

TINY
2ND EDITION
DUNGEON

**Mad Magicks
of the Turned God**
Tiny Dungeons 2e Quickstart Adventure



By Brian Fitzpatrick

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Written by Brian Fitzpatrick

Editor: Alana Joli Abbott

Interior Art: Anthony Cournoyer

Graphic Design & Layout: Robert Denton III

TinyD6 Line Manager : Alan Bahr

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INTRODUCTION



Heroes, assemble! You are needed! There are rumblings at the heart of the magic free zone left behind by the war between Faris and Ydel centuries ago. Travelers and merchants have seen strange lights above the Ruins of Bzed, at the heart of the zone, and brave heroes must investigate!

In this adventure, your heroes will find their way to the heart of the mystery, fighting through undead and wild magicks along the way.

A Glimpse Into The Past

Disciples of the wizard Ekora, Faris and Ydel were first friends and then friendly rivals until they each found their true calling.

One believed the only way to enlightenment was through exploring Necromancy, and the other tapped into the Void to see where the universe began. Faris delved deeply into the realm of death and brushed against the power of the gods along the way. And Ydel consorted with the elders living at the beginning of all things to fuel his rage.

When both realized just how insignificant mortals were to beings more powerful than we could comprehend, it broke them. The feud between them became a battle of immense, uncontrollable magical energies that devastated everything and anything in its path.

The priestly order known as the Brotherhood of the Spero, in a desperate effort to end the war, committed deicide, killing Oaxus, God of Stillness. The ancient god willingly sacrificed his immortal life to stop a war that had the potential to destroy the world, as the wizards continued to gain in power and fury.

Though the priests conducted their ritual almost on top of the two wizards, Oaxus was able to mask their presence so they could operate undisturbed. And when the final blow was struck, Oaxus was no more. The energy released annihilated the battling wizards, the priests, and the god, but drained the entire area of magic for miles around.

It was over.

A second group of the Brotherhood entered the area after the madness ended and ensured that the sacred site of the death of god would never be disturbed. Domum Oaxus was locked

away behind an ever-changing labyrinth of shifting walls and floors, with the key to the central tomb locked away with the new leader of the Spero—Brother Gnura.

With the recent death of the ancient Brother Gnura, the Brotherhood decided to bury the Key of Domum Oaxus with him and ensure that his tomb was guarded carefully by every means they had at their disposal, well outside the reach of Domum Oaxus.

Back to the Present

Though the founding members of the Brotherhood of the Spero were killed that day, the order continues. Some of their seers have had astounding visions of the space where poor Oaxus was laid to rest, though each time they got close to determining what was at their center, they were forced away by waves of powerful magical energy, leaving them in a trance state, unable to return to the waking world.



Even as the strange lights fill the sky above Domum Oaxus, small groups of undead skeletons have begun haunting the grounds. Several groups of travelers, skirting the edges of the site on their way to other destinations, have been waylaid by such creatures. There have only been a few survivors, and they have all asked for a strong group of adventurous souls to venture into the affected area and solve the problem.

Apparently, the war wasn't as "over" as Brother Gnura and the rest of the Spero believed.

Setting Out

Your party has been brought together by Brother Tigast of the Brotherhood of Spero, a religious order formed to protect the history of this area and provide guidance when needed. They have heard stories of your great deeds and gathered you here to set you on a grand adventure. Tigast says there will be danger. He says there may be doom. And he says you may find fame and glory along the way.

Tigast presents you with a task. You must find your way to the Tomb of Brother Gnura in the Catacombs of Wither. Inside the tomb, in a hidden drawer in Gnura's sarcophagus, you will find the key to the Domum Oaxus. The Domum Oaxus lies at the center of the Plains of Nuth, an area decimated long ago in a war between two wizards, stopped by the valiant sacrifice of the God of Stillness, Oaxus. Inside the Domum is the place where that final sacrifice was made.

You need the key to determine the cause of the spectral lights occurring above the Domum and the dead now walking and attacking unwary travelers. It has unnerved local communities and those who frequently travel through the area—with good reason.

Good luck, brave souls! And with that, he sets you on your way.

Locating the Tomb

Tigast provides a map that clearly shows the location of Gnura's Tomb in the Catacombs, as well as the way to get to the Domum Oaxus at the center of the Plains of Nuth.

