

TINY DUNGEON

2ND EDITION

TinyZine Issue 49

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TinyD6 is based on the game Tiny Dungeon by Brandon McFadden & Smoking Salamander Games

Published by Gallant Knight Games, 2024



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Gallant Knight Games, Fargo, ND 58103



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Letter from the Editor

Well met, loyal Gallants.

This is likely to be the last “Letter from the Editor” I write to you in the pages of TinyZine. Fear not, for our small e-zine isn’t going anywhere! We’re just growing, and a new editor will be taking over the next issue (wherein, I will introduce them in a “Letter from the Publisher” before retreating to a quieter, behind-the-scenes position with TinyZine!

Issue 50 (for obvious reasons) will be a “revamp” of TinyZine, as we work to streamline our processes and into our exciting new format.

So, why not go out with a huge Issue 49, before we boldly and bravely move into this new chapter in TinyZine? It’s been nearly 8 years since TinyZines (though 2023 and 2024 were marred by a minimal amount of publications in this line, for which, I again, apologize).

We’ve got the concluding nine parts of Steffie de Vaan’s Return of Urlain for you! The rest of this adventure will take you into the demon-infested realms and beyond!

Then, we move into the rest of the Voluntold, by Daniel Yocom! Paired with the content in issue 48, we’ve got a pretty complete science action setting for Tiny Frontiers: Revised.

Danielle Harward brings us a slew of poisons, enchanted items, and shops for you to work into your games as you see fit!

Colin Chapman delivers us the “Beasts Beyond: Australia” edition, his final chapter in this series!

- Alan, 2023

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



Return of Urlian

Steffie de Vaan

The Return of Urlian

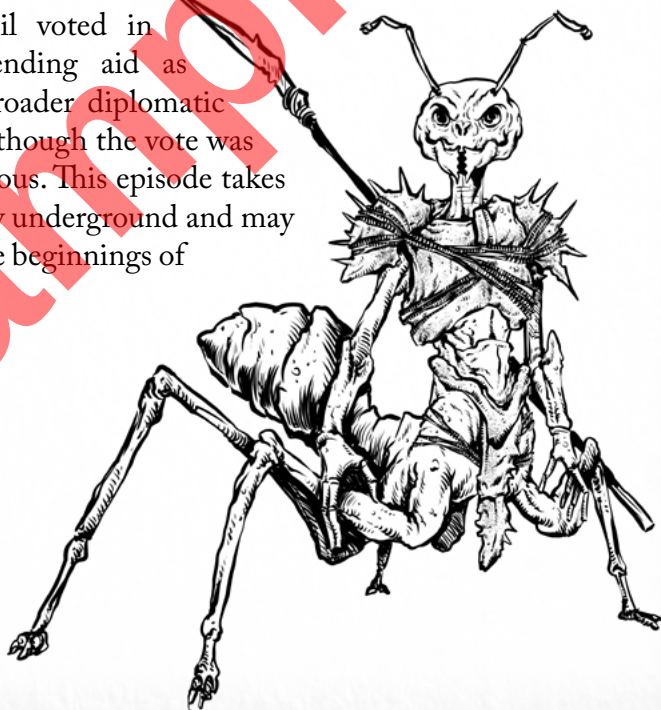
Enemies to Allies: Part Four of the Return of Urlian

The Return of Urlian is a 12-part adventure path for *Tiny Dungeons* Second Edition. The adventure path is divided in four arcs of three episodes each, with characters selecting an extra Trait after each arc. You can run the chapters separately with a little extra work—you just need to devise a reason for the characters to get involved.

This is the second arc and assumes the characters have four Traits.

Summary: The Formici Queen has requested aid from the Council of Lian, because her underground queendom is overrun by fire elementals.

The Council voted in favor of lending aid as part of a broader diplomatic endeavor, although the vote was not unanimous. This episode takes place mostly underground and may end with the beginnings of peace.



Call to Action

Counselor **Lacer** (Lizardfolk, he/him) leads the faction in favor of aiding the Formici. The merchant leader sees an opportunity to begin trade between Lian and the Formici, which should be good for all (and profitable for Lacer). He gives them a treatise to present to the Formici Queen if they meet her. He summoned the characters if they negotiated a peaceful resolution in *The Ant Farm*, or have a knack for diplomacy.



Counselor **Nela Strongbeard** (Dwarf, she/her) leads the dissenting faction. The Captain of the Buccaneers has experience with monsters, and she doesn't trust the Formici. She summoned the characters if they resolved *The Ant Farm* through violence, or have a knack for it.

The Council's assignment is to help the Formici with their monster problem and make the first diplomatic overtures. The characters can Test to recognize that Strongbeard hopes they'll botch the job.

The Queendom

The Nielssen farmstead, half a day's ride outside Lian, holds an underground passage leading to the Formici queendom. If you previously ran *The Ant Farm*, roleplay this scene accordingly. Otherwise, the Nielssen family is standoffish but polite and points the characters to an unused barn where a trapdoor leads underground.

FORMICI

HP: 2 (worker), 5 (soldier), 5 (overseer), 15 (queen)

Formici are man-sized, highly intelligent ants. They are predominantly carnivorous, though they enjoy the occasional sugary treat, and are highly territorial.

Traits, all: Hive-Mind (Formici within 30 feet of each other all know what the others know), Strong, Dark-Fighter

Traits, worker: Tracker

Traits, soldier: Bite (Test 3d6 against an enemy within 5 feet of you)

Traits, overseer: Rally (all Formici within 30 feet of you gain the Berserker trait)

Traits, queen: Bite, Rally, Summon (call 1d6 workers, or 1d3 soldiers, or 1 overseer to your side)

Lasius (Formici Soldier, she/her) waits below to lead the characters to her Overseer **Tetra** (Formici Overseer, she/her). Both characters were also present in *The Ant Farm*.

Lasius is grateful that Lian sent people to help, though she refuses to tell the characters anything as that's not part of her assignment. Tetra, however, tells them that the queendom's south-east tunnels are beset by Fire Elementals—"south" here meaning "down" rather than southward. Tetra says Lasius will accompany them. This is both to make sure the characters don't get lost, since Formici tunnels are confusing and to ensure they don't loot the place as surface dwellers are wont to do. A Test at Disadvantage persuades Tetra to let the characters find their way.

The Nursery

The group is underway when they hear terrible, piercing screams. Lasius immediately breaks out in a run, leaving the characters to follow (or not). They emerge in a nursery that is currently on fire and under attack from a massive fiery creature, with Worker Formici desperately trying to evacuate the eggs, larvae, and pupae. Use this scene to establish that Formici might look alien,