



How to Host a Dungeon

Revised

A solo game of dungeon creation

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Includes

The Primordial Age
The Age of Civilization
The Great Disaster
The Age of Monsters
The Age of Villainy



How to Host a DUNGEON

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How to Host a Dungeon is part solo game, part toy, part toolkit for creating dungeons in the style of the Dungeons and Dragons role-playing game. In this game, you will use an assortment of art supplies to create an underground realm from the first monster civilizations through Ultimate Evil to the inevitable heroic denouement or apocalypse.

YOU WILL NEED:

- ◆ A pad of tracing paper and some tape (optional).
- ◆ Blue, black, and red pens.
- ◆ A pencil and eraser.
- ◆ Some small colored beads in three colors.
- ◆ A token to represent the adventurers.
- ◆ An assortment of dice: d4, d6, d8, d10, d12, d20.

This game uses polyhedral dice (abbreviated d#, where # is the number of sides). A d6 is a regular six-sided die. A d10 has 10 sides. You can get these dice at any hobby or game store.

If you don't have any tracing paper, you can play the game on a single sheet of regular paper. It works just fine. You can also play the game on a PC with any drawing program and a little effort.

ORDER OF PLAY

The game is played in successive ages, each of which has special rules. To begin play, proceed to the Primordial Age section and follow the rules written there. Play usually proceeds in the following order:

- ◆ The Primordial Age
- ◆ The Age of Civilization
- ◆ The Age of Monsters
- ◆ The Age of Villainy

CONVENTIONS

Here's how we measure things in this game:

- ◆ 1 thumb is the width of your thumb.
- ◆ 1 bead is a circle or polygon big enough to surround one of your beads, but not much bigger.
- ◆ 1 finger is the length of your pointer finger, and a half finger is the distance from the point to the middle knuckle.

Usually you will draw with the black pen. Alternately, you can use a different color pen for each civilization or monster group.

A group is a collection of affiliated creatures. A civilization is a group, as are monster tribes and colonies. A single alpha monster, like an ogre, is also a group.

This game uses two colors of beads. We'll use this symbol ● for one color, this symbol ○ for the other.

THE HISTORICAL RECORD

Set aside a blank page to serve as the historical record of events. Each year, write down notable events and the year number in a historical record.

STRATA

As you play, you will add pages, or strata. Anything you can see on previous strata is still there; it's simply forgotten, empty, choked with debris and vermin, or otherwise fallow. A new group can move into it, in which case you redraw it, maybe altering its shape a bit to suit the new owners.

PLAYING

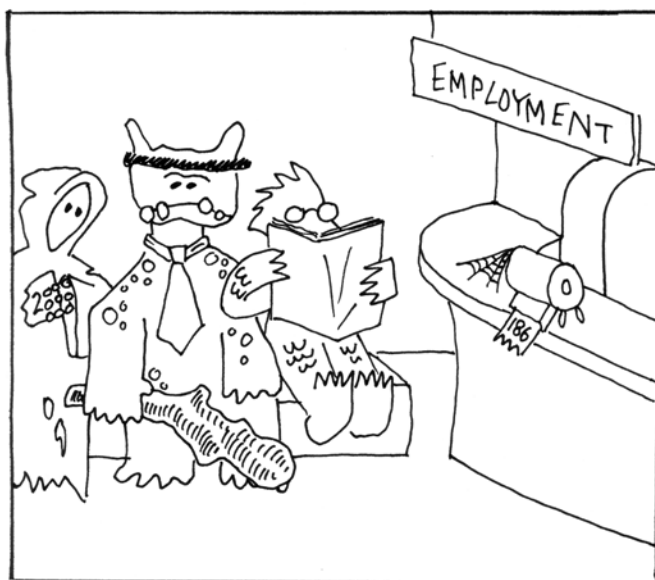
You will do some drawing in this game. Draw things in a way that makes sense to you and makes the game fun.

If you're ever unsure of a rule, do whatever makes the most sense for your dungeon at the time.

SEE MORE AT THE HOW TO HOST A DUNGEON WEB PAGE:

<http://www.planet-thirteen.com/Dungeon.aspx>

If you liked this game (or even if you didn't), let me know what you think: tony.dowler@gmail.com.





THE PRIMORDIAL AGE

In the primordial phase we lay down some fundamental shapes around which your dungeon will grow.

Take a blank sheet of paper to be your dungeon map. Draw a rough line across the page the long way a bit less than two inches from the edge. This is the ground surface. Everything in the narrow area is above ground; everything below it is under ground.

In pencil, write the numbers 1-6 down each narrow side of the page evenly spaced in the underground area.

Roll a D8 on top of the dungeon map. Consult the appropriate entry in the Primordial Events table for instructions. Repeat this process three times, then proceed to the Age of Civilization.

Roll	Primordial Event
1	Mithral: Drop two dice on the map. At the point where each die falls, draw a triangle about half a finger on each side pointing towards the nearest corner of the map. Label the triangle as mithral ore.
2-3	Natural Caverns: Roll another D8 on the map. In pencil, draw a natural cavern about 1 bead in size at its landing point. Consult the Natural Caverns table. Continue to do this until you roll a 6 or have 6 caves. → Natural Caverns
4	Gold Vein: Roll a D6, then roll another one and make note of what you rolled. In red, draw a line from the first number on the left to the second number on the right. This is a underground vein of gold-bearing rock.
5	Cave Complex: In pencil, draw three bead-sized natural caves near where the die landed. Connect them to each other with pencil lines. Place a ● in each cave. These are primordial beasts. If any of the caves is within a half finger of the surface, connect it to the surface with a pencil line. Beasts fight as wandering monsters (see the Age of Monsters).
6	Underground River: Roll a D6. Starting from that number, draw an underground river, following the instructions on the Underground River table. If an underground river touches the surface, place a lake or sinkhole, then angle downwards again. Continue river until it passes off the page. → Underground River
7	Ancient Wurm: Draw a natural cavern 2 beads in size at the point where the die landed and place 1● and 1○ in it. Make up a name for the ancient wurm that lives therein and write it on the map. During the Age of Civilization, any civilization that encounters the Wurm cave loses 1○ to the Wurm. During the age of monsters, the Wurm becomes an alpha predator.
8	Roll 1D6. On a 6, make up your own primordial event or choose one from this table. Otherwise, roll on the natural disasters table later in these rules.

Roll	Natural Cavern
1	Draw a tunnel 1 finger long that passes through the cave.
2	Roll 1d4. Write <i>plague</i> and the number rolled in the cave. Any group that encounters this cave will lose this number of ●.
3	Gemstones: Draw a cave 1 bead in size. Roll 1d4 and place that many ○ in the cave.
4	This is an empty cave
5	Place 1● in the cave. This represents primordial beasts that fight just like a wandering monster.
6	Write <i>Fate</i> in the cave. If any civilization tunnels into this cavern, the civilization will come to a natural end, and this cavern becomes an empty cave.
7	The cave is filled with water.
8	The cave is filled with magma.

Roll	Underground River
1-3	River moves 1 finger horizontally across the page
4-5	River changes angle sloping upwards while continuing across the page. If an underground river touches the surface, it ends in a lake.
6-7	River changes angle sloping downwards while continuing across the page
8-9	The river moves 1 finger horizontally across the page, with a natural cave 1 bead in diameter in the middle of it.
10	Waterfall, dropping 1 half finger straight down





THE AGE OF CIVILIZATION

In this age, a great civilization appears in the dungeon, prospering for a period of years then ending.

If you have tracing paper, take a sheet and tape it over your first strata. Copy the surface line onto the tracing paper.

Choose a civilization, or roll randomly on the Civilization table. If this is your first time playing, I recommend choosing the Dwarves.

Each age from this point onwards is played in turns, called years. Each year is broken up into seasons.



Roll	Civilization
1-3	Dwarven civilization → C2
4-6	Dark Elf civilization → C3
7-9	Demon civilization → C4
10	Custom: Make up your own civilization. If you don't have any ideas, use one of these as a model but change its name and at least one other detail. Keep a record of your civilization for future use.

TWO CIVILIZATIONS AT ONCE

You may choose to run two civilizations at once. Don't do this the first time you play *How to Host a Dungeon*.

The civilizations take alternating turns each year. The civilization with the most loot goes first.

Any time a civilization encounters tunnels or rooms dug by another civilization, roll on the Civilized Conflict table.

When a Dark Elf colony encounters another civilization, the colony and the main Dark Elf city add their populations together for the encounter.

Roll	Civilized Conflict
1-2	Skirmish: The civilization with lower population loses 1●. On a tie, both lose 1●.
3	Dwarven Supremacy: If one of the civilizations is Dwarven, it loots 2○ from the other. If both are Dwarven, the one whose turn it is loots the other. If none are Dwarven, both lose 1●.
4	Dark Elf Might: If one of the civilizations is Dark Elf, it steals away 2● from the other and turns them into slaves. If both are Dark Elf, the one whose turn it is loots the other. If neither are Dark Elf, both lose 1○.
5	Demon Wrath: If one of the civilizations is Demon, it kills 2● of the other. If both are Demon, the one whose turn it is kills 2●. If neither is Demon, each loses 1●, 1○.
6	All-Out War: A great battle takes place. Each civilization rolls a d6, adding their population. The higher result is the winner, and eliminates 1● from the losing civilization for each point by which their roll exceeded the other. The winner also loses half as much population as the loser.





DWARVEN CIVILIZATION

Dwarves are highly motivated, industrious creatures whose love of family and clan is only exceeded by their greed for treasure dug from the depths of the earth.

Draw caves of the Dwarven civilization in blue. Dwarves prefer to make square rooms and tunnel in straight horizontal or vertical segments. If you don't have a gold vein or a good size mithral deposit, create a gold vein right now as described in the Primordial Age rules. → P1

Pick a spot on the surface above a gold vein or mithral deposit. Draw a Dwarven shaft vertically from that point until you hit the mithral or gold. Draw a mine 1 bead in size and put a ○ in it. Draw a Dwarven barracks on the shaft (that's a room 1 bead in size), and place a ● in it.

A barracks with a ● in it represents 1 unit of Dwarven population. Each ○ represents some form of treasure.

Make up a name for your Dwarven tribe and write it somewhere on the map in pencil. It is now year zero in the Dwarven Era.

If there are ever no Dwarves left, the Dwarven Age ends and the Great Disaster occurs.

THE DWARVEN YEAR

In spring, Dwarves gather, mate, and pay to have their relatives move in with them. Gather up all ○ that are connected to Dwarven tunnels and are not Dwarven Treasures. Draw a new room to store each ○ gathered, or place them in existing rooms where there is space.