At the entrance to the Catacombs, you find a sign: "With kind eyes, look upon the dead within these walls. With glad heart, bear no ill will to these resting souls. Take nothing that you did not bring with you."

The Catacombs

Getting lost within the twisting turns and many passages of the Catacombs is always a possibility.

Roll a Test to determine if your heroes find their way through the maze ahead to reach their destination safely. If they are successful, they make it without incident. If they are not, they are attacked by 1d3 Skeletons.

Once the party arrives at Gnura's Tomb, there is a large statue at the entrance. As they walk past, it seems to look at them closely. The door to the tomb is locked.

Roll a Test to discover if your heroes are able to pick the lock successfully. If they fail, the Guardian Statue attacks while they are still outside the room.

Inside the Tomb, they quickly locate the hidden drawer in the sarcophagus. As soon as they remove the Key to Domum Oaxus, they hear the statue move into the room to block the door.

Guardian Statue

HP: 3 (Low)

Description: Guardian Statues are imbued with the magic to keep an eye on a location. Once a predetermined condition has been triggered, they will come to life and attempt to stop the invaders from leaving the scene.

Traits:

- **Strong:** Attacks may never deal more than 1 damage to this massive creature. Any attempts to move this creature are at Disadvantage.

Once the heroes are past the Guardian, they can find their way out of the Catacombs again and start their journey to the Plains of Nuth and the Domum Oaxus.

Skeleton

HP: 1 (Fodder)

Description: Skeletons are weak creatures, but are held together by powerful dark magic.

Traits:

- **Rise Again:** When reduced to 0 HP, the skeleton immediately makes a Save Test. If successful, it reforms with 1 HP.

The Plains of Nuth

It takes the heroes a few hours to arrive at the edge of the Plains of Nuth, and as soon as the party steps over the border, they are aware something has changed. Any users of magic immediately feel cut off from the source of their power.

The Greeting Party

A few minutes after entering the area, they are set upon by a group of 1d6 Skeletons.

Entering the Domum Oaxus

Using the key from the Tomb of Brother Gnura, magic-users can once again feel a connection to the source of their power, but it feels strange. This is a place where magic does not quite work as it should, and your intentions may manifest in strange ways.

Skeleton

HP: 1 (Fodder)

Description: Skeletons are weak creatures, but are held together by powerful dark magic.

Traits:

- **Rise Again:** When reduced to 0 HP, the skeleton immediately makes a Save Test. If successful, it reforms with 1 HP.

Spells cast in the Domum Oaxus have one of the following effects. Roll 1d6 each time a spell is cast to determine which applies.

1. Spell is magnified. Add +1 to any damage caused.
2. Spell is minimized. Subtract -1 from any damage caused.
3. Spell is enlarged. Spell area increases.
4. Spell is reduced. Spell area decreases.
5. Spell fizzles.
6. A spell other than what was intended is cast.



The Doomed Faris

As the party gets nearer to the Domum Oaxus, they encounter the ragged spirit of a man in a wizard's robes. With a wave of his hand, 1d6 Skeletons rise from the ground around him and attack. He raises one more Skeleton each round until the party defeats him. Once defeated, all his raised minions fall to the ground, inert.

Ghostly Necromancer

HP: 4 (Medium)

Description: Ghostly Necromancers are individuals who dabbled in dark rituals to gain power over the dead during the lives and fell prey to their sinister magicks in the end. By the time they are discovered, they usually have already raised a small army of undead to protect them.

Traits:

- **Ethereal:** Once a round, can make body less substantial so physical attacks pass clear through.
- **Spell-Touched**
- **Raise Bones:** As an Action, you can summon a skeleton



The Warped Ydel

Closer still to the Domum Oaxis, the party encounters another ghostly, robed figure, this time with the torso of a man and a mass of eight writhing tentacles he uses as feet and extra hands. With a wave of his hand, he summons 1d6 Tentacles from the ground to attack or hold the party. He will raise one additional Tentacle each round until defeated. Once defeated, all the Tentacles he has created vanish back into the ground.

Ghostly Tentacled Sorcerer

HP: 4 (Medium)

Description: Ghostly Tentacled Sorcerers are individuals who made deals with horrors to gain power during their lives and fell prey to those same dark creatures in the end. By the time they are discovered, they usually have already raised a small mass of horrors to protect them.

