

Tiny DUNGEON

2ND EDITION

Tiny Compendium

Collects Tiny Zine Volume 3, issues 33-44, 2021.

Written by Richard August, Mike Brodu, Shawn Carman, Colin Chapman, Christopher Helton, Jonathan Hicks, John Kennedy, David Kizzia, Joe McGee, Jack Norris, Lucas Palosaari, Darren W. Pearce, Jim Pinto, Peter C. Spahn, Steffie de Vaan, and John Wick

Editor: Alan Bahr

Interior Art: Anthony Cournoyer, Nicolás R. Giacondino, Rick Hershey, Matt Morrow, The Forge Studios, Krasimir Sarov, and Chris Yarbrough

Some art copyright The Forge Studios

Some art copyright Rick Hershey/Fat Goblin Games

Graphic Design & Layout: Robert Denton III

TinyD6 Line Manager: Alan Bahr

Based on the game Tiny Dungeon by Brandon McFadden

Second Edition

Published by Gallant Knight Games, 2022



Tiny Dungeon 2e and TinyD6 are trademarks of Gallant Knight Games.

©2022 by Gallant Knight Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purposes of reviews, and for the blank character sheets, which may be reproduced for personal use only.



Gallant Knight Games, Ogden UT 84404



Table of Contents

The Demon States by Steffie de Vaan.....	5
Beasts Beyond Bounds: Caribbean by Colin Chapman.....	10
Delvers and Donjons by John Wick.....	14
The Shift by Jonathan Hicks	18
The Ziggurat by Mike Brodu.....	28
Leviathan's Wrath by Steffie de Vaan	37
Beasts Beyond Bounds: Germany by Colin Chapman	41
Tinier Supers by Peter C Spahn.....	45
Dragon Riders of Andromeda by Steffie de Vaan.....	63
Beasts Beyond Bounds: Scotland by Colin Chapman	68
Human Transplant Package by Jim Pinto.....	73
Tiny Supers '66 Part One by David Kizza.....	77
Cloud City by Steffie de Vaan	82
Beasts Beyond Bounds: Medieval Europe by Colin Chapman...	86
H.O.M.E. Handbook Preview	93
Tomb of the Demon Queen by Steffie de Vaan.....	97
Beasts Beyond Bounds: Slavic Peoples by Colin Chapman..	104
Tiny Supers '66 Part Two by David Kizza.....	110
The Devil's Cave by Steffie de Vaan.....	115
Beasts Beyond Bounds: Pacific by Colin Chapman.....	121
The City of Vilhofen by Darren W Pearce	127
Heritages from the Deep by Steffie de Vaan.....	141
Beasts Beyond Bounds: China by Colin Chapman	146
Red Sail Outpost by Darren W Pearce.....	151
Nowhere by Steffie de Vaan	162
Beasts Beyond Bounds: Brazil by Colin Chapman.....	166

Tackling the Big Problem with Kaiju by John Kennedy.....	171
The Great Race by Steffie de Vaan	176
Tiny Explorers by Shawn Carman	181
Tiny Supers: Vice Versa by John Kennedy	189
Beasts Beyond... The Stars! by Colin Chapman.....	193
Dungeon Defenders by Steffie de Vaan.....	203
Beasts Beyond... the Villain's Lair by Colin Chapman	208
Tiny Gods of the Arena Part I by Joe McGee.....	214
Tiny Vistas: Ice Station Libra by John Kennedy	218
Heritages Reclaimed by Steffie de Vaan	223
Big Pharma by Lucas Palosaari	227
Barrowmere by Richard August	231
Tiny Gods of the Arena Part II by Joe McGee	235
The Krampus Heist by Steffie de Vaan.....	240
Altogether Now! by Jack Norris	244
Tiny Gods of the Arena Part III by Joe McGee.....	248
Tiny Wastelands: USS Tennessee by Shawn Carman	252
The Original Chthonic Gods by Christopher Helton	256





The Demon States

A micro setting for Tiny Wastelands

Steffie de Vaan

Whoever expected the Rapture to be real? Or demons, even? Yet here we are. The event, as most survivors prefer to call it, took place nearly twenty years ago. Millions of people woke up to find millions more of their peers gone. The population of the United States currently counts some 3 million humans, and a hundred million demons.

What remains

Not much left of America as we know it. Still, there's four places where survivors cling to life despite demons trying to drag them to Hell.

Gangs of Old York

The streets of New York lie empty. Several demons have the advantage of flight, making skyscrapers the perfect hunting ground. Instead, survivors flock to the subway and maintenance tunnels underneath the city. Gangs of humans raise their livestock here, cultivate hydroponic algae farms, and tend to their own. Demons do occasional sweeps of the tunnels, but it remains far safer than above ground.

Fallen Chicago

Turns out even demons don't like being in Hell, and the more enterprising ones simply carved out their own city-states on Earth rather than return. The largest of these is Chicago, now under the rulership of three Duchesses of Hell. The trinity doesn't like each other, but only together can they defy the Queen of Hell as she demands their return. The mortals of Chicago live in

WHAT ABOUT ELSEWHERE?

Long distance communication broke down. No television. No internet. No way of finding out what's going on in other countries. It might just be the USA. Other countries could have seen what is, by all accounts, an unexplained happening of biblical proportions, and decided to stay far away.



a strict feudal system subject to the whims of the Duchesses.

The Dallas Stronghold

Through a combination of miraculous luck and firearms, Dallas managed to resist the first wave of demons — and the second, and the third. It now remains the sole human enclave in the

South, protected behind hastily erected walls of sheet iron and demon bones. Dallas is cut off from the world. They don't have communication beyond their walls, and they know better than to expect any reinforcements. It's just them, and the next demon horde — whenever it comes.

The Witchocracy of Angels

There's a lot of witches in Los Angeles. Turned out, some of them packed a punch. The Witchocracy of Angels fought the demons to a standstill, then negotiated a truce. The truce still holds, enforced by battle witches who wield blade and spell. The price for peace was terrible though — ten human sacrifices every year. All sacrifices so far were volunteers, but even then, the witches had enough. The Witchocracy plans a secret offense against the demons.

New Mutations

Humans and demons are biologically compatible. Sometimes, if they really like each other (it happens), the demon even passes their infernal taint on to any offspring.