

A MAP DRAWING GAME BY ANNA BLACKWELL

INTRODUCTION

Ahh, good morning, Keeper. Have you enjoyed your thousand-year slumber?

Yes?

Good, because I have some awful news. The dungeon has fallen. Brought down by “heroes” from the surface. I was able to teleport us away, but it seems we’re back at square one.

Revenge? Hah, straight back to your old self! Yes, we will have our revenge, Keeper, but we must rebuild first.

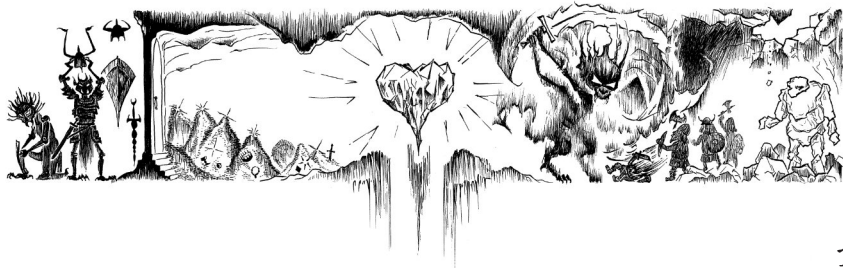
Grow the dungeon, recruit minions to our banner, and when the time is right, breach the surface and burn their empires to the ground!

There’s just one little hiccup... You see, minions nowadays are a little more... demanding than they used to be. We’ll have to do our best to keep them happy or we’ll be on the wrong end of a mutiny. But if we can manage that, then the surface will be ours for the taking!

RISE is a solo map-drawing game with light tactical elements that puts you in the blood-crusted boots of a dungeon’s Keeper. Your goal is to reach the surface and have a large enough army to deal with the threats that await. Along the way you will build your own dungeon with special rooms and traps. You will explore and discover unexpected things that change the way your dungeon unfolds, creating a unique story.

If you’re not a fan of strategy, don’t worry, a fallen dungeon is just as interesting as a successful one! For this core experience, the strategy is kept purposefully light. The focus here is on creating an interesting dungeon and chronicling its story. Don’t go throwing fallen dungeons out, they might just make an amazing addition to your novel or RPG campaign.

For those who are a fan of strategy, don’t worry if the base game feels a little easy. There are optional challenges at the back of this zine and future expansions will provide more options to tailor the game to your liking, like expanded farming and trading, more involved dungeon management, and more threatening enemies.



HOW TO PLAY

What you need to play

- Pencil & eraser
- 1" grid paper (you may freehand on blank if preferred)
- Notepad (for chronicling your dungeon, or just taking notes)
- Deck of standard playing cards
- A bunch of tokens (or coins, dice, buttons, scraps of paper, etc.)

Starting the game

1. To start your dungeon draw your Dungeon Heart at the centre of the bottom row of your page. This can take whatever form you like but will be destroyed - and you along with it - if an enemy is able to reach it.
2. Create a section in your notepad for your Resources ♥ and Trade Goods ♦, and note that you have 20 of each to start.
3. Create a section in your notepad to track your Dungeon Happiness and note that you have 10 points to start.
4. Create a section in your notepad to track your units and where they are housed. At the start of each new game you have 5 Warriors (page 6) housed at your Dungeon Heart.
5. Remove the Jokers from the deck of playing cards and put them aside. When you reach floor 5, add them to the deck and refer to Legendary Finds on page 33.
6. Shuffle your deck of cards thoroughly.

Rolling with cards

Throughout this zine, you will see instructions to Roll 1D4 or 1D2. This is a roleplaying game term that means roll a four sided die or flip a coin, both of which you can do if you have them available. However, you can easily mimic this with a deck of cards.

Wherever this zine says Roll 1D4, draw a card and refer to its suit.

♠ — 1 ♣ — 2 ♦ — 3 ♥ — 4

For anywhere it says Roll 1D2, draw a card and refer to its colour.