Traits:

- **Ethereal:** Once a round, can make body less substantial so physical attacks pass clear through.
- **Spell-Touched**
- **Summon Tentacle:** As an Action, you can summon a tentacled horror from another dimension

Tentacled Horror

HP: 2 (Fodder)

Description: Tentacles are strange, vile creatures who will try to grab and bash their victims or attempt to pull them into pieces.

Traits:

- **Hold:** Test a melee attack at Disadvantage. If successful, the target is Held. Held targets grant Advantage to attackers against them. Each round a Target is held, they take 1 damage.



Oaxus Reborn!

When the party gets to the center of the complex, they find a marble table with a body that looks very far from dead. If this is Oaxus, he is staging his own resurrection. And Oaxus, God of Stillness, is far from still.

Every moment, a wave of raw magical energy pulses from the God's prone body, causing strange events to take place. Each pulse is as though a stone was dropped in a pond, creating outward ripples of wild effects. And the party can see his eyes dart wildly beneath closed eyelids, as though he is suffering a nightmare from which he cannot awaken.

Roll 1d6 to determine what effect happens on each round.

1. Floor turns to mud. Movement is now halved. [Roll a Test to see if characters avoid being stuck.]
2. Floor turns to stone. Anyone stuck in the mud is unable to move until the floor frees up again or they chisel themselves out.
3. A blast of hot air hits the PCs causing 1d3 damage.
4. A blast of freezing air hits the PCs causing 1d3 damage.
5. Gravity ceases to exist, making everyone float 1d6 feet off the ground.
6. Gravity suddenly exists again, causing anything floating to slam to the ground for 1d3 damage.

(The Game Master can have each character roll a test to see if anyone figures out they must wake up Oaxus from the dream to stop the madness. Someone must physically touch him to end the effects.)

If the god is at peace, the balance in the area is restored and all is well with the world.

If not, the waves grow in power and range, rippling outward from Domum Oaxus to affect the world one wave at a time.



Pre-Made Characters

We have created a small set of characters to get your adventure moving quickly, but feel free to create your own group of adventurers to take on this challenge!

CI: Dhuzmaeg the Brawler

Heritage: Dwarf

Hit Points: 8

Traits

- **Dark Vision** (Heritage Trait): You are able to see in total darkness. However, if you are exposed to sudden bursts of light (spells, alchemist's flash bombs), you suffer Disadvantage on your next turn.
- **Bar Fighter:** *Funny how you always fancy yourself a drink, right on Unification day.* You can select Improvised Weapons as a Weapon Group. You do not get to pick a Weapon to Master. Instead, when fighting with any Improvised Weapons, you get one extra action each turn.
- **Strong:** Stand back, I'll kick it in! You gain Advantage when Testing to do something with brute force.
- **Resolute:** I will not be a casualty of fear. You gain Advantage on all Save Tests.

Weapon Group: Heavy Melee **Mastered Weapon:** Warhammer

Family Trade: Gem Mining **Belief:** Do it Right the First Time

Items

- 5 gold
- Adventurer's Kit (bedroll, flint & steel, a belt pouch, a rucksack, a lantern, an empty waterskin, oil, a rope [50 feet], rations, a torch, and a cloak)
- Warhammer.



C2: Langdon Wyther, Healer of the Salimar

Heritage: Salimar

Hit Points: 5

Traits

- **Cryothermic Healing** (Heritage Trait): Any damage that would be dealt to you by a source of natural (non-magical) extreme cold instead heals you for that amount.
- **Educated:** *I didn't go to academy for four years for nothing.* You gain Advantage when checking to see if you know specific information.
- **Healer:** *I've seen worse, son. You'll pull through.* As an Action, you can Test 2d6 to heal a creature other than yourself. If the Test is successful, the target creature is healed for 2 Hit Points. This Trait can also be used to cure poison, disease, and other physical ailments that are non-magical. You must be next to the creature to heal it.
- **Perceptive:** *What has been seen cannot be unseen.* You gain Advantage when Testing to gain information about your surroundings or find things that may be hidden. You gain this even while asleep.

