhollow, Eldan Greenrich has put out a call for aid and the player characters have arrived to aid him in these dark times.

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 Shadow Over 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 Shadow Over 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

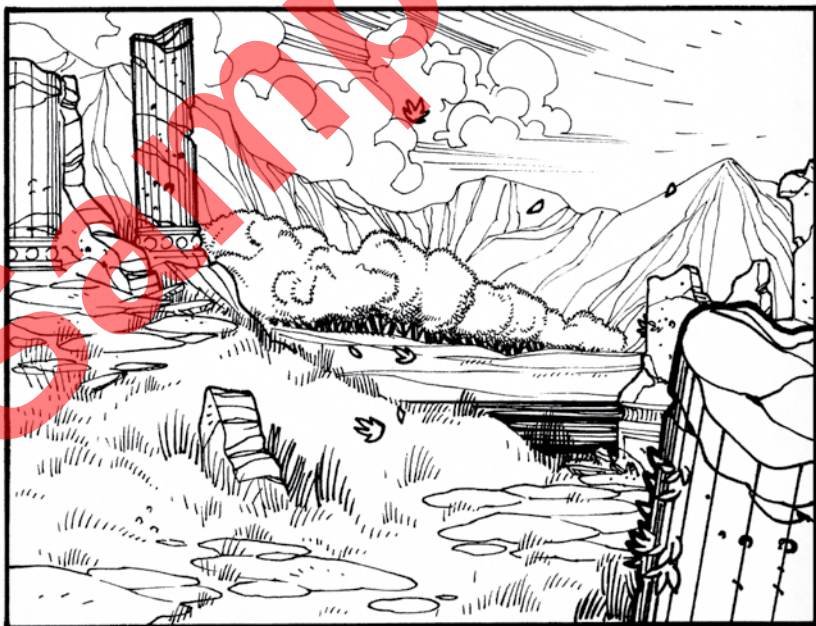
scene opens. This is italicized and can be read verbatim, but you're encouraged to ad lib or speak in a more fluid manner, so it doesn't seem like you're reading from a script.

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 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.

Game Masters who have already run *Quest for Dragon Spire* are in for a treat! *Shadow Over Dragon Spire*, as you may have guessed, features many familiar locations introduced in *Quest for Dragon Spire* and can serve as a sequel to its predecessor. This is by no means required, but if you're interested in purchasing *Quest for Dragon Spire* it can be found on [DriveThruRPG](#) or the Gallant Knight Games webstore!



Scene One:

Brookhollow Enshrouded

This scene as an introduction with the players having arrived in the village of Brookhollow as the first chill of autumn is being felt. Summoned from the far away Castle Calda by a letter from mayor Eldan Greenrich, the player characters sit in on a town meeting and learn even after the great dragon Aralinthronox fled and his miasma was dispersed, evil still seems to linger at the nearby Dragon Spire mountain. An unnatural, early frost threatens to kill the crops before they can be harvested and what's worse, some of the farmers living under the mountain's shadow have vanished entirely! At this desperate council, the player characters will learn what has befallen the people of Brookhollow before their arrival and may learn a few clues about the dangers that await them in the shadows of Dragon Spire.

Encounter One:

The Council at Peak's Pint

The great rocky spear of Dragon Spire casts its growing shadow over the small hamlet of Brookhollow as you and your friends descend into the valley where that village is nestled. The descending autumn sun gives way to the chilling darkness of night. The twinkling lights of Brookhollow guide you to its borders and to the warm comforts of the Peak's Pint tavern. You and your friends have come at the bidding of Mayor Greenrich. He is seeking heroes to help once more drive evil from the valley of his people and has set his faith in you and your companions.