For each ○ gathered, draw a Dwarven barracks connected to some other Dwarven construction and put a new ● in it. Dwarves don't like to be too near to the noise of mining, so try not to put it on a mining tunnel.

In summer, Dwarves mine. If possible, draw a tunnel a half finger long that connects to a source of ore. Draw a mine chamber 1 thumb in size and put 1 ○ in it. If there's no ore in reach, draw a tunnel 1 finger long towards the nearest source of ore. If there's no un-mined ore left on the map, 1 ● immediately emigrates off the map looking for greener pastures.

In fall, Dwarves build. Tally the current Dwarven population. Find the entry matching this population on the Dwarven Construction table. If that construction hasn't been added yet, the Dwarves build it now.

In winter, the Dwarves mourn. If any Dwarves died this year, draw a Dwarven tomb. This is a room 1 bead in size with a skull and crossbones (or just an X) in it. Move one Dwarven ○ to the tomb. If there are lots of unoccupied Dwarven barracks, you may convert one to a tomb instead.

END OF THE DWARVEN AGE

When the Dwarven Age ends, remove the Dwarves and their loot from the board, but leave the Dwarven Treasures in the Great Hall, Hall of Records, Dwarven City, Treasure Room, and each Tomb. → D1

Pop	Dwarven Construction
3	Workshops: Draw a collection of variously shaped rooms filling an area about the size of your thumb and connected to a mine site. Dwarves don't like noise when they sleep, so don't build any workshops too close to the barracks if you can help it.
4	Great Hall: Draw a fancy hall, probably somewhere connected to the shaft. It should be about a half finger long and a bead high, maybe with a vaulted ceiling. Give it a name and write it on the map. Put 1 ○ in it. This is a Dwarven Treasure.
5	Exploratory Shaft: Extend the main shaft 1 thumb further down. If this hits the bottom of the page, The Great Disaster happens and the Dwarven Age ends.
6	Hall Expansion: Make the Great Hall about 2 beads longer.
7	Hall of Records: Draw a cool room somewhere with a tunnel about a half finger long connecting it to the Great Hall or main shaft. Put 1 ○ there. This is a Dwarven Treasure. Label the room 'Hall of Records.'
8	Founding of the Dwarven City in the Golden Age: Draw a Dwarven City somewhere about a finger long and a bead high connected to the other Dwarven tunnels. Put 1 ○ in it. This is a Dwarven Treasure. Give the city a good Dwarven name.
9	Treasure Room: Somewhere at least a thumb away from any other Dwarven construction, make a treasure room 2 beads in size. Put 2 ○ in it. These are Dwarven Treasures. Don't connect it to the other Dwarven works with a tunnel. The entrance is too secret to be discovered.
10	They Delve Too Deep: Draw a vertical shaft downwards from the Dwarven works to the bottom of the page. The Dwarven Age ends, and the Great Disaster occurs.





DARK ELF CIVILIZATION

Dark Elves are arcane beings from deep within the earth. They possess a high culture of art and science, but harbor a cruel streak fostered by worship of a dark goddess.

Draw constructions of the Dark Elf civilization in black. Dark Elves prefer clean tunnels that are straight or curve gently.

If you don't have a gold vein or a good size mithral deposit, create mithral deposits right now as described in the Primordial Age rules. → P1

Dark Elf ● represent nobles, while ○ represent slaves.

In pencil, draw a tunnel that passes all the way across the page from left to right and stays in the bottom two inches of the page.

Pick a spot along this tunnel. Above it draw three 1 bead rooms and put 1● in each. These are Dark Elf noble palaces. Below the spot draw three 1 bead rooms and put 1○ in each. These are slave pits. This is the Dark Elf great city. As the population grows, draw more rooms to contain them. When Dark Elves take casualties, remove ○ before removing ●.

Make up a name for your great city and write it on the map. It is now year zero of the Dark Elven civilization.

If at any time Dark Elf tunnels reach the surface, the great Human-Dark Elf war occurs, and the Dark Elf Age ends. Likewise, if any Dark Elf city reaches 10 total population, the Dark Elf Age ends in chaos.

THE DARK ELF YEAR

Any time you move beads from the great city to a colony, you must leave at least 1● and 1○ behind. If you can't do this, don't move the beads.

In spring, Dark Elves scout for new colony sites. If the great city has more ● than ○, add 1●. If the main Dark Elf city has more than 1●, it can found a new city on any site with gold, mithral, or gems within 1 finger of any tunnel that's connected up to the Dark Elf city.

If there are suitable sites, but they are too far from the great city, the Elves dig a tunnel 1 finger towards the closest site.

Here's how to found a new city: Take 1● and 1○ from the great city. Create new rooms at the colony site for these beads. Give the colony city a snappy, Dark Elf-sounding name. The colony will now mine valuables and grow on its own.

If there are no new colony sites to exploit, add 1○ to the Dark Elf city.

In summer, the Dark Elves mine for goods. Each mining colony can mine out an area of ore 1 thumb in size or a single gem deposit in a summer. Mark out the area mined. Expand the colony 1●. If there are more ● than ○, add 1○ to the Dark Elf colony. If there is nothing on the map to mine, add ○ to every Dark Elf city or colony.

In fall, the Dark Elves build. Tally the population (slaves and nobles) of each colony and the city and draw in any Dark Elf Constructions marked at that population level that have not already been built. The City may always build an exploratory tunnel, even if this construction has been built in the past.

In winter, the City acquires new slaves. Add 1○ to the city. If the city has no population, designate the largest colony as the new Dark Elf City.

If there are any non-Elven ● in tunnels connected to the great city, take one of them and turn it into a ○ at the city.

SLAVE REVOLTS

If a city ever has twice as many ○ as ●, there is a slave revolt. When the slaves revolt in a colony or city, all Dark Elves are killed. Remove all the slaves and replace them with 3●. These are freed slaves who now act as independent monsters. Finally add 1○ to every Dark Elf city still remaining.

END OF THE DARK ELF AGE

When the Dark Elf Age ends, remove all Dark Elf nobles and slaves from the map. In each city and colony, place 1● in the slave area (leftover slave beasts), and 1○ in the noble area (abandoned goods). Then → D1

Pop	Dark Elf City Construction	Dark Elf Colony Construction
4	None	Torture Pit
5	Great Temple of Dame Chaos (contains 1○ in treasure)	Dark Shrine to Dame Chaos (contains 1○ in treasure)
6	Tomb (mark an X on it so we know it's a tomb)	Tomb (mark an X on it)
7	Exploratory tunnel towards surface 1 finger long	Exploratory tunnel towards surface 1 finger long
8	Breeding Pit: Change 1● into a ○	Arena: Remove 1●.
9	Extend an exploratory tunnel 1 finger upwards from the city.	Reanimation Tanks: Add 1○ to the colony.





DEMON CIVILIZATION

Demons are destructive, factious creatures from another dimension, banished here until one gains enough power to stage a triumphal return, or they all perish.

Draw constructions of the Demon civilization in red. Demons are unpredictable, so their tunnels can be straight, curvy, or zigzag.

If there are no primordial beasts in the world, add some now at a random location as described in the Primordial Age rules. → P1

Each Demonic ● represents a single Demon prince. Demonic ○ represent artifacts and treasures created through dark rituals.

At a random location about 1 inch from the bottom of the bottom of the page, place 10 ● together. Draw a chamber big enough to contain all of them. This is the Demon Pit. It has no name mortals can speak.

If at any time, there is only 1 Demon ● left, remove it from the map. This Demon prince has returned to its realm. If the tunnel worm reaches the surface, the Demons make war with heaven. Mark the battlefield site and remove all Demons from the pit. If at any time there are no ● left, the Demonic Age ends.

THE DEMON YEAR

The Demons employ a tunnel worm to dig all their tunnels. Mark its location with a unique bead or die. The tunnel worm starts at the Demon Pit. Whenever the Demons dig a tunnel, move the worm to the end of that tunnel and make a room for it to rest in.

In the spring, infighting leads to the death of 1 Demon prince. Remove 1 ● from the Pit.

In the summer, the Demons seek sacrifice. If there's a ● at the tunnel worm's current location, remove it and carve a Demon Palace construction. If not, move the tunnel worm from its current location (creating new tunnels or following existing ones as seems best) 1 finger towards the nearest non-Demon ●. If the Tunnel Worm reaches any ●, remove 1 and build a Charnel Shrine construction.

In the fall, the Tunnel Worm nests. If there are any ○ within a half finger of the worm, move 1 to its current lair. These ○ stay with the tunnel worm whenever it moves.

In the winter, the Demons hunger.

If no sacrifices were found this turn, the tunnel worm digs a tunnel 1 finger long in a random direction. If the tunnel worm encounters any of the following features, the Demons make the appropriate construction:

- ◆ Plague: Build a Bile Pit.
- ◆ Mithral: Build an Infernal Engine.
- ◆ Gold: Build a Gateway Stone.
- ◆ River: Build a Soul Mill.

BOUND DEMONS

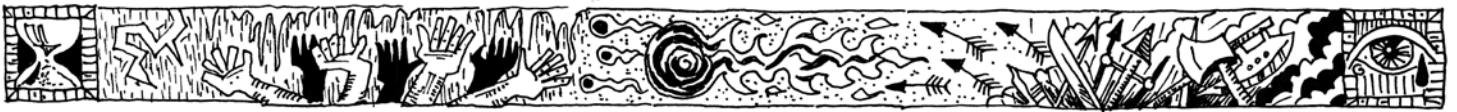
Some Demon constructions contain bound Demons. When a Demon is bound, remove it from the Pit and place it at the same location as the construction. This ● now counts as a bound Demon monster and fights as a wandering monster. Tunnel worms ignore bound Demons.

END OF THE DEMONIC AGE

When the Demonic Age ends, replace the tunnel worm with a ●. The Demon Pit becomes a *Plague 1* cavern, as described in the Primordial Age rules (P2). → D1

Construction	Details
Demon Palace	Draw a Demon palace connected to the Pit. Move 1 ● from the Pit to the palace and place 1 ○ with it. This Demon has elected to stay on this place of existence and no longer counts as part of the Demon civilization.
Charnel Shrine	At the tunnel worm's current location, draw a bead-sized shrine and place 1 ○ in it. Mark it with an X to show that it is also a tomb.
Bile Pit	Beneath the plague cave, create a bile pit and bind one demon there.
Infernal Engine	Dig out a room in the mithral vein and draw an infernal engine in it. Bind 1 Demon in the engine and add 1 ○.
Gateway Stone	Draw a room with a gateway stone in it. Bind 1 Demon to the stone.
Soul Mill	Draw a room near the river and label it Soul Mill. Bind 1 Demon to the Mill.





