

Tiny DUNGEON

2ND EDITION

TinyZine Issue 31

Written by Colin Chapman, Jonathan Hicks, James M. Spahn, & Steffie de Vaan

Editor: Alan Bahr

Interior Art: Anthony Cournoyer & Nicolás R. Giacondino

Graphic Design & Layout: Robert Denton III

TinyD6 Line Manager : Alan Bahr

Based on the game Tiny Dungeon by Brandon McFadden

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Gallant Knight Games, Ogden UT 84404



Letter from the Editor

Hail Loyal Gallants!

Welcome to the thirty-first issue of TinyZine, and the eleventh of 2020. This is our November issue (a bit late sadly), but in the spirit of American Thanksgiving, we're grateful for YOU, our community and gaming family! We love doing this and being able to share the joy of tabletop gaming is a gift beyond compare.

Thank you, and we wish you a happy holiday season!

Steffie de Vaan delivers *The Church of Dracaena*, an undead cult to serve as an enemy in your TinyD6 games! Full of creepy undead and a powerful and fearsome foe, this new foe fits right in with existing enemies!

James M. Spahn returns, delivering us dogfighting rules for *Tiny Frontiers: Revised* and helping to expand the scope of your space opera!

Colin Chapman continues to deliver folklore and monsters from around the world with *Beasts Beyond 2!*

Jonathan Hicks returns with *Fatal Eros*, a *Tiny Frontiers: Revised* adventure for you to play!

- Alan Bahr

PS: As always, we'd also be remiss if we didn't inform you of our Gallant Knight Games Patreon, where you can get access to previews, TinyZines, special Patron only dice, and free GKG RPGs! Please, feel free to check it out.

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The Church of Dracaena

A cult of enemies for Tiny Dungeons 2E

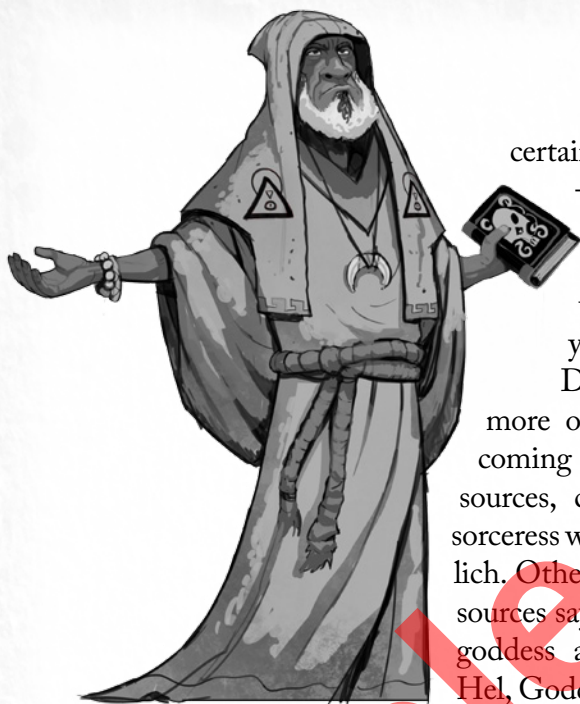
Steffie de Vaan

The Church of Dracaena is part traveling church, part undead cult--though they keep the latter under wraps. Dracaena is a conventionally beautiful, pale-skinned woman with dark red hair and grey eyes. She claims to be the half-mortal child of a long forgotten goddess, which might be true--she's nearly a thousand years old and few records survive from that time. Either way, Dracaena has the charisma to match her ambition, which in turn leads to the Church of Dracaena.

The traveling Church of Dracaena upholds ten commandments, which conveniently adapt to local beliefs wherever the church goes. The basics remain the same though, and come down to: love Dracaena, worship Dracaena, obey Dracaena. The church's indoctrination follows the same steps. Loving Dracaena is easy--she is by all accounts magnetic--and from there worshippers are slowly prepared to first accept her as divine, and then obey her in all things. Dracaena preaches self-love, forgiveness, and "immortality in my Mother's kingdom" to those who follow her.