Weapon Group: Ranged **Mastered Weapon:** Bow

Family Trade: Buying and Selling Historical Artifacts

Belief: Everything Has a Price

Items

- 5 gold
- Adventurer's Kit (bedroll, flint & steel, a belt pouch, a rucksack, a lantern, an empty waterskin, oil, a rope [50 feet], rations, a torch, and a cloak)
- Bow
- Healer's Kit (bandages, salves)



C3: Sister Haden of the Order of Spero

Heritage: Human

Hit Points: 6

Traits

- **Charismatic (Heritage Trait):** *I can get what I want without even asking.* You gain Advantage when attempting to convince someone of something or otherwise influence them.
- **Defender:** *I've got your back.* When an adjacent ally is hit, before Evade Tests are made, you may choose to have that attack hit you instead.
- **Eidetic Memory:** *You remember that guy in that city? Who did that thing? I remember exactly what he said.* When Testing to recall information, you have seen or heard previously—even in passing—you succeed on a roll of 4, 5, or 6.
- **Healer:** *I've seen worse, son. You'll pull through.* As an Action, you can Test 2d6 to heal a creature other than yourself. If the Test is successful, the target creature is healed for 2 Hit Points. This Trait can also be used to cure poison, disease, and other physical ailments that are non-magical. You must be next to the creature to heal it.

Weapon Group: Light Melee

Mastered Weapon: Staff

Family Trade: Farming

Belief: Everybody Deserves a Second Chance

Items

- 1 gold
- Adventurer's Kit (bedroll, flint & steel, a belt pouch, a rucksack, a lantern, an empty waterskin, oil, a rope [50 feet], rations, a torch, and a cloak)
- Staff
- Healer's Kit (bandages, salves)



C4: Aeden Moonloop, Master of Light Fingers

Heritage: Fey

Hit Points: 6

Traits

- **Bow Mastery** (Heritage Trait): You have Mastered bows and have Advantage when using them. This is in addition to the Mastered weapon chosen at Adventurer Creation.
- **Fleet of Foot:** *Running away is always a valid option.* Your speed increases from 25 feet to 30 feet.
- **Marksman:** *The odds of hitting your target increase dramatically when you aim at it.* When using the Focus Action, your next attack with a ranged weapon is successful on a Test of 3, 4, 5, or 6.
- **Nimble Fingers:** *I could have sworn I left it right here!* You gain Advantage when Testing to pick locks, steal, or do sleight-of-hand.

Weapon Group: Ranged

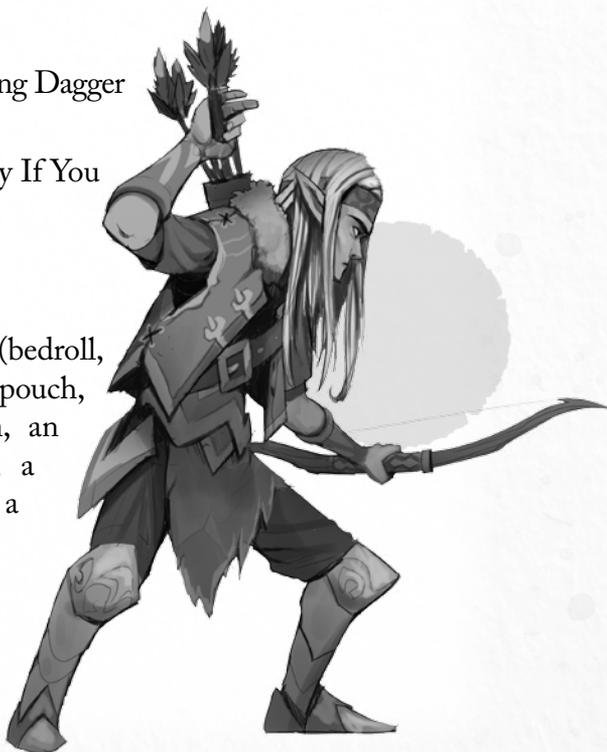
Mastered Weapon: Throwing Dagger

Family Trade: Mischief

Belief: Everything's Funny If You Look at It Right

Items

- 10 gold
- Adventurer's Kit (bedroll, flint & steel, a belt pouch, a rucksack, a lantern, an empty waterskin, oil, a rope [50 feet], rations, a torch, and a cloak)
- Bow
- Dagger