THE GREAT DISASTER

The world convulses in an age of cataclysm lasting a decade.

Take a fresh sheet of tracing paper and tape it on top of the current strata. Don't forget to check the end of civilization rules for the civilization you just completed. Re-draw the surface line. Transfer all beads from the old strata onto the new, then roll on the Great Disaster table.

Roll	Great Disaster
1-3	Earthquake: The Earth shakes and fragments. In pencil, draw a ragged line representing a natural cave running from a random point on the left of the page to a random point on the right. Cross it in two places with shorter tunnels 1 finger long. Do the same running from the top of the page to the bottom.
4	Volcanic Eruption: At a random point in the bottom inch of the page, draw a lava chamber about 2 thumbprints in diameter. Draw a volcanic shaft rising from this chamber to the surface. At the surface, draw a volcanic cone at the eruption point.
5	The Great River: Follow the underground river instructions in the Primordial Age rules. If there is already an underground river on this map, treat this result as the earthquake, above.
6	The Plague: In every natural cave that is not connected by tunnels to at least one side of the page, write <i>plague 1</i> . If no such caves exist, draw three new caves in the center of the largest empty portion of the world and write <i>plague 1</i> in each. Any monster group that tunnels into a plague cave loses 1 population.
7	The Fallen Star: Pick a random location on the surface and draw a meteorite crater there with ○ in it. Draw three natural tunnels one finger long radiating outwards from the crater.
8	Roll a d6. On a 6, make up your own disaster. On any other roll, make a roll on the Primordial Events table instead.

After processing the Great Disaster, proceed to the Age of Monsters → M1.





THE AGE OF MONSTERS

Here's where it starts getting really good.

In the Age of Monsters, ● represent units of monster population. ○ represent units of loot. If at any point, 1 monster group has 6 or more ○, an arch-villain is attracted to the dungeon and the Age of Monsters comes to an end.

Monster groups come in different flavors. The flavors often have rules that supersede the normal rules for that group.

If a monster group is wiped out, write *abandoned* next to its name on the map. Dead groups leave their loot behind. If there are too many groups to manage, just move on to the Age of Villainy.

If at any point there are no monster groups (not including wandering monsters), have another Great Disaster and then start the Age of Monsters over.

SETUP AND TURN ORDER

The Age of Monsters is played out in rounds, called years. The surface kingdoms are a special monster group that acts every year. In the first year, instead of following the turn order below, follow the setup rules for the surface kingdoms. Then set up 1 delving group, 1 breeder group, and 1 alpha predator on the map at random.

Each year thereafter, do the following:

1. Roll a d6 on the map, and consult the Monster table. As always, the position of the die on the map matters—that's where you'll carry out setup.
2. If a monster group has been rolled, carry out setup for that group.
3. Resolve a year according to the rules for each monster group on the map in the order they arrived.

Any time you place a monster, roll to determine its flavor on the relevant table and read the special rules for that flavor.

Roll	Monster
1	A delving group arrives.
2	A breeder group arrives.
3	An alpha predator arrives.
4	Wandering monsters move in.
5	A special feature is placed.
6	Adventurers enter the underground in search of fortune whilst undead stalk ancient halls.

ENCOUNTERS

When a monster group bumps up against another group, there's an encounter. Each monster group has its own rules for how it encounters its neighbors.

WANDERING MONSTERS

When wandering monsters encounter other monsters or groups, no dice are rolled.

A wandering monster's strength is equal to its number of ● (usually 1). When a wandering monster encounters another wandering monster or a group, it kills population equal to its ●, but loses 1● for each point of damage it does.

Usually this means that a wandering monster will kill 1● for each ● it has. However, alpha predators gain +2 in conflicts, so a wandering monster usually needs 3● to harm an alpha predator at all! Alpha predators will almost always defeat wandering monsters handily.

When a wandering monster meets another wandering monster of the same type, they join forces, combining their ●.

MONSTER GROUPS

When a monster group encounters another group on its turn, each group rolls a d6, adding its population to the roll. This is called the encounter roll. The higher result is the victor. See the rules for the group that's taking its turn to find out what happens as a result.

ZONES OF CONTROL

Monsters have zones of control (hereafter called ZOCs). These are the areas where they have influence over the dungeon. By default, a group's ZOC extends one bead width out from all beads in the group.

Some groups also have special rules about expanding their ZOC. See the rules for each type of group.

INVASIONS

If a monster group arrives on the map in another group's ZOC, an invasion occurs. The arriving group immediately encounters the group it arrived on.

If the invaders survive the encounter and do not destroy the group, move them 1 thumb away from the defender's ZOC. If this puts them on another group's ZOC, they invade that group in turn. An arriving group may bounce from group to group until it is destroyed or finally finds a safe location to make its lair.





THE SURFACE KINGDOMS

The kingdoms of humans dot the surface of the world, living in a complex but usually unfriendly relationship with the underworld.

The surface kingdoms are raided by monsters, but also give rise to adventuring groups and expeditions that enter the dungeons in search of treasure and glory.

The surface kingdoms are of lawful alignment.

SETUP

Surface kingdom ● represent knights and peasants. ○ represent loot.

At a randomly select point in the surface section of the page, draw a castle about 1 bead in size and give it a name. Place 2●, 1○ on this castle.

Each surface construction (castle, farm, or city) acts as if it were a single wandering monster during encounters, e.g. if an underground breeder group encounters an occupied farm near an entrance to the dungeon, the ● in the farm fights as though it were a lone wandering monster.

If the surface kingdoms are ever entirely wiped out by monsters, the Age of Monsters ends, and the Age of Villainy begins. If this happens, re-set the Surface Kingdoms as soon as you start the Age of Villainy.

THE SEASON

Add 1● to the castle up to a maximum of 5.

Each ● in the castle requires 1 occupied farm to support it.

IF THE CASTLE IS NOT FULLY SUPPORTED

If there are any empty farms, move 1● from the castle to a farm.

If there are no empty farms, draw a new one somewhere in the surface realm at least 1 bead away from any other construction. Place 1● on the farm.

If there are at least 2● on the castle, and no ○, place 1○ on the castle.

IF THE CASTLE IS FULLY SUPPORTED

If there are any occupied farms that aren't needed for castle support, move 1● from a farm to the castle, otherwise, create a new farm with 1● on it.

If there are at least 4● in the castle, launch an excursion as a group. Move 3 of them (and up to 1○, if there are any in the castle) to the nearest dungeon entrance. The group enters the dungeon, travelling up to 1 finger in distance, encountering groups along its path.

Remember that surface kingdom groups encounter as if they were wandering monsters.

If the excursion is not wiped out, return it (and any loot it may have gathered) to the castle and create a Special Construction (see table). This includes cases where the excursion doesn't encounter any monsters at all! The knights consider themselves lucky to have gotten off so lightly.

If the castle is supported, but doesn't have enough ● to launch an excursion, dig a dungeon room 1 bead in size under the castle. Add new dungeon levels underneath existing ones. If the dungeon levels connect to any existing dungeon tunnel or room, cease adding dungeon levels to the castle.

Important: If the surface kingdoms end the Age of Monsters by accumulating 6○, take 5 of those and set them aside, then give them to the arch-villain when the Age of Villainy begins.

Order	Special Construction
First	The City: At a random point in the surface kingdom, draw a small city and place 2●, 1○ in the city. Draw a dungeon chamber underground beneath the city 1 bead in size. If the city is ever wiped out by monsters, move 1●, 1○ from the castle to the city.
Second	Wizard's Tower: At a random point in the surface kingdom, draw a wizard's tower with a 1 bead sized dungeon room underneath it. Place 1● in the tower, 1○ in the dungeon. If the ● is ever wiped out, the tower can be occupied by monsters as though it were an underground room.
More	A different construction: Make up a new construction and draw it on the map.





DELVING GROUPS

Delvers are intelligent, well-organized groups of monsters. Delvers prefer to live in finished rooms and tend to tunnel in straight lines where possible. Unless otherwise stated, delving groups are of lawful alignment.

SETUP

Find the room nearest where the die landed on the map. An organized group of delvers has decided to set up a colony at this location. Place 3● and 2○ on the map at this location. Draw new rooms and add them to the colony as needed to house population and loot. Write a name for the colony next to it on the map.

THE SEASON

At the beginning of the season, the group seizes all ○ within its ZOC.

If their ZOC touches an un-mined ore source, each turn the delvers mine out a room 1 thumbprint in size. Place 1○ in the room. If it is still there the next time the delvers take a turn, they may loot it.

If they did not mine, the group patrols, expanding their ZOC 1 half finger along a randomly selected tunnel that touches their current ZOC.

If the group has no ○, the colony is abandoned.

If the group has more ○ than ●, add one ●.

If the group didn't encounter any other groups this turn, but has neighbors it has encountered in the past, it encounters one randomly selected neighbor.

Re-draw any natural caves or tunnels in the ZOC as improved tunnels in pen.

If the group has no tunnels along which its ZOC may expand, dig a new tunnel up to 1 half finger long to connect with another dungeon tunnel or natural cavern.

ENCOUNTERS

WITH LAWFUL GROUPS

A skirmish occurs, each group losing 1●.

WITH ALPHA PREDATORS

The delvers attempt to drive the monster away. Make an encounter roll:

Win: Delvers loot 1○ from the monster. If the delvers win by 4 or more, the alpha is killed. Otherwise the alpha is

driven out and moves to a new lair at least 1 thumb further away from the delvers.

Tie or loss: Delvers lose 1●.

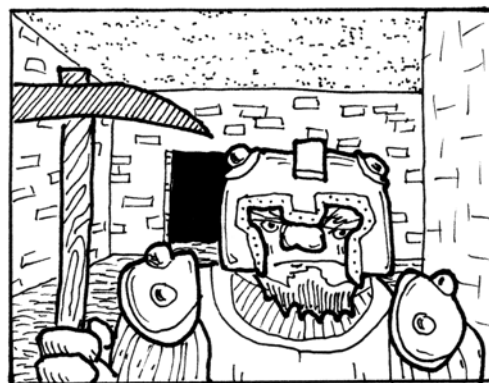
WITH CHAOTIC GROUPS

War erupts. Make an encounter roll:

Win: Opponents lose 1● and delvers loot 1○ from them.

Tie: Both groups lose 1●.