Black — 1 **Red** — 2

TURN STRUCTURE

Reaching the surface is no easy feat, Keeper. You will need your wits about you to deal with the threats a dungeon faces. Adventurers, monsters, and mutiny not to mention the more benign troubles of flooding and wild magic. But we'll get to all that in time. For now, let's get you started.

RISE takes place over a series of turns. Each turn, starting from your Dungeon Heart, you will choose a new adjacent grid on your map to explore, and discover what lies within. You will also get to build new areas of your dungeon, which will help increase your chances of finding the surface.

Each turn follows this structure:

1. Explore by drawing a card to determine what you find, then drawing it on your dungeon map.
2. Resolve combat if it occurs (see page 8).
3. Trade some of your Resources for Trade Goods, or vice versa.
4. Build new features in your dungeon, including rooms, traps, and barricades.
5. Recruit new units.

Exploring

At the start of every turn, choose an adjacent empty grid space to explore. You can explore to the left or right of any room in your dungeon, as well as upward or even downward!

Oh, and if you're the sort of free spirit who wants to play with blank paper, "grid space" is a lot more loose in its definition. Draw how you like and just try keep your idea of a grid space somewhat consistent.

After choosing an empty space, draw from the deck of playing cards. Check below to see what the card you've drawn represents:

- ♥ – Resources (Used to build rooms and traps)
- ♦ – Trade Goods (Used to recruit units)
- ♣ – Natural Formations (Caves, rivers, etc. — see pages 20 - 21)
- ♠ – Remnants (Ruins and foes — see pages 22 - 23)

If you draw a ♥ or ♦, add the value of the card, plus your current floor to your Resources (♥) or Trade Goods (♦). Aces are worth 1, Jacks are worth 11, Queens are worth 12, and Kings are worth 13.

Your Resources and Trade Goods are capped at 50 until you build a Stockpile or Treasury.

After adding your Resources or Trade Goods to your supply, feel free to draw an empty cavern in the space you chose, to represent what you've just explored. Or if you prefer a slower pace, leave the space blank so it can be explored again.

If you draw a ♣, you have found a natural formation. Check the table on pages 20 - 21 to see exactly what you've discovered, and then draw it on your map in the space you chose to explore.

If you are exploring in floor 1 and draw a ♠, ignore that card and draw again; this will allow you some time to build up your hold, recruit Units, and prepare your defences.

Otherwise, you will encounter a remnant. Check the table on pages 22 - 23 to find out what you've stumbled upon, and then draw it on your map in the space you chose to explore.

Trading

Once per turn after exploring, you may trade: choose any amount of either your Resources or Trade Goods, and exchange them as follows:

One unit of Trade Goods (♦) is worth two units of Resources (♥).

One unit of Resources (♥) is worth half a unit of Trade Goods(♦).

After trading, you may then proceed to building (and repairing) rooms, preparing traps, setting up barricades, and recruiting new units.

BUILDING

Starting at your Dungeon Heart, your dungeon will expand as a series of rooms. The rooms that you build, as well as the caverns, lairs, and ruins that you clear, all become part of your dungeon.

Rooms provide your dungeon with a function that provide various special abilities and effects, and will usually cost an amount of Resources (♥) and / or Trade Goods (♦).

Rooms will lose their function and no longer spawn units if they are either damaged through a game effect, or disconnected.

A room is considered disconnected if your units would not logically be able to reach it from the Dungeon Heart (e.g. blocked by a level 3 trap or lava).

You are limited to building one room per turn. The full list of available rooms can be found on pages 12 – 16.

To build a room:

1. Choose an unexplored space (one you haven't drawn in) or an empty cavern.
2. Consult the room list on pages 12 – 16, and choose the room you want to build.
3. If the chosen room has a cost, reduce your supply by the amount of ♥ and / or ♦ listed.
4. Draw the room in your chosen space, making sure it connects to at least one adjacent explored grid space.

Whether or not you build a room on your turn, you can also build as many traps and / or barricades as you can afford. See 'Traps and Barricades' on pages 18 - 19 for a full explanation of how they work.

