

Tiny DUNGEON

2ND EDITION

TinyZine Issue 32

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Second Edition

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Letter from the Editor

Hail Loyal Gallants!

Welcome to the thirty-second issue of TinyZine, and the last and final issue of 2020. What a year 2020 has been, both in highs and lows. Thank you for your continued support.

Fan favorite columnist **Steffie de Vaan** delivers Monster Kin: new Heritages based on monsters and their children!

Gregory Israel (the author of the excellent Between Sun & Shadow) provides a new Panic Mechanic for Tiny Living Dead!

Our ever-regular and esteemed **Colin Chapman** continues the excellent work found in last months' Beasts Beyond, with the third iteration of his column!

And finally, **James M. Spahn** brings us The Beast That Gobbles, an adventure for Tiny Wastelands!

- 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.

www.patreon.com/gallantknightgames.com



The art in this TinyZine is graciously funded by our Patrons.

Monster Kin

New Heritages for Tiny Dungeons Second Edition

Steffie de Vaan

Traditionally, monsters eat people. It's nothing personal, but it's just what they do. Sometimes though, love happens between the most unexpected people. Or a magical mishap renders someone undead with a taste for brains, but not evil. The races below are the most common of the so-called monster kin.

Bridge Children

Some Bridge Trolls are upstanding members of their local community, raising money to rebuild crumbling infrastructure neglected by absent royals. Most of them move on when the work is done, but a couple sire children while they're in a place. Now you may have questions about "with who" or "how," but honestly that's impolite to ask. Instead, communities have come to accept these Bridge Children, or Troll Kin as they're also called, as their own.

Bridge Children aren't too clever, but they are hard workers and unfailingly loyal friends. They don't like authoritarians, especially not those who line their own pockets instead of funding public works. They like to resolve conflicts with violence, but are usually okay waiting until the party leader gives the go-ahead.

Bridge Children Traits

- **7 Hit Points**
- Bridge Children start with the *Hardy Heritage* Trait.
- **Hardy:** If the Bridge Child is below maximum Hit Points, they make a Save Test at the start of their Turn. They regain one Hit Point on a Success.

Deadline

Deadlines come into the world caught between life and death. They are the children of pregnant people bitten by an Undead, who yet survived to give birth. Whatever disease or curse creates a Deadline is passed on through the blood, meaning any of their descendants might become a Deadline too.

Deadlines are small and physically frail, flesh drawn taut over their bones, with wispy hair. They carry the pallor of the grave, but they're not dead--they breathe and bleed like any person. Superstition surrounds them, and they are hailed as omens for good or ill--usually ill--depending on local folklore. To avoid starting a panic, which might result in angry mobs carrying pitchforks, Deadlines tend to be soft-spoken, impeccably behaved, and masters of etiquette wherever they go.

Deadline Traits

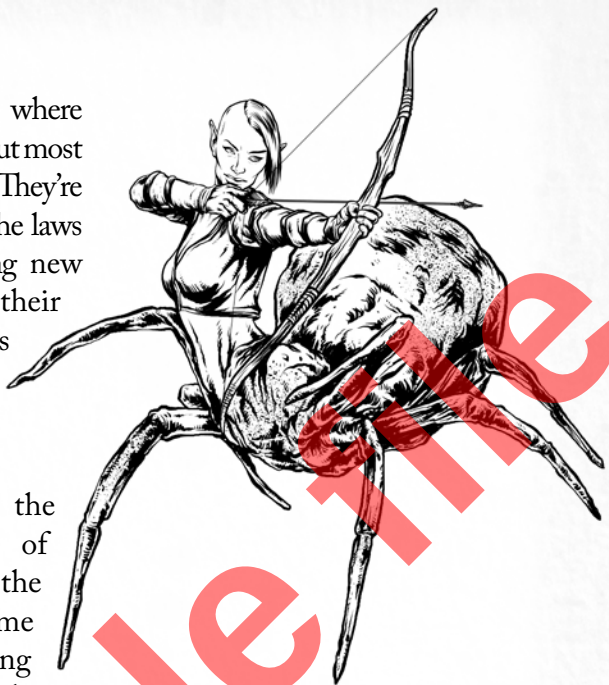
- **4 Hit Points**
- Deadlines start with the *Rise Again*, *Consume*, and *Frail Heritage* Traits.
 - **Rise Again:** See TD2E, page 56.
 - **Consume:** Deadlines can eat parts of other people to heal, in addition to healing normally. A vampire Deadline might drink blood, a Zombie deadline flesh, and a Skeleton deadline bones. These parts must be taken from a living or freshly deceased person. Eating requires 1 Action to heal 1 Hit Point, and can be repeated so long as the Deadline has enough left to Consume. The Deadline can use Consume as an Attack Action, biting their enemy to Consume 1 Hit Point worth.
 - **Frail:** Deadlines cannot take the Tough Trait.

Spider Kin

No one is quite sure where Spider Kin hail from, but most people blame wizards. They're always messing with the laws of nature, and creating new things to guard their laboratories. That's the only sensible explanation for Spider Kin.

Spider Kin have the abdomen and legs of a giant spider, and the torso of a human. Some can shoot webbing from their mouth, and others have a poisonous bite. They also have eight eyes, which generally does nothing to endear them to other people.

Most Spider Kin find themselves rejected by other Heritages, and spend their lives alone in the wild. A few join adventuring parties though, as adventurers tend to be more accepting of strange companions. They make clever and cunning party members, always eager to find the other angle.



Spider Kin

6 Hit Points

Spider Kin start with either the *Web Slinger*, *Poisoned Bite*, or *Spider Brain* Heritage Trait.

- **Web Slinger:** See TD2E, page 51
- **Poisoned Bite:** See TD2E, page 51
- **Spider Brain:** You gain Advantage on all Tests to lure someone into a trap, whether that's physical or social.

Unikin

A few, rare Unicorns possess true sentience and the ability to shapeshift. These creatures travel among other people as teachers and protectors, and sometimes striking a more intimate relationship with their proteges. The offspring of these unions are called Unikin, or Horned Folk. The Unikin gen always manifests in the first generation, but becomes more haphazard after that. Some families don't find out about great-great-grandmother's dalliance until they do a little digging after a Horned Child is born.



Unikin are fierce protectors of common folk, and have an innate sense of justice. They don't care about kings or laws, but they do care--a lot--about what's right. That makes them outlaws more often than not, though they remain universally beloved by most common folk. A Unikin is likely to steal from the rich to give to the poor, but they rarely value their own possessions for their monetary worth.

Unikin Traits

- **6 Hit Points**
- Unikin start with the *Horned Heritage* Trait.
- **Horned (Melee Attack):** Unikin do 2 damage with a Melee Attack instead of 1, so long as they have room to charge their enemy.