Loss: Delvers lose 1● and opponents loot 1○ from them.



Roll	Delver Flavor
1	Antlings: Antlings do not mine. Antlings do not skirmish with other Antlings.
2	Dark Elf: Dark Elves are of chaotic alignment. Dark Elves come from deep within the earth, so start them near the bottom of the page below where the die landed.
3	Darrow: Start with 4●, 1○.
4	Druegar: Alignment is chaotic.
5	Dwarves: No special rules.
6	Earth Devils: Start with 2○.
7	Fungaliths: Start with 2●, 2○.
8	Hobgoblin Miners: Alignment is chaotic, use breeder encounter rules.
9	Human Miners: Start with only 1○. Starting point is on the surface directly above the point where the die landed. Human miners will tunnel 1 half finger downwards every turn until they encounter a mineable area or a dungeon tunnel.
10	Magma Spirits: Draw a room near their lair, labeled <i>Magma Pool</i> .
11	Neanderthal: Start with 4●, but do not mine.
12	New Delver: Make up your own Delver type.





BREEDING GROUPS

Breeders are monster groups that rely on their ability to replace losses quickly in order to survive and thrive. Breeders have little preference of living quarters. Breeder groups are of chaotic alignment by default.

SETUP

Find the room nearest where the die landed on the map. An organized group of breeders has decided to set up a colony at this location. Place 2● and 1○ on the map at this location. Draw new rooms and add them to the colony as needed to house population and loot. Write a name for the breeder tribe on the map beside their colony.

THE SEASON

At the beginning of the season, the group seizes all ○ within its ZOC.

Each turn the breeders breed, adding 1● to their group. If the group has more loot than population, add one more population.

Expand the breeder group's ZOC 1 bead down all connected tunnels. If the group has only 1 direction (or none) in which their ZOC may be expanded, dig a new natural tunnel up to 1 half finger long to connect with a different section of the dungeon.

Breeder groups need 1○ to support every 3● in the group. If the group is not supported, remove 1●. If the group is still out of support and has at least 4● and 1○, it splits. Take half the ● and ○ (rounded down), and move them 1 finger away, where they immediately found a new breeder colony.

If the group has not encountered any other groups this turn, but has neighbors it has encountered in the past, it now encounters its weakest neighbor.

ENCOUNTERS

WITH LAWFUL OR CHAOTIC GROUPS

Hit and run battle, make an encounter roll:

Win: Loot 1○ from opponent.

Tie: Both groups lose 1●.

Loss: This group loses 1●.

WITH ALPHA GROUPS

If this group is supported, it may attempt to bribe. Like an encounter roll, roll a d6 for each side but add ○ to each.

If this group wins, it gives 1○ to the alpha. The alpha is now bribed. It will ignore this breeder group in the future as long as the breeders have any ○. Note that this does not mean that the breeders get to ignore the alpha on future turns. They may encounter it again, obliging them to offer more bribes.

If this group cannot make a bribe or loses the bribe roll, make an encounter roll:

Win: The alpha is driven out to a new lair 1 finger further away.

Tie: Loot 1○, but lose 1●.

Loss: Lose 2●.



Roll	Breeder Flavor
1	Ants: Ants never have to pay bribes.
2	Earth Men: Start with zero ○, random alignment.
3	Gnolls: Start with 1●.
4	Gnomes: Alignment is lawful. Gnomes will mine like delvers if they are unsupported.
5	Goblins: No special rules.
6	Goblin Miners: Goblin miners will mine just like delvers.
7	Cave Giants: Start with 1●, but each ● counts in a conflict as if it were 2.
8	Kobolds: Start with 3●, zero ○.
9	Orcs: Start with 2○ and never split.
10	Outsiders: Draw a room near their lair, labeled Planar Warp.
11	Tunnel Wyrds: Start with 1●, 2○.
12	New Breeder: Make up your own!





ALPHA PREDATORS

Alpha predators are top level monsters, big beasts who tend to look on everything else as food. They are of hungry alignment by default. Alpha predators still count as a group even if there's just 1 of them.

SETUP

Find the room nearest where the die landed on the map. Place 1● in this room. An alpha predator has chosen this spot as its lair. Write the type of predator next to its lair, along with a name for the beast.

THE SEASON

Alpha predators need to hunt in order to live.

The alpha predator forages up to 1 finger from its lair along tunnels until it encounters ●. This may be a group the alpha has encountered before.

If no ● is available, the predator will content itself with gathering ○.

If the alpha has no ● or ○ in range, it will spend one of its ○ to acquire food. If it has no ○ to spend, it moves its lair to a new location up to 1 finger away.

ENCOUNTERS

Alpha predators always gain +2 to encounter rolls.

If an alpha predator destroys a group, it may immediately loot 1○ from that group.

WITH LAWFUL OR CHAOTIC GROUPS

The alpha predator demands tribute; make an encounter roll:

Win: Opponent pays alpha 1○. If no ○ are available, opponent loses 1●.

Tie: Alpha kills 1● of opponent's group.

Loss: Alpha is driven off. It leaves behind 1○ and relocates to a new lair at least 1 half finger further away from the opponent.

WITH ALPHA PREDATORS

There is a battle for dominance; make an encounter roll:

Win: Opponent is killed.

Tie: Opponent relocates to a new lair 1 finger away, leaving 1○ behind (if it has any).

Loss: This alpha relocates to a new lair 1 finger away.



Roll	Flavor
1	Dragon: Dragons start with 2○. Dragons have a random alignment and will be friendly with adventuring groups of that alignment. Dragons never expend ○ to survive, preferring to sleep for a turn instead.
2	Ettin: Ettin starts with 2●.
3	Fire Giant: When a giant wins an encounter against breeder or delver groups, it demands 2○ instead of 1○.
4	Minotaur: If a minotaur has 1○ at the end of its turn, it may spend it to turn its lair into a maze. The minotaur rolls +1 in conflicts on a maze.
5	Ogre: Ogres prefer lairs in natural caves.
6	Ogre Magi: Ogre magi start with 1○.
7	Owlbear: No special rules.
8	Purple Worm: Instead of placing the purple worm in a room, create a new natural cavern for it where the die lands and dig a new tunnel connecting this room to the dungeon. The purple worm may dig natural tunnels to reach prey and loot if necessary. Purple worms start with 1○.
9	Rakshasa: Rakshasa gain +1 to their die roll if they have more than one ○ in their possession during conflicts.
10	Sphinx: Sphinx start with 1○. Their alignment is random.
11	Xorn: When a xorn forages, it may choose to dig a new tunnel in a straight line to any prey in range. Xorn prefer to loot, and only forage if no free loot is available.
12	Make up your own: Write it down for future use.





WANDERING MONSTERS

The dungeons are full of vermin, beasts, and monsters of all sorts. A few of the more successful ones aspire to the status of wandering monster. Wandering monsters are lone creatures that do not enjoy the advantages of a group or the strength of an alpha predator, yet do fulfill an important role in the dungeon ecosystem.

SETUP

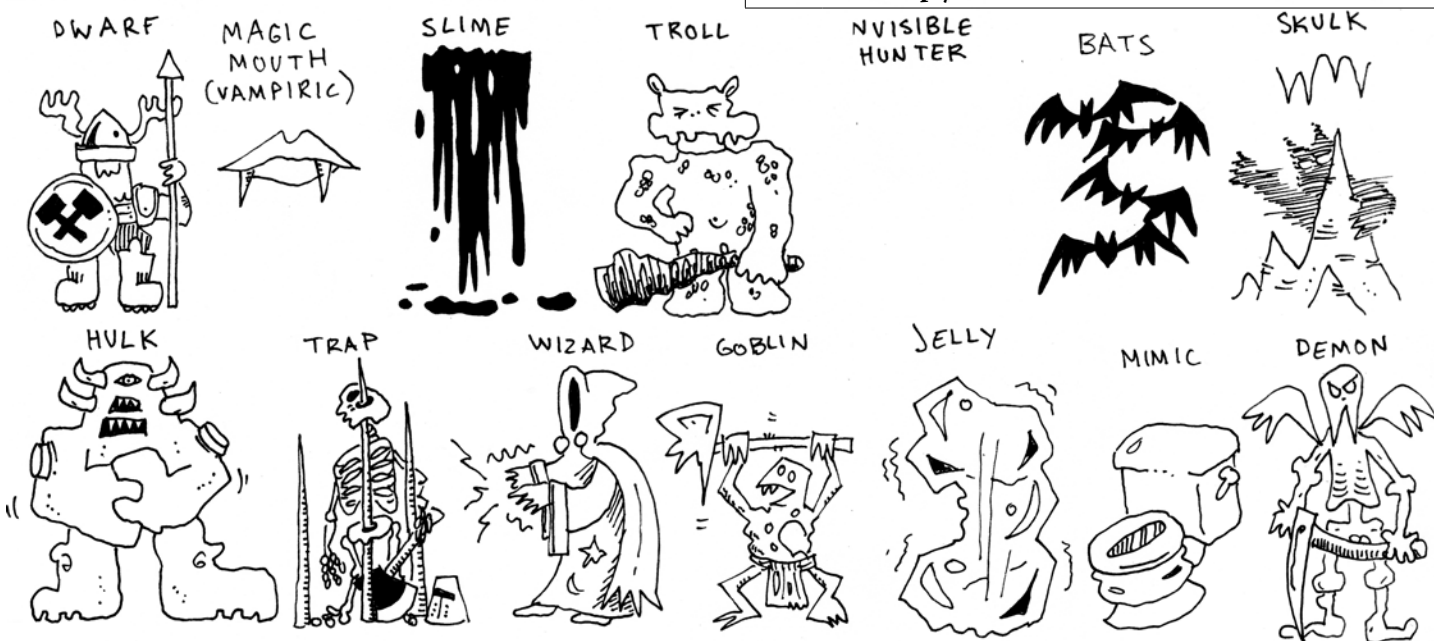
Drop 3● onto the map. Each of these represents a wandering monster. Place each wandering monster in the nearest room or corridor to the bead and then roll on the Flavor table.

THE SEASON

Roll a d4 for each wandering monster on the map. On a roll of 1, the monster wanders 1 half finger down random tunnels from its current location, collecting any ○ it comes across.

If a wandering monster encounters any group, it encounters as per the wandering monster conflict rules.

