

OFFICIAL ADVANCED TINY DUNGEON

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Mark's Dedication: I would like to thank my kids, who game with me and help me work through game ideas. And I would like to thank my wife, who always encourages me even though she is definitely not a gamer. And a huge Thank You to the *Advanced Tiny Dungeon* Discord group whose proofreading, playtesting, ideas, and input made this game much better than it would have been otherwise: Zac Bir, Shawn Carman, Justin Finley, David Paul Guzmán, Michael Harmon, Gregory Israel, David Lapping, Brad Lyon, Joe McGee, and John D. Payne.

INTRODUCTION

Advanced Tiny Dungeon is a minimalistic table-top roleplaying game that delivers a satisfying gaming experience without books upon books of rules and options. While Advanced Tiny Dungeon does assume its players are familiar with table-top roleplaying, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.

ADVANCED?

Seems that the best way to introduce the game is to answer some of the most frequent questions we get when people hear “Advanced Tiny Dungeon”.

Is this an expansion to Tiny Dungeon 2e?

No. Advanced Tiny Dungeon is a fully stand-alone game. You do not need Tiny Dungeon 2e (2nd edition) to play. That being said, it does use the same core mechanics, so if you have played Tiny Dungeon 2e before you'll feel right at home here.

How is Advanced Tiny Dungeon Different from Tiny Dungeon 2e?

Players love Tiny Dungeon 2e because it manages to be robust and minimalistic at the same time. We did not want to lose that minimalistic feel, but at the same time we did want to incorporate some of the things that players enjoy most about role playing games. To that end we've added classes, armor, leveling, variable difficulty, an updated Attack Test, and more.

Is this going to replace Tiny Dungeon 2e? Is Tiny Dungeon 2e going away?

No. And oh heck no! Tiny Dungeon 2e is still thriving and growing. Advanced Tiny Dungeon is for those who want to crank their Tiny Dungeon game up a few notches, but it will not replace Tiny Dungeon 2e.



Can I be a battle mage that shapeshifts into a werewolf and has a pet penguin in a top hat?

Of course. We're not monsters.

Battle Mage is one of the Adventurer classes, while Shapeshifting and Animal Companions are Runes you can get as you level up. So yes, you can do that. (Top hat sold separately.)

GETTING STARTED

You will need at least two players: one to act as the Game Master (GM), and one to act as an Adventurer. It is highly recommended to have at least three players acting as Adventurers in a game. Each player will also need three six-sided dice, or d6, called a Dice Pool. You can make do with 1d6 by rolling it multiple times, but it's easier to have three to roll at once when needed. Besides, d6 dice are easy to come by.

You should also have some paper and a pencil to write down your Adventurer's information and notes. The game comes with Adventurer Sheets to help you keep track of your Adventurer's information, gear, and notes.

Game Masters will usually require more paper to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, the Adventurers will encounter.

Finally, Advanced Tiny Dungeon is truly a pen and paper game in the classic sense; however, maps and miniatures do assist in visualizing where things are so that everyone is on the same page. While maps and miniatures aren't required, they do have their place at the table. See the *Combat Grid* section on page 20 for some low-cost alternatives to purchasing grids and miniatures.

HOW TO PLAY

Before you create your Adventurers, it's time to get down to the nitty-gritty of playing the game. Understanding the basics will help make the Adventurer creation process more enjoyable.

THE TEST

Roleplaying games are about story-telling, and Advanced Tiny Dungeon is no different. Most of the game is played simply by describing your Adventurer's actions to the Game Master (GM). When describing these actions, relay what you want to do or what you're attempting to try. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved with just the Game Master's consent.

THE X CARD

The X-Card is an optional tool (created by John Stavropoulos) that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with as you play. Since most RPGs are improvisational and we won't know what will happen till it happens, it's possible the game will go in a direction people don't want. An X-Card is a simple tool to fix problems as they arise.

To use, at the start of your game, say:

"I'd like your help. Your help to make this game fun for everyone. If anything makes anyone uncomfortable in any way... [draw X on an index card] ...just lift this card up, or tap it... [place card at the center of the table]. You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Card-ed. And if there is ever an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually I'm the one who uses the X card to protect myself from all of you! Please help make this game fun for everyone. Thank you!"

TESTS

The core mechanic that runs Advanced Tiny Dungeon is called a Test, which is a roll of 2d6 from your Dice Pool. For complex actions, the Game Master will usually require you to make a Test to determine if you succeed at what you're doing. Tests are successful if you roll a 5 or a 6 on any of the dice rolled in your Dice Pool, unless otherwise noted by the Game Master.

The Game Master, and certain Traits, can grant you Advantage in situations. This will allow you to roll 3d6 from your Dice Pool instead of 2d6 for that particular Test, increasing the odds of success!

Other situations, at the Game Master's discretion, may put you at a Disadvantage. When at a Disadvantage, you will only be able to roll 1d6 to resolve your Test. It is important to note that if the situation, Trait, or Game Master (or any source) imposes Disadvantage in a situation, even if you would normally have Advantage, you still roll 1d6 for that Test. Magical items that grant Advantage are the only things which supersede this—if a magic item grants you Advantage, you will always have Advantage for that situation. Why? Because magic. That's why.

In the long and short of it: Disadvantage overrides Advantage, unless the Advantage is granted by a magic item. That means if you have Disadvantage and Advantage on the same roll, you only roll 1d6.

In very rare cases, you might have multiple things granting Advantage or Disadvantage. Disadvantage still overrides Advantage, even if you have Advantage multiple times. For example, if you have one thing granting Disadvantage and two things granting Advantage, the rule of Disadvantage having priority still applies and you have Disadvantage. As normal, magic items granting Advantage are the only exception. If you are getting Advantage from a magic item, you have Advantage even if multiple things are giving you Disadvantage.

It might appear (especially when you get to the section with enemies), that Advantage can take you up to 4d6. That is not the case. All rolls in Advanced Tiny Dungeon are made with 1d6, 2d6 or 3d6. If you have 3d6 on a roll, it's likely Advantage is already calculated in for you, and you can't increase it.