

Tiny DUNGEON

2ND EDITION

TinyZine Issue 42

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Letter from the Editor

Hail Loyal Gallants!

Welcome to the 42nd issue of TinyZine. This issue is late (sadly) and 2021 is over. It was a rough year in so many ways, but things are improving! I've now been gainfully employed with GKG and only GKG for a year, and I've learned quite a bit about my foibles, work-flow and how to proceed in a more efficient manner!

This TinyZine is jam-packed with goodness for you.

First, we have Steffie de Vaan's *Dungeon Defenders*, a twist on the classic Tiny Dungeon format!

Colin Chapman contributes the last (for the time being) *Beasts Beyond*, with *Beasts Beyond... the Villains Lair!*

Tiny Gods of the Arena, a new three-part series by Joe McGee begins!

Finally, we have Tiny Vistas, an adventure setting by John Kennedy suitable for *Tiny Cthulhu*, *Tiny Supers*, or easily adapted to any of the other TinyD6 games!

As a reminder, if you desire an escape, perhaps you could tune into our ongoing Actual Plays! At this moment, we're playing *Tiny Supers* (gamemastered by yours truly), airing Thursdays at 8:30 CST (I'll trust you to do the time zone calculations!) You can find us on twitch at www.twitch.tv/gallantknightgames, the GKG facebook page (facebook.com/gallantknightgames) or our YouTube (which is a rather inelegant link, you'll simply have to search for us!)

- 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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Dungeon Defenders

A role reversal adventure for Tiny Dungeon 2E

Steffie de Vaan

Preparing the Game

The group creates the world together. The players take the lead, and the GM chimes in when asked. The GM also designs a few elements in secret.



The Essentials

Before you start, decide as a group — with full GM say — what kind of game you want to play: Gritty survival, heroic resistance, *Home Alone* style shenanigans, or something else? Also decide what conflict resolution with the Adventurers might look like: is violence inevitable, or can they be reasoned with?

Character Creation

- **Gnoll** (TD2E, page 51). Add +1 Hit Point, three Traits, a weapon group proficiency, family trade, and belief.
- **Gnoll Priest**. As Gnoll, but replace the Berserker Trait with Spell Reader and Spell-Touched. Add two more Traits, a weapon group proficiency, family trade, and belief.
- Create (extended) family relationships between all Gnolls. Create a family web, writing down names and relationships to keep track. **GM**: Add 1d6 NPC Gnolls to the family web.

Design your Dungeon Home

- Consult the map. Each starburst indicates one “room.”
- There are four rooms that you like. These might be bedrooms, a communal dining room, or a cozy nest filled with pillows.
- There are four rooms you do not like. Maybe a monster lives here, it’s full of toxic lichen, or it holds an Adventurers’ outpost. **GM:** Add a secret to three of the rooms, like a lost treasure, or monster eggs waiting to hatch.
- There is one room you’ve never explored. Why is that? What stories do you tell about the forbidden room? **GM:** Building on the player’s information — secretly decide what is in this room.
- Go around the table, taking turns naming or adding details to a room. You’re done when everyone is satisfied with the rooms.
- Pick one room to have a secret exit to the outside world. **GM:** Pick a second room to have a secret exit to the outside world.

Choose Treasures

Every Gnoll family has two treasures handed down the generations. One has monetary or historic value, the other is magical in nature. Design your own, or roll a d6 to determine each:

- (1) A ruby-studded sword belonging to a great Gnoll hero; (2) the golden crown of the ancient Gnoll kings; (3) a sapphire and dragon-scale shield; (4) a map leading to the treasure tombs of Ur; (5) the platinum quill used to sign the Gnoll-Orc accords; (6) a great gemstone worshipped as the heart of the Gnoll goddess.
- (1) An arrow that fells a dragon with a single hit; (2) an animated shield; (3) an amulet that grants immortality; (4) a clockwork bird that serves as Familiar; (5) a water flask that never runs dry; (6) a pot that conjures a warm meal each day.



Design the World

The world doesn't end at your dungeon. Settle on the landscape around the dungeon, or roll a d6 to determine: (1) Desert, (2) Forest, (3) Hills, (4) Marsh, (5) Underground, (6) Urban. The Gnolls might gain some of their supplies and resources from outside the dungeon.

Design 3 features of the world outside, like a friendly witch's cottage or a rival Gnoll family. Go around the table, taking turns naming or adding details to an outside feature. You're done when everyone is satisfied. **GM:** Add two more features that don't have to do with the Adventurers. The Gnolls heard about one feature, so tell the players what they know. The other remains a secret until the Gnolls discover it.

Adventurer Creation

The GM designs the Adventurers. Decide whether they're a lone band of Adventurers, a group acting with full backing of a nearby kingdom, or anything in between. Make sure to give them a quest and motivation compatible with the conflict resolution you settled on earlier — are they invading the dungeon for territory, profit, or glory? You can give the Adventurers as many footholds as you like.

ADVENTURER

Adventurers hail from all heritages, and care for little but their own "quest."

Hit Points: 4 (medium) or 6 (high)

Trait Packages:

- Scout: Dungeoneer, Trapmaster, Sneaky
- Fighter: Armor Master, Cleave, Die Hard
- Sorcerer: Fleet of Foot, Spell-Touched, Vigilant



Playing the Game

Now you're ready to play! You can play over a single session, or a full campaign. At this point you play like any role-playing game, but instead of traveling to fulfill various quests you stay close to home.

Player Tips

- Consider whether “home” is your territory or your family, and prioritize accordingly.
- Defense might be better than offense. Your goal isn't to kill the Adventurers, but to drive them off.
- You live in a dungeon, but you can't ignore the outside world — you may need to travel there for resources, or to keep an eye on rising Adventurer threats.
- The dungeon is a living environment: Maybe you can strike alliances or gain new territory in play.

GM Tips

- Create enough time for the players to role-play. They're gnolls defending their home and they should be invested.
- The dungeon is a living environment: Monsters won't stay confined to their rooms, especially not with Adventurers rampaging about.
- By the same token, the outside world is a living environment. You shouldn't erase features the players designed, but you should continue the Adventurers' effect on their development.
- Remember your goal is to facilitate fun for your players; not to have the Adventurers win.