Roll	Flavor
1	Ankheng: Instead of following tunnels, when wandering the ankheng may dig a natural cave up to 1 half finger in length that connects to a different area of the dungeon.
2	Giant Slug: If desired, you may write <i>slimy</i> on the map at any location where a giant slug camps.
3	Giant Spider: The spider starts with 1○. When not wandering, the spider creates a web at its current location. If delvers or breeders encounter the spider at this location, they lose 1● and the spider is unaffected.
4	Green Slime: If the green slime destroys a monster group, adventuring group, or wandering monster in conflict, do not remove any ● from the slime. Instead, add 1●. Green slime does not collect ○.
5	Itinerant Wizard: The itinerant wizard starts with 1○.
6	Lone Hobgoblin: If the hobgoblin encounters a goblin group, it joins the group instead of conflicting.
7	Mimic: The mimic starts with 1○. Mimics never wander.
8	Ooze: An ooze kills 2● instead of 1●.
9	Scavenger Jelly: No special rules.
10	Skeletons: If skeletons appear inside a tomb or wander into one, add 1●.
11	Troll: The troll starts with 1○. The troll is never killed except by adventuring groups. Instead, it wanders away leaving its loot behind.
12	Make up your own: make a note of it for future use.





SPECIAL FEATURES

The dungeon is full of strange features, odd creatures, and unexpected discoveries.

Roll on the table below and follow the instructions.

Roll	Feature
1	Dungeon Engineer: The monster group with the most loot hires an engineer to add a unique feature to their home. Add a room to their realm and name it whatever you wish. The group loses 1○.
2	The Artifact: An artifact has been created. The artifact begins in the castle. Any adventuring group or excursion starting at the castle will take the artifact with it. Use a coin or unique bead to represent the artifact. It acts as a unit of loot; however, any group that possesses it gains +1 to all conflict rolls. Don't forget to name your artifact. If an adventuring group or excursion gets back out of the dungeon with the artifact, they deposit it back at the castle.
3	Great Statue: In a room near where the die landed, a unique statue has been created or discovered. Draw a star to denote its location and give it a unique name.
4	Temple of Evil: An evil cult has founded a temple in the dungeon. The temple acts as a new monster group. In a room near where the die landed, place 1● and 1○. Each turn, the temple will send missionaries to the nearest group with no shrine. If the group is chaotic or hungry, draw an evil shrine in its territory and add 1○ and 1● to the Temple. If the group is lawful, roll a conflict between it and the Temple. If the temple wins, the group becomes chaotic, otherwise the temple loses 1●. Monster groups with a shrine conflict with +1 to the roll.
5	Shrine of Law: In a room near where the die landed, a shrine of law has been founded. Lawful adventuring groups that find the shrine may replace 1● that they have lost in previous encounters in the dungeon.
6	Natural Cavern: Near the location where the die landed, create a new natural cavern. Roll on the Natural Cavern table to determine its contents. →P2
7	Crypt: The monster group with the largest population digs a crypt for a great king of its race. The crypt should be a fancy new room, 1 bead in size. If the group has loot, they move 1○ to the crypt. This ○ no longer counts as loot for the monster group. Also, mark the crypt with an X to show that it is a tomb.
8	Oubliette: The monster group with the largest combined population and loot digs an oubliette. This is a shaft about 1 half finger long with a small room at the bottom. Put 1● in the room. This bead conflicts as if it were a wandering monster, but never encounters the group that dug the oubliette.
9	Dimensional Gate: A gate has opened to another dimension! In a room near where the die landed, draw a dimensional gate. 2● enter the dungeon through the gate. These ● fight as wandering monsters.
10	Disaster! Roll a disaster on the Great Disaster table. Every monster group affected by the disaster (i.e. a natural cave or volcanic pipe moves through their region) loses 1●. If the dungeon is very crowded, add a new strata to the dungeon first, transferring everything from the current strata up to the new strata. If you really like your current dungeon and think a disaster will just make a mess of it, ignore this result and roll again.
11	Haunting: In an empty room near where the die fell, place 3● and 1○. These are unquiet dead guarding the treasures they owned in life. Undead fight as wandering monsters.
12	Make up your own!





ADVENTURERS AND UNDEAD

Inevitably, adventurers enter the dungeon realm in order to kill monsters and take their loot.

Adventure groups will not enter the dungeon unless there are at least 3 monster groups.

SETUP

The adventurers begin at a randomly-selected entrance to the dungeon. Use a miniature or other marker to indicate the location of the adventuring party.

If there is no passage from the surface to the dungeon level, create a tunnel connecting the two at their closest point.

Roll a d6 to determine the alignment of your adventuring party. On a roll of 6, the party is of chaotic alignment. On any other roll, they are lawful.

Roll a d6 to determine the size of your party. Set this many ● and 1○ aside.

THE ADVENTURE

Move the adventuring party indicator through the dungeon, following unexplored tunnels at random. This continues until the adventurers are killed, reduced to 1●, or have no foes left to fight.

If at any time, the group is reduced to 1● and is not involved in an encounter, the lone adventurer (undoubtedly the party's thief) flees the dungeon with all accumulated loot. Ignore this rule if the party only contained 1● to begin with.

If the adventurers kill all the monsters in the dungeon, re-start the Age of Monsters.

ENCOUNTERS

When adventurers encounter a monster group that shares their alignment, the group will give them a quest. The adventurers move to the next nearest group and fight them immediately.

If the adventurers succeed, the friendly group pays them 1○.

If the group does not have the ○ to pay, they must also fight the adventuring group instead.

When an adventure group encounters a monster group that doesn't share their alignment, they fight immediately.

FIGHT!

Make an encounter roll. If the adventurers:

Win by more than 1: Opponent is killed and the adventuring group takes their loot.

Win by 1: Opponent is killed and the adventuring group takes their loot, but loses 1● in the process.

Tie: The adventuring group loses 1●, then goes on its way, avoiding this group in future.

Lose by 1: The adventuring group loses 1● for each ● in the opposing group then goes on its way, leaving 1○ behind.

Lose by more than 1: The adventuring group is destroyed, leaving its loot behind.

Any time an adventuring group destroys a monster group, they loot all its ○ and take it with them.

SLUMBERING UNDEAD

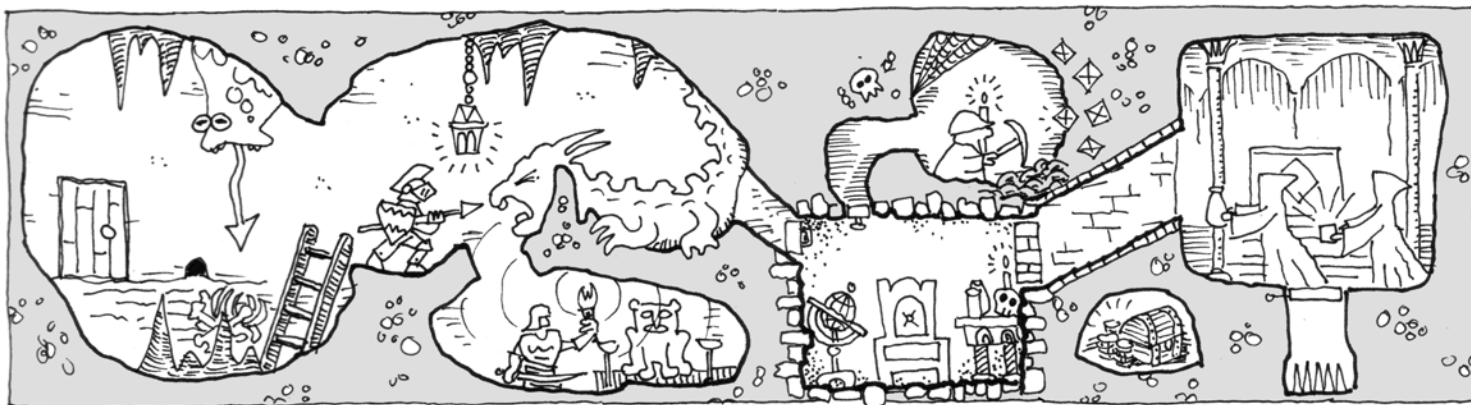
If there are too few monster groups in the dungeon to attract adventurers, the undead rise in the empty dark instead to guard the treasures of the dead.

If there are any empty tombs in the dungeon, place 1● and 1○ in any 1 tomb.

If there are no empty tombs, place 1● next to any un-owned treasure in the dungeon.

If there are also no un-owned treasures in the dungeon, place 2● and 1○ in a randomly selected empty room and mark it with an X to show it is now a tomb.

Slumbering undead act just like wandering monsters in encounters.





THE AGE OF VILLAINY

In time, your dungeon will likely grow to the point where it is large enough to attract one of those arch-villains who are ever seeking world domination. This occurs when a single monster group accumulates 6 loot (remember, this includes the surface kingdoms), or when the surface kingdoms are overrun by monsters.

SETUP

Place a new sheet of tracing paper on top of the dungeon and attach it. Transfer all monsters and loot from the lower strata. Re-draw any occupied areas of the dungeon on the new strata, along with major landmarks.

Roll randomly on the Arch-Villain table to determine which arch-villain arrives.

Roll	Arch-Villain
1	The Dungeon Master
2	The Thought Lord Cult
3	The Liche King
4	Alpha Villain

If you've played this game a few times, you can try two villains at once.

THE SEASON

The arch villain takes its turn before any monster groups each season. No new monster groups enter the world once the Age of Villainy has begun (optional rule: they do!).

ADVENTURING GROUPS

During the Age of Villainy, an adventuring group appears every year after all monster groups have completed their turn.

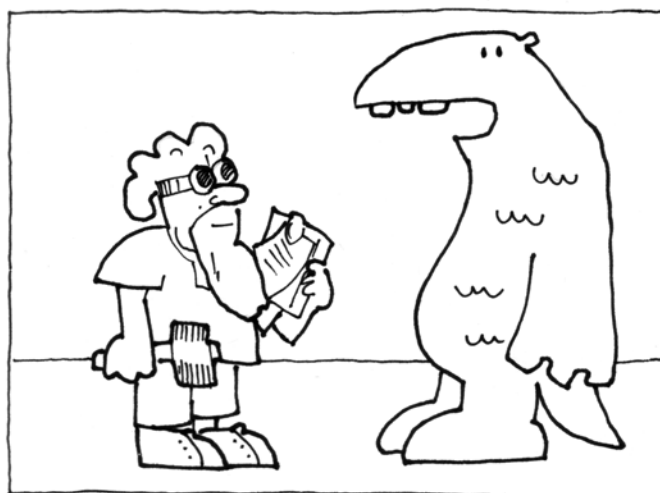
Add +1 cumulatively to the size roll for the group each turn after the first.

In the Age of Villainy, all adventuring groups are considered lawful.