You may also repair damaged rooms during this part of the turn. To repair a damaged room, pay ½ of the room's cost (rounded down) from your supply. You may repair as many damaged rooms as you like on a turn, as long as you can afford to do so.

Rooms filled by liquid or gas can be drained at a cost of 5♦. Lava can be drained for 20♦, but treat that room as damaged after it is drained.

When you build a room above another, you can draw ladders or lifts or stairs or any other mode of transport to connect them, allowing your units to travel up and down the floors.

RECRUITING

Aside from building rooms, traps, and barricades, you can also improve your dungeon's defences by recruiting new units. Units are the various types of minions that work in and defend your dungeon.

Every unit has a strength (STR) value that determines its health, as well as the amount of damage it will deal each turn when in combat.

When you recruit units, they are housed in an appropriate room in your dungeon. Each room's description will describe what units may be housed within, and the maximum number of units it can house.

After you finish any building on your turn, you may recruit as many units as you are able to house and afford, by referring to the table below. When recruiting units, make note of how many you recruited, and where they are housed.

While not in combat, recruited units stay in their rooms and can be affected by things like liquid or magic.

At the start of combat, units spawn from whichever room they have been allocated to, and will group up with others from that room to form a Troop.

During combat, a Troop moves as one unit and its STR is the total of all units in that Troop. For example, a Troop of four Undead would have 8 STR.

UNIT	STR	COST	POWER	MUTINY THRESH
Rat	1	2♦	2 Grid Speed	3
Undead	2	5♦	Roll 1D4. On a 4: Revive after combat	10
Grunt	3	4♦		10
Warrior	5	5♦		8
Archer	3	5♦	Ranged.	12
Warlock	5	7♦	Ranged.	15
Cultist	2	7♦	2 STR shield per Cultist	10
Feral	10	15♦	2 Grid Speed	15
Machine	10	25♦	Ranged. Cannot move.	N/A
Trapper	1	20♦	Resets traps they pass for free. Can disarm traps.	3
Hired Prisoner	XX	XX	See Hiring Office (page 14)	18
♣ or ♠ unit	XX	XX		12

Converting

Along the way, you will get the opportunity to convert prisoners to your devious purpose. These units have a high mutiny threshold as they are just looking for the chance to betray you. Keep them happy if you want to benefit from their power.

Likewise, units found from ♣ or ♠ events may join you. These units are somewhat needy but not so much as your converted prisoners. Both of these unit types keep any powers they had (ranged, shield, etc).

Happiness

Controlling your minions will be your greatest challenge as a Keeper. These ungrateful sods will turn on you the first opportunity they see. To keep them placated, you'll have to manage your Dungeon Happiness.

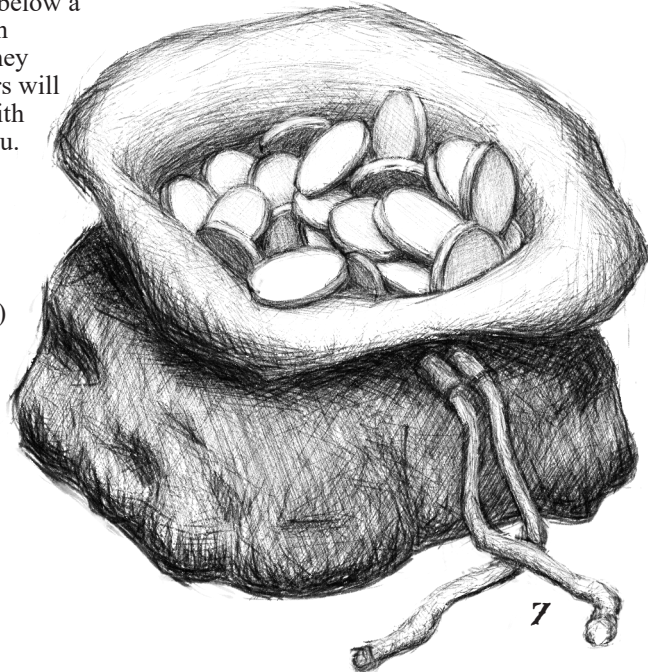
Dungeon Happiness is the overall mood of the dungeon. Keeping it high is key to running a successful dungeon. You can increase Dungeon Happiness by building Casinos and Taverns, discovering positive events, and through the help of magic.

