



How to Host a Dungeon

To all of you who commented on my game and provided your help, thank you, especially to Troy Holaday, who was kind enough to provide a page-by-page editorial critique.

Errata

As much as I wish my game were perfect, a few egregious typos were discovered after we printed.

On page **P2**, the instructions say to roll a D6. This should be a D8, as the table has 8 entries.

On page **C2**, the 5th and 6th paragraphs are in the inverse order. The 5th paragraph refers to the tunnel which is drawn in the 6th paragraph.

On page **D1**, under the fallen star entry, “WB” should be read as a white bead symbol.

Frequently Asked Questions

Q: I’m confused about how to draw something in the game.

A: How you draw any element in *How to Host a Dungeon* is up to you. Your rooms and tunnels can be any shape and size that works for you. There are also several example dungeons online you can look at for ideas:

Flickr Gallery: <http://www.flickr.com/photos/37996594214@N01/sets/72157606826559472/>

How to Host a Dungeon home page: <http://planet-thirteen.com/Dungeon.aspx>

Q: My Dwarves aren’t reproducing. How does the Dwarven population increase?

A: Any time that Dwarves find treasure and gather it, their population increases by one.

Q: The rules say the Dwarves gather any treasure connected to their tunnels. Does this include treasure they gathered during past turns?

A: No, once the Dwarves gather treasure and store it, they do not gather it again. The same goes for the Dwarven treasures that appear in special rooms. They are never gathered by the Dwarven civilization.

Q: I’m starting a Dark Elf civilization and the rules say “pick a spot along this tunnel.” What tunnel is that?

A: This tunnel is explained in the next paragraph. These two paragraphs are out of order. I apologize for the gaffe.

Q: Wandering monsters killed my Dungeon Master!

A: It’s not easy being a Dungeon Master, especially on your first few turns. Remember, however, that when you get into an encounter, you can choose to use the Dungeon Master himself, or his army. Since the Dungeon Master adds two to his rolls, this means he defeats most wandering monsters for free (just like an alpha predator does). This isn’t always obvious when you first read the rules.

Q: I did something wrong! What now?

A: With all those rules and tokens, it's easy to do something wrong. Don't sweat it; just continue where you left off. The game is fairly robust, and most rules changes won't wreck the game.

Q: What's the difference between the editions of the game?

A: The free edition does not have the cool graphics and formatting of the print and PDF versions. It's also lacking one civilization, the Demons, and one villain, the Alpha Villain. Also, the print version comes with a nice carrying case and three pieces of tracing paper. That said, the free version has everything you need to play *How to Host a Dungeon*.

Q: What are your future plans for *How to Host a Dungeon*?

A: I've gotten tons of feedback on this game and I'm working on some additions to the rules myself. For example, I've got rules for magma dwellers and aquatic monsters that I'm trying out now. I'm not sure exactly what my plans are, but I'm sure there will be some free additions to the game, and maybe a full supplement sometime in the future.

Q: I've got another question...

A: If you've got any other questions, email me at tony.dowler@gmail.com. I love to answer questions.