C5: Jaler Renne, Alchemical Scholar

Heritage: Human

Hit Points: 6

Traits

- **Spell Reader** (Heritage trait): *P as in phylactery.* You have spent years learning the sacred language of the arcane, allowing you to read power-laced words from magic scrolls.
- **Alchemist:** *Dragon's blood has many uses. It's also great on salads.* Provided the right reagents and recipes, you can mix potions, elixirs, and poisons. You also gain Advantage when identifying unknown liquids.
- **Educated:** *I didn't go to academy for four years for nothing.* You gain Advantage when checking to see if you know specific information.
- **Perceptive:** *What has been seen cannot be unseen.* You gain Advantage when Testing to gain information about your surroundings or find things that may be hidden. You gain this even while asleep.

Weapon Group: Ranged

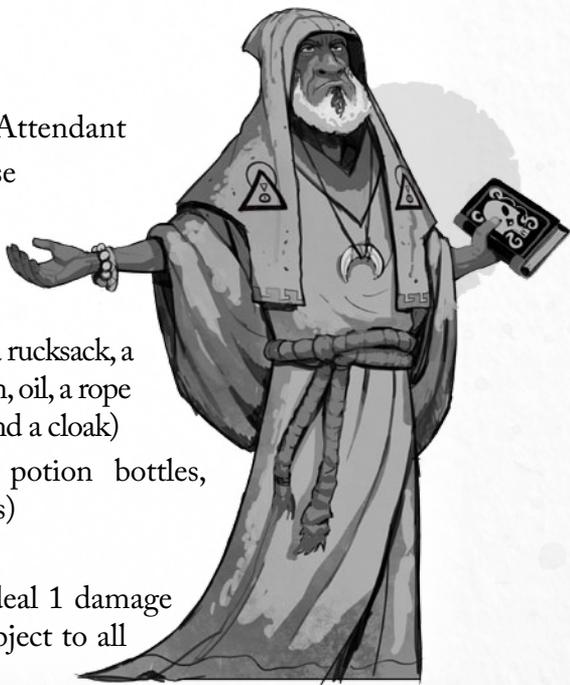
Mastered Weapon: Darts

Family Trade: Scriptorium Attendant

Belief: Everything Has a Use

Items

- 5 gold
- Adventurer's Kit (bedroll, flint & steel, a belt pouch, a rucksack, a lantern, an empty waterskin, oil, a rope [50 feet], rations, a torch, and a cloak)
- Alchemist's Kit (three potion bottles, miscellaneous ingredients)
- Darts
- Scroll of Blast (Test to deal 1 damage at Range. This Test is subject to all the rules of an attack.)



C6: Meer Celestia, Sorcerer of the Wylde

Heritage: Fey **Hit Points:** 6

Traits

- **Bow Mastery** (Heritage Trait): You have Mastered bows and have Advantage when using them. This is in addition to the Mastered weapon chosen at Adventurer Creation.
- **Beastspeaker:** You can communicate with animals. This form of communication is primitive and very simplistic.
- **Familiar:** For as long as you can remember, you have never truly been alone. Another spirit has linked itself to yours, accepting you as its friend and master.
- **Spell-Touched:** Your family carries magic in the blood, and while the centuries have diluted the power, you are still able to subtly influence the world around you by merely willing it to happen.

Weapon Group: Ranged **Mastered Weapon:** Sling

Belief: If You Will It to Be, It Will Be **Family Trade:** Keeners

Spells (Emerald Magic)

- **Entangle:** Make a Ranged Attack Test. On success, a vine erupts from the ground to ensnare the target and restrain movement. Held targets grant advantage to attackers against them. The vines last for one round.
- **Wall of Thorns:** When you take an action to use Wall of Thorns, a wall of thorny vines surrounds you, making any attacks against you at a Disadvantage for 3 turns.

Items

- 5 gold
- Bow
- Sling
- Adventurer's Kit (bedroll, flint & steel, a belt pouch, a rucksack, a lantern, an empty waterskin, oil, a rope [50 feet], rations, a torch, and a cloak)

Feline Animal Companion

Meer's companion, a small cat named Rayas, has the following traits as a Small Creature:

HP: 1

Traits:

- **Evasive:** Whenever you are attacked, you may roll a d6. On a success, the attack misses. This does not stack with Evade.
- **Sneaky:** You gain Advantage when Testing to hide or sneak around without others noticing you.