However, various events will cause Dungeon Happiness to fall. Lair-less minions, sacrifices, discovering certain events, and of course, magic, can all cause Dungeon Happiness to drop.

If Dungeon Happiness drops below a Unit's Mutiny Threshold, then you've crossed the line and they will turn hostile. These traitors will target your Dungeon Heart with the intention of destroying you.

The two most common ways to lose Dungeon Happiness are from minions without a Lair (-2 Dungeon Happiness per turn until they are housed) and sacrifices (-5 Dungeon Happiness per sacrifice).

All other events tell you their effect when they are applicable.



COMBAT

Strength, Keeper, is measured in more than just brute force and steel. You will need cunning at every turn to keep your minions alive and your dungeon standing. Devious layouts and ingenious traps will help but be under no illusion, when teeth are bared and daggers drawn, minions will die.

Starting Combat

Combat occurs when you discover an enemy in the exploration phase or when one or more of your units/ Troops becomes hostile. This pauses your normal turn until combat ends.

To begin combat, spawn the enemy you discovered by placing a token on the space you explored to represent it. Your rooms that spawn units at the start of combat do so now. Coins or little drawings work fine here — whatever helps you keep track of your units.

The discovery that triggered combat will give you an enemy's starting STR value, but as you get closer to the surface, they will get stronger. When spawning an enemy, add 5 to its STR for each level of floor.

Example: you draw a 2♠, discovering some dwarven miners at floor 3. The dwarves that spawn there will have a starting STR of 45, based on their base strength of 30, plus the floor bonus of 15 (floor of 3, multiplied by 5).

Resolving Combat

Combat progresses in rounds. Each round, every unit and Troop will move one grid space, and then attack.

You choose the order in which all units and Troops will move, but make sure you resolve the move and attack for each one before moving to the next.

You control where your own units and Troops move. Multiple units / Troops of different types may share a space during combat.

When a unit or Troop you control would move into the same grid space as an enemy, or starts a combat round in the same grid space as an enemy, it triggers an attack.

In an attack, your unit or Troop will deal damage equal to its STR to the enemy, but the enemy also deals damage equal to its STR to your unit or Troop. This damage is dealt simultaneously. When any unit or Troop is dealt damage, reduce its STR by the amount of damage.

If a 30 STR enemy met a 10 STR Troop of warriors, the warriors would be defeated but the enemy would have its STR reduced by 10

If multiple Troops engage in combat at the same time, deal the enemy's damage out among them as you see fit. The only rule is that if the damage would be enough to defeat a unit in that Troop (i.e. 3 damage in a Troop of Grunts), then a unit is defeated.

Enemies will, unless otherwise stated, move one grid space per round towards your starting stairwell, taking the shortest possible route.

Enemies with this icon  can use your Secret Passages (page 19)

If an enemy's move would cause it to enter the same grid space as one of your units or Troops, it triggers an attack that resolves as above.

If it would be impossible for an enemy to progress towards your Dungeon Heart, a takeover occurs (see page 10).

Combat ends once all enemy units are defeated by reducing their STR to 0, at which point your turn resumes.

If an enemy manages to reach your Dungeon Heart and defeat any remaining units / Troops there, your dungeon falls. Log your dungeon's story, and remember your journey.

Special Combat Abilities

Ranged units can fire up to 2 grid spaces away, but cannot move and fire in the same combat round.

Shields are temporary buffs provided by Cultists. When resolving damage, Shields take the damage instead of your unit / Troop. Shields are not a boost to STR and do not increase the damage dealt to an enemy.

ADDITIONAL RULES

Rule #1

If you can't find a rule, or you get stuck, just do what makes for the best story!

Running out of room

There may not be enough space to fit a particular room or discovery in the grid space you chose to explore (for example, if there are rooms on either side). If you can, choose a nearby grid space that will work. If no such grid space is available, place an empty cavern instead.