The things Dracaena asks for are dreadfully mundane at first glance--jewels and gems, houses and dresses, carriages and horses. Riches that rival a small kingdom's,





certainly, but still just that--riches that she can't take with her when she dies. That's where the "a thousand years old" comes in. Dracaena is immortal, more or less. Some rumors, coming from trustworthy sources, claim Dracaena is a sorceress who became an undead lich. Other, equally trustworthy, sources say she is indeed a half-goddess and her mother was Hel, Goddess of Death and the Underworld.

Dracaena's immortality comes at a price--one she doesn't pay herself. Dracaena steals her followers' lifeforce, adding their stolen years to her own. She tries to be subtle--a single month from a thousand people still adds up--but sometimes needs must, like that time she left the young princess of Nagrik lifeless in her chambers. Dracaena fuels her magic with the same stolen lifeforce, and some records speak of her as an old Crone doing battle with valiant adventurers before fleeing the scene. She also uses the stolen life to make immortal Retinue of her staunchest followers, ostensibly as a reward for their service but in reality to form an unliving bodyguard around her. These Retinue are all directly linked to Dracaena's magic, and would die if she does. More likely, if a battle goes badly, Dracaena would sacrifice them while she makes her escape--she has riches squirreled away in every nation, and doesn't mind starting over.

Plot Hooks

- The Queen of Nagrik hires the adventurers to kill Dracaena, who has already moved to the next kingdom where she enjoys the sovereign's protection. The adventurers must act discreetly so not to set off a diplomatic incident.
- The adventurers' king has fallen under Dracaena's influence, and hosts a national celebration in her honor. Attending meets the nebulous and arcane requirements for a "willing subject" under Dracaena's **Steal Life** power, and the adventurers notice people becoming lethargic and listless as the festivities continue.
- Dracaena promises (one of) the adventurers immortality if they bring her the Ruby of Aknebar, which is lost somewhere in that ancient city's ruins. The ruby lets Dracaena use **Steal Life** on unwilling subjects too, though she doesn't tell the adventurers that.
- One of the adventurer's friends falls in with the Church, and can't stop raving about how amazing Dracaena is. One night, the friend doesn't come home--they've been chosen to become Retinue. Confronting Dracaena might cause her, and her followers, to flee the city.
- If any of the adventurers is religious, Hel asks them to slay Dracaena for pretending to be her daughter. This also kills all of Dracaena's Retinue, some of whom are not evil. Hel offers them a divine favor in return, but the adventurers should remember that Gods make as dangerous friends as they do enemies.
- The adventurers find an ancient tome speaking of Dracaena, a lich who pretends to be a goddess, in the ruins of Aknebar. Aknebar notably fell to a plague of undead in the years following the tome's writing. Researching "Dracaena" reveals a thousand years of stories about a creature with the same name, alternately being an old crone, beautiful young woman, evil lich, and beloved daughter of a Goddess.

Dracaena

HP: 30 (Epic, subtract any invested in Retinue)

Traits:

- **Alchemist**
- **Charismatic**
- **Dark Vision** (per the dwarven Heritage trait)
- **Educated**, though sometimes anachronistically
- **Eidetic Memory**
- **Fleet of Foot**
- **Insightful**
- **Create Retinue:** Invest some of your own HP to create an immortal Retinue: 1HP for Fodder and Low threats, 2HP for Medium threats, and 4HP for High Threats. You cannot create Retinue from Heroic or Solo Threats unless with a ritual at GM's discretion, at a cost of 6 and 8 HP. Creating a Retinue takes one night.
- **Sacrifice Retinue:** Dracaena may sacrifice any of her retinue as a Free Action, in which case the retinue immediately dies and she adds their remaining HP to her own.
- **Spell-Touched.** Dracaena may also use the following Magical Disciplines (*Tiny Dungeons 2nd Edition*, p.74-76): Onyx, Crystal, Diamond. Each spell she casts costs Dracaena 1HP.
- **Steal Life:** In between sessions, you may take HP from a willing subject to replenish your own. This represents stolen time from their life adding to yours.