BUILDING STRONG VILLAINIES

Sometimes the villain is just plain weak. An arch-villain can simply fizzle out after a couple of seasons with a bit of bad luck and a tough adventuring group. If you want to make sure you get more bang for your villainy, choose a villain well-suited to your dungeon. Here are some pointers:

- ◆ If there's a Wizard's Tower with any loot in it, this gives a bit of a boost to the Dungeon Master.
- ◆ Un-mined mithral or gold can also be a boon to the Dungeon Master, as long as he can survive long enough to use it.
- ◆ Breeder groups are very useful to the Thought Lords, as they provide a steady stream of sacrifices.
- ◆ The Liche King gets a weak start in games where the Age of Villainy is triggered by a strong lawful group. The more strong and/or wealthy chaotic groups there are, the stronger the Liche King will be.
- ◆ The Liche King also gets strong more quickly if there are tombs already in the dungeon.
- ◆ If there's already a powerful alpha predator, this makes for a strong Alpha Villain.



Can you give me a quote on an impregnable fortress of evil?





THE DUNGEON MASTER

The Dungeon Master seeks to bring order to the dungeon, enslave monsters, and use them as an army to rule the world.

SETUP

If the dungeon contains an itinerant wizard wandering monster, remove him and start the Dungeon Master at his location. Otherwise, if there is a Wizard's Tower, set up the Dungeon Master there. Any monster group already occupying that location is immediately enslaved. If neither of these is available, start the Dungeon Master in the largest unoccupied room in the dungeon.

Mark his (or her) starting location as the Dungeon Master HQ and place 1 unique bead there. The Dungeon Master always adds 2 to its combat roll. Give your Dungeon Master a name and write it on the map.

Draw a room near the Dungeon Master and place 1● in it. This is an army in its barracks.

If adventurers encounter the Dungeon Master, they fight its army first, then face the Dungeon Master alone.

THE SEASON

At the start of the season, if the Dungeon Master has no loot, it gains 1○.

Each turn, the Dungeon Master may pay 1○ to add 1 unit to its army. Draw a new barracks, the size of 1 bead, near the Dungeon Master's HQ and place 1● in it.

If the Dungeon Master encountered a group last turn and failed to enslave them, it encounters that group again. Otherwise, extend the Dungeon Master's ZOC 1 finger into the dungeon, gathering any unprotected ○, conflicting with wandering monsters and monster groups.

If the Dungeon Master has more than 3○, he spends them on a random Dungeon Master Construction.

ENCOUNTERS

When the Dungeon Master conflicts with a group, roll either using the Dungeon Master alone, or his army, whichever is bigger. If the Dungeon Master takes casualties, always remove them from armies first.

WITH LAWFUL GROUPS

The group resists. Make an encounter roll:

Win: The group is enslaved.

Tie: The group loses 1● and the Dungeon Master loses 1 army (if any are available).

Loss: The Dungeon Master loses 1●, 1○.

WITH CHAOTIC GROUPS OR ALPHA PREDATORS

The group fights the Dungeon Master. Make an encounter roll:

Win or tie: The group is enslaved.

Loss: The Dungeon Master pays 1○ to the group and loses 1●.

ENSLAVED GROUPS

Enslaved groups do not take a normal season. Instead, they do the following:

Delvers pay 1○ to the Dungeon Master. If they have no ○, they may be moved to a location where they can mine an ore pocket. Each turn thereafter, the delvers dig out a 1 bead area and provide 1○ to the Dungeon Master.

Breeders bolster the Dungeon Master's army. If the breeder population is 2 or less, add one population. Otherwise, 1● leaves the group and joins the Dungeon Master's army.

Alpha Predators pay protection. If the Alpha has more than 1○, it pays 1○ to the Dungeon Master.

THE DUNGEON MASTER'S ARMY

The Dungeon Master's army fights as a single wandering monster against any adventurer group that encounters it.

Any time the Dungeon Master defeats an adventuring group, add 1● to its army.

If the army reaches 10●, the Dungeon Master attacks the surface world. If the surface world has less than 10● (which is very likely), the Dungeon Master has conquered the world. Otherwise, he is defeated and the Age of Villainy ends.

Roll	Dungeon Master Construction
1	Trap: Drop a bead on the map. At the nearest dungeon tunnel location, draw a trap and place 1● on it. If an adventuring group encounters the trap, they lose ● and the trap is gone.
2	Lab: Add a lab 1 bead in size to the Dungeon Master's realm.
3	Prison: At the border of the ZOC between the Dungeon Master and the largest population enslaved group, draw a prison and place 1● in it. If an adventuring group reaches this prison, the ● inside joins them.
4	Hall: Add a fancy hall 1 bead in size to the Dungeon Master's HQ, or expand an existing hall by 1 bead.





THE THOUGHT LORD CULT

The Thought Lords are evil mind controllers who come from deep within the Earth or perhaps another plane of existence to bring all intelligent beings under their thrall.

SETUP

Find the largest area of dungeon on the lower half of the page that contains no caverns or rooms. Create four rooms in this area, one large central chamber and two bead-sized rooms connected to it as well as a bead-sized prison room. The central chamber is the Mind Pool, a mysterious artifact that allows the Thought Lords to control minds.

Place 1○ in the central chamber.

Place 1● on each of the side rooms.

You will need beads in a third color. These are control beads. Place a control bead in the Mind Pool. Any group with a control bead adds +1 to all its encounter rolls.

Connect the Thought Lord area with the nearest chamber or hall that is connected to the dungeon at large.

Place 1● inside the prison. This is a prisoner, who may be used for sacrifices, but doesn't count towards the Thought Lords' strength.

At the end of setup, the Thought Lords automatically infiltrate the nearest group to the Mind Pool.

If at any time the Thought Lords have no ●, they are wiped out. If all the monster groups and the surface castle have been infiltrated, the Thought Lords have achieved their ends.

THE SEASON

Each turn, the Thought Lords may attempt to infiltrate the nearest un-infiltrated monster group. Make an encounter roll between the Thought Lords and the group with the Thought Lords rolling at +3 (their Mind Pool bonus). Thought Lords ignore farms, but may attempt to infiltrate cities or castles.

Win: The group is infiltrated and the Thought Lords gain 1●.

Tie: The group loses 1●.

Loss: The group loses 2●, and the Thought Lords lose 1●.

If the Thought Lords have 3○, they may exchange them for 1●.

At the end of the season, the Mind Pool requires the sacrifice of 1●. This may be a ● from an infiltrated monster group, a prisoner, or (if nothing else is available) a Thought Lord.

INFILTRATED GROUPS

Mark infiltrated groups with a control bead. This is a Thought Lord agent directing the group. If the group is involved in an encounter, the control bead adds 1 to their roll.

Infiltrated groups never encounter other infiltrated groups. Infiltrated delvers do not mine and infiltrated breeders do not breed at the beginning of their turn.

Each turn, if an infiltrated group has more than 1○, it gives 1○ to the Thought Lords.

ADVENTURERS

If adventurers encounter an infiltrated group that shares their alignment, there is a chance they will come to mischief. Roll a conflict between the adventurers and the Mind Pool itself.

ADVENTURERS WIN

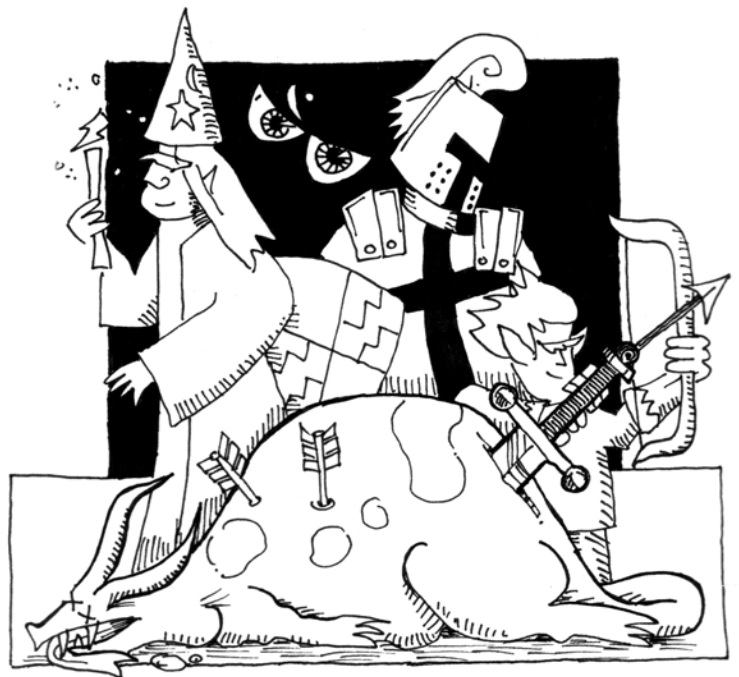
The control bead is removed from the group and it is no longer infiltrated.

TIE

The group fights the adventurers.

ADVENTURERS LOSE

One member of the adventurer group is removed to the prison. If the prison is already full, add a room to it for the new prisoner.





THE LICHE KING

An ancient wizard grown corrupted and evil, the Liche King likes dead things and loves undead things. If it can amass an army of sufficient size, it will rule the world.

During the Liche King's reign, all ● in tomb rooms are undead legions. Undead legions conflict like wandering monsters.

SETUP

Find the place on the map with the largest concentration of tombs. If there are no tombs, pick a random room. In this area, draw and label a lair for the Liche King. Place 1● in it (the Liche King itself).

The Liche King takes possession of all the tombs in the dungeon. Gather all ○ currently in tombs and move it to the Liche King. If any of these tombs contain monsters, remove them.

The Liche King also stores its cash in tombs. Each tomb may contain 1● OR 1○, but not both.

If the Liche King ever has 10 tombs with undead legions in them, its armies ravage the countryside and the game ends. Likewise, if adventurers kill the Liche King, the game ends.

When the Liche King arrives, it immediately dominates the richest monster group in the dungeon. They become minions of the Liche King and no longer take regular seasons. Take all but 1○ from it and move them to the Liche King.

Proceed down the Liche King Construction table, constructing each item in turn until the Liche King has no ○ left. Skip items that can't be afforded.

The Liche King and all its undead legions count as 1 big wandering monster for purposes of conflict.



THE SEASON

If there are any empty tombs, place an undead legion ● in one of them.

The Liche King's minions encounter the nearest monster group:

- ◆ Win: The monster group loses 1● and the Liche King gains 1○.
- ◆ Tie: The monster group loses 1●.
- ◆ Loss: The minions lose 1●. If the Liche King has any empty tombs, then place 1● in a tomb.

If the Liche King has no minions, then it may take up to 3● out of tombs and set them up as a new minion group.

If the Liche King has no empty tombs, it may immediately build 1 tomb for free. If the Lich Lord has any ○, it may immediately pay 1○ to place a ● in this tomb.

If there are any gate rooms (described in the Liche King Construction table) without minions, the Liche King may move 1 breeder minion to a gate room, providing that will not reduce the population of a breeder group below 2.

If at any time the Liche King and its undead legions defeat a group of adventurers, it may put 1● in an unoccupied tomb.

Cost	Liche King Construction
3	The Lab: This is a bead-sized room adjacent to the Liche King's lair. Place 1● in it.
2	Menagerie: Take 1 wandering monster and place it in a new room near the Liche King's lair. The Liche King gets any loot the monster has. If there are no wandering monsters on the map, roll one up at random. This monster still counts as a wandering monster, but does not move.
3	Bone Pit: Draw a fancy-looking pit descending from the Liche King's lair.
2	Shrine of Evil: Add this room near the Lich Lord's lair and place 1○ in it. This ○ does not count as part of the Liche King's loot.
2	Gate Room: Draw a gate room at a randomly selected entrance to the dungeon. Place 1● (a guard) minion in the room. This guard now fights as a wandering monster. This may be built once for each entrance to the dungeon.
1	Tombs: Build additional empty tombs until the Liche King has no ○ left.





THE ALPHA VILLAIN

Sometimes an alpha predator amasses enough power and loot that it becomes a threat to the world at large. These creatures vary widely in their methods and motivations, but the danger is the same.

Alpha Villain ● represent the villain and its growing retinue of followers and offspring. As the villain's power grows, create a new room for each ● added.

SETUP

If the Age of Monster ended because an alpha predator amassed 6○, that monster becomes the new Alpha Villain.

If the Age of Monsters did not end this way, find the richest alpha predator in the dungeon and give it 3○. This creature is the new Alpha Villain.

If there is no alpha predator on the map, a new one arrives immediately at a random location. If the new arrival invades an existing group, it automatically wipes it out and takes all its loot.

Now proceed down the Alpha Villain Construction table starting from the top, spending ○ and adding to the Alpha Villain's lair until no more ○ can be spent.

If at any time the Alpha Villain has 7●, it has grown powerful enough to dominate the surface kingdoms and the Age of Villainy ends.

Any time the Alpha Villain slays an adventuring group in its lair, it gains 1●.

THE SEASON

If the Alpha Villain has at least 3○, spend 3 to add 1●.

Expand influence: The Alpha expands its ZOC 1 bead down all connecting tunnels. If there are unconnected areas of the dungeon, the Alpha may tunnel 1 bead towards them.

Forage: The Alpha forages, just as described in the Alpha Predator rules. However, the Alpha uses the following encounter tables:

WITH CHAOTIC OR LAWFUL GROUPS

The Alpha Villain exerts its dominance:

Win: The Alpha kills 2●. If this wipes out the group, the Alpha grows +1● and loots 1○.

Tie: The Alpha kills 1●. If this wipes out the group, the Alpha grows +1●.

Loss: The Alpha loses 1●. If this is the Alpha's last ●, it may lose 1○ instead.

WITH ALPHA PREDATORS

Win: The predator is destroyed, and the Alpha gains +1●.

Tie or Loss: The predator loots 1○ from the Alpha Villain.

Cost	Alpha Villain Construction
3	The Grand Lair: Expand the Alpha Villain's lair into a suitably grand habitation, at least 3 rooms in size.
1	Temple Complex: If the Alpha Villain is either lawful or chaotic, add an appropriate temple, 1 bead in size.
1	Inner Sanctum: See the Inner Sanctum rules above for details
1	Defensive Works: Build defensive works across any entrance to the Alpha Villain's lair. Any time adventurers encounter the Alpha in its lair and it has defensive works, the Alpha rolls at +1. After the roll, destroy one of the defensive works. You may build as many defensive works as there are entrances to the lair, as long as the Alpha has enough ○.

Alpha	Special Inner Sanctum
Owlbear	Great Nest. Place 1 ● in the nest when it is built.
Minotaur	Labyrinth (surrounds the lair). Adventurers who enter the labyrinth lose 1 ●.
Dragon	Hoard. The dragon never spends ○ unless it can leave 1 ○ in its hoard.
Xorn	Heartgem. Place 1○ in the Heartgem. The xorn never spends this treasure.
Purple Worm	Midden. This construction costs nothing.
Ogre Magi	Library.
Ogre	Throne Room.
Ettin	Arena of Death. Place 1● in the arena. This creature fights adventurers as a wandering monster.
Rakshasa	Palace. This construction costs 2 ○. Rakshasa add +1 to encounter rolls in their palace.
Sphinx	Grand Gallery. This construction should be at least 3 beads in size.
Fire Giant	Drinking Hall or Forge (you choose).





ACKNOWLEDGEMENTS

THANKS

A bunch of people have been kind enough to play this game, offer suggestions, and spread the word about it on message boards and by word of mouth. Thank you!

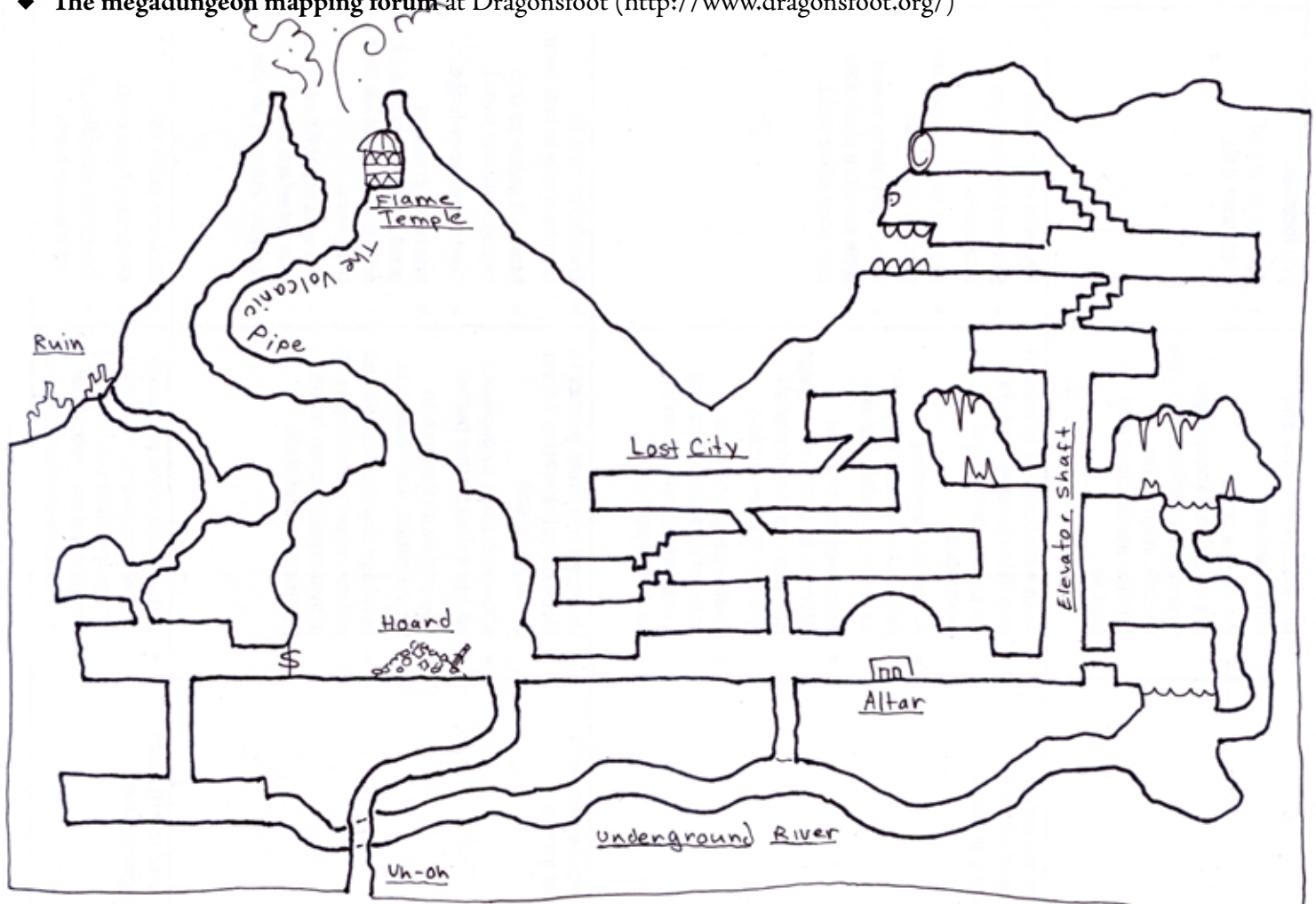
In no particular order: Selentic (<http://selentic.livejournal.com>), Chris Chalfant (<http://chrischalfant.blogspot.com/>), Kellri, Evreux and the folks at Dragonsfoot (<http://www.dragonsfoot.org/>), Kalman Farago, Ben Lehman, Colin Cummins, Wydras (who made a Photoshop template, available on the Web site, for playing How to Host a Dungeon), Claudio Cipolla, Sami Tabiki, Jeff Rients (<http://jrients.blogspot.com/>), Eero Tuovinen, and Troy Holaday.

Special thanks to Ben Lehman whose enthusiasm for this game helped inspire me to finish making this game publishable.

SOME INFLUENCES

Influences for this game are too many to name, but here are a few important ones:

- ◆ **Nethack:** The greatest ever solo dungeon game (IMHO) (<http://www.nethack.org/>)
- ◆ **Dwarf Fortress:** A Rogue-like Dwarf sim (<http://www.bay12games.com/Dwarves/features.html>)
- ◆ **The Moldvay 1981 edition** of Dungeons & Dragons (as well as every other edition)
- ◆ **Dungeons & Dragons modules**, in particular: Keep on the Borderlands, Tomb of Horrors, In Search of the Unknown
- ◆ The artwork of Erol Otus, David Trampier and others
- ◆ The megadungeon mapping forum at Dragonsfoot (<http://www.dragonsfoot.org/>)





MINOR FEATURES

Roll	Minor Feature 1	Minor Feature 2	Minor Feature 3	Minor Feature 4
1	The Hall of Tiles	The Iron Chute	Caves of Confusion	Ambuscade
2	Tomb of a Warrior	The Gemstone Trap	Misty Vale	Altar of the Horned God
3	Cauldron of Bones	Very Cold	Thrice Cursed	Orrery
4	The Magic Mouth	Terror Cave	Earthstone	Blackmoor
5	Forsaken Chamber	Halls of Decay	Flame Temple	Rat King
6	An Evil Smell	Secret Chamber	Tin Mine	Twisty Hall
7	Slimepit	Safe Refuge	Grim Flare	Glowing Pool
8	Crude Glyphs	The Lost Heart	Arcane Crystals	Abandoned Lab: Dangerous!
9	The Library	Chamber of Heroes	Bubbling Mud	Tomb of the Honest Knight
10	Defaced Statue	Mirror of Dis	Seeing Stone	Bed Chamber
11	Mysterious Statue	The Flume	Ice Grotto	Keystone
12	Room of Riddles	Cursed Battlefield	Otus Shrine	Hall of Chains
13	Throne of Iron	Crossroads	Tar Pit	Endless Wyrn
14	Crown of Stones	Guiding Light	Water Weird	Secret Stair
15	The Observatory	Awful Small	Musty Smell	Glass Chute
16	Ever-Burning Flame	Bartertown	Grave Marker	Pillar of Knowledge
17	Stagnant Pond	Blade of Flame	Elemental Revenge	Sinkhole
18	Natural Spring	Earth Shrine	Lost	Stendec
19	Shaft of the Winds	Demon Haunt	Mushrooms	Treasure Pool
20	A Tight Squeeze	Standing Stone	Gas Leak	Obsidian Vault

Optional rule: Any time a monster group is wiped out, add one minor feature to the map inside or near their former ZOC.

Optional rule: Any time you add a minor feature to the map, cross it off this list and make up a new feature to replace it on the list.





USING THE DUNGEON IN YOUR RPG

Dungeons made using this game can be adapted pretty easily for use in most any dungeon-crawling RPG. There are a bunch of ways to do this, but here's how I do it. This is working pretty well for a 1981-edition Dungeons & Dragons game I'm running right now (January 2008).

If you're going to use your dungeon for role-playing, I recommend you play right up until the start of the Age of Villainy, or possibly 1-2 turns into the Age of Villainy. That gives you a big bad to fight at the bottom of the dungeon, but leaves some of the other monster groups independent as well.

MAKE A SURFACE MAP

1. Take a sheet of hex or blank paper for your campaign map. In pencil, write the numbers 1-8 down one side of the campaign map.
2. Take your dungeon map. Moving left to right, find the first dungeon entrance.
3. Roll 1d8. Place the dungeon entrance on your campaign map about the same distance across the page left-to-right and at the height that matches the number you rolled (or you could ignore the dice roll and put it wherever it will look coolest). Your entrance can be a natural cave, ruin, sinkhole, sewer, or anything else that appeals to you.
4. Continue this process for each dungeon entrance.
5. Now place towns: for each farm area on your dungeon map, draw a town on your campaign map. If the farm is close to a dungeon entrance on your dungeon map, try to place it near that entrance on the campaign map.
6. If there are any cities, castles, towers, or other landmarks on the dungeon map that haven't been placed on the campaign map, draw them in wherever seems to make sense.
7. Now fill out your map with terrain, roads, and so on.
8. Add 2-3 locations in your world where specific races may be found. If your map includes Dwarven ruins, place a Dwarf settlement or two on your map. These can be the descendants of the ancient Dwarves who built part of your dungeon.

USING THE DUNGEON MAP

Think of the dungeon map as a macro-scale picture of your dungeon campaign. It shows the main monsters and power groups in the underworld of your campaign, but it doesn't show all the lesser monsters and minor details. Here are some things to ask yourself as you're preparing your game:

- ◆ **Monsters:** The monsters in *How to Host a Dungeon* are strongly skewed to classic Dungeons & Dragons. If you're playing a radically different game, consider replacing some of the monsters in these rules with monsters appropriate to your game.
- ◆ **Filling in the Details:** If you've got a set of rooms with gnolls living in them, that doesn't mean they have to be the only monsters there. It just means that the gnolls are the most important monster in that area. There may be rooms the gnolls haven't explored, or monsters they avoid, fight with, or have a truce with. Fill in extra details when you need them to make the dungeon interesting.
- ◆ **Scale:** If you're planning a short adventure then each room in your dungeon map might only correspond to 1-2 rooms of dungeon crawling. If you're planning a long campaign, then one spot on the map might correspond to several rooms in your RPG.
- ◆ **Legends and Rumors:** One of the great things about having a dungeon world planned out ahead of time is that when the players look for rumors or do research on the dungeon, it's easy to come up with stuff for them to discover. One of my favorite parts of the game is tempting the players on with rumors of what lies ahead.

LET ME KNOW HOW IT WENT

I'd love to hear about your game of *How to Host a Dungeon*. Send me an email at tony.dowler@gmail.com. If you send me a picture of your map, I'll post it on the Web site.





ADVANCED RULES I: WATER AND MAGMA

Everybody plays this game differently. Here are some rules I've come up with in the year since I first wrote the game. Use these when you've already played the game according to the basic rules:

FLOODING

Sometimes, your world may include pockets of water or magma. When these areas are tunneled into, a flood may result at your discretion.

If the underground river is diverted, its old path dries out and becomes a cave system.



Magma isn't as fluid as water, so don't have it flow further than 1 finger.

If a tunnel is created that leads into a river or flooded area, you get to decide whether this causes the water or magma to move. Use your best judgment to decide where it goes. Displaced monster groups can avoid the flood by moving out of its way, possibly running into other monster groups. If the flood is a magma flood, it kills 1 unit of population when it displaces a group.

Monsters and groups can cross flooded areas if they need to. Presumably there are bridges, shorelines, barges, or adjacent tunnels they can access.

AGE OF MONSTERS

In the Age of Monsters, if a monster or group appears in a flooded area, they are aquatic or magma-dwelling monsters.

If you can think of an aquatic or magma version of the monster you rolled, that's the monster that lives there. Its rules are no different than normal. If you can't think of one, use the table below:

Type	Where	Monster
Delver	Water	Merfolk: Always build flooded rooms or buildings to live in, but can range and extend their ZOC beyond the water.
Delver	Magma	Flame Devils: Alignment is lawful, but flame devils always fight adventurers.
Breeder	Water	Crabmen: No special rules.
Breeder	Magma	Azir: Azir can leave magma areas, but if their lair does not include at least one magma-flooded room, they lose 1 ● per turn.
Alpha	Water	Cave Octopus: Must stay in the water, but can encounter any group whose ZOC touches the water.
Alpha	Magma	Salamander: If the salamander moves its lair to a non-magma room, the new lair is then also filled with magma.
Wandering	Aquatic	Giant Pike: Cannot leave the water, but can encounter any group touching the water.
Wandering	Magma	Elemental: Cannot enter water areas.

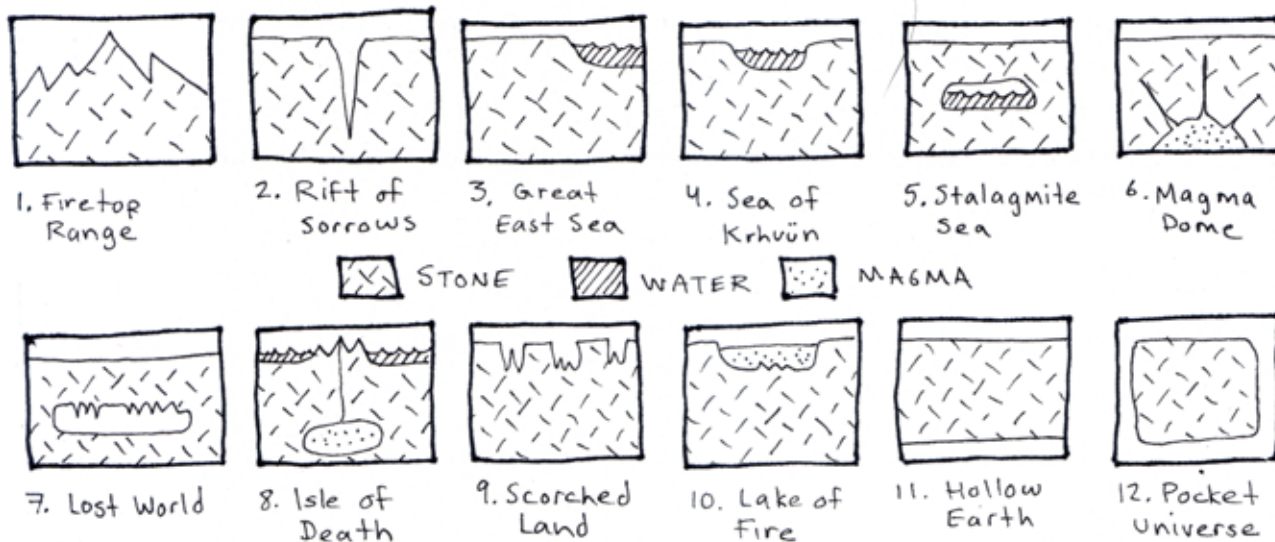




ADVANCED RULES II: ALTERNATE WORLDS

PRIMORDIAL AGE

When you start a game, roll 1d8. On a 1, roll a random alternate world. On an 8, choose one!



SPECIAL RULES FOR ALTERNATE WORLDS

Map	Special Rules
Firetop Range	Roll 1d4. Give your mountain range that many peaks.
Rift of Sorrows	The rift counts as underground. Surface kingdoms and monster groups can build bridges over the gap if it makes sense for them to do so.
Scorched Lands	Surface kingdoms live on the mesas and are able to travel between mesas by Pegasus. The valleys between mesas are dark enough for underground creatures. Mesas are inaccessible from valleys, unless someone builds a tunnel or stair.
Hollow Earth	This map has two surface kingdoms, one of lawful and one of chaotic alignment. Adventurers are always of random alignment and start from the kingdom that matches their alignment. Adventurers still always fight the arch villain and will also fight the opposed surface kingdom. Underdark now goes through the middle of the page.
Pocket Universe	The surface goes all the way around and there's no Underdark. Dark Elf civilizations start from the very center of the page.

NAMED TREASURES

Use this rule if you want more detail in your game. It adds a bit of work and time, but can be a lot of fun.

Make a number of cardboard counters about one bead in size. Any time that the game generates a treasure that you find particularly interesting, write its name on a counter and use that counter to represent the treasure as it changes hand through the history of the dungeon. For example, you can use this rule for gemstones, Dwarven treasures, and adventurer loot.