If you would ever reach the edge of a page, go ahead and start another page! Go as high, or as much off the side of the page as you like!

Liquids and gases

Liquids and gases flow from their source grid space when they are first discovered. After they've travelled as far as they can, they stop. The only rooms that can be built on liquid are Corridors.

Liquid spills out and flows if it is discovered by exploring to the left or right, or if you dig up into it. Digging down into a liquid source has no effect. Liquid flows up to two grid spaces from its source, and as far down as it can reach via stairs or vertical shafts.

Gas always spreads, regardless of how you discover it. Gas flows to the nearest two grid spaces from its source, and then as far up as it can reach.

Flammable gas explodes if it reaches a room. Picture it igniting from a torch.

Takeovers

A takeover happens when it is impossible for an enemy to reach their target (usually your Dungeon Heart). Instead, the enemies will spread their influence instead.

During a takeover, enemies will claim every room they can reach until they are defeated by Traps or no unclaimed rooms remain. At this point, the takeover is complete, and combat ends. Before continuing with your turn, each claimed Unit Room will spawn enemy versions of the type of unit normally spawned there (e.g., a claimed Forge would spawn a Machine equivalent; a claimed Lair would create units equal to the Lair's max STR).

Be creative, feel free to make up whatever enemy unit that makes sense to you. An elvish Machine might be some sort of thorn-throwing tree, a dwarven Feral might be a wereboar, or an arena Hovel might spawn a mod of scrawny pit goblins.

If you reconnect with this part of your dungeon, combat starts with any units in the area that was taken over.

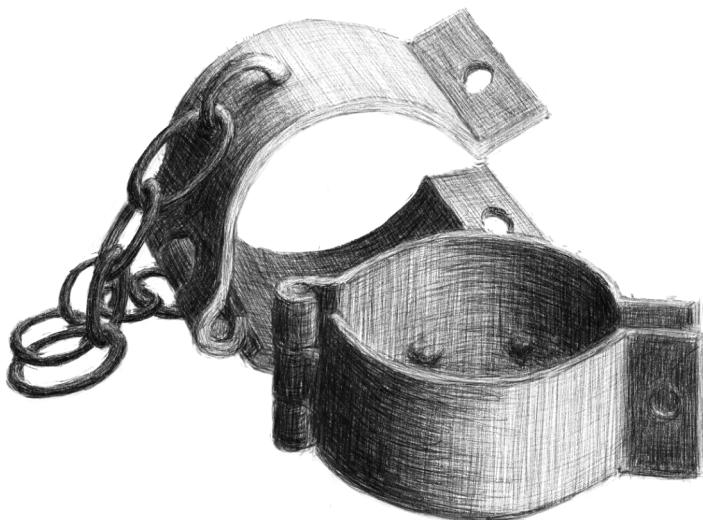
Heroes that are unable to progress will damage every single room they are able to reach, and then randomly decide upon one of those rooms as their camp. If you reconnect with the part of the dungeon that contained this hero, roll 1D4 for each room; on a 4, the hero has made their camp in that room. If no 4 is rolled, the hero has left your dungeon.

Sacrificing

Sacrificing our units to the Undergods will let us cast powerful spells Keeper. At the cost of a minion's life and some Dungeon Happiness (-5 Dungeon Happiness to be precise).

You may sacrifice one minion per Altar per turn.

To sacrifice, choose a minion, lower your Dungeon Happiness, and draw on the Good Magic table (pages 26 - 27). And don't worry, they probably had it coming.



ROOMS

The rooms available to you as Keeper are listed below, with their cost in Resources and / or Trade Goods, along with their function.

Rooms fill one grid space unless otherwise stated. If you build a room adjacent to another room of the same type (e.g., a Hovel next to an existing Hovel) you may choose to draw a larger version of the room instead; it will have the same effect as two separate instances of the room (e.g. a two grid-space Hovel can house 20 units).

Corridors and Stairs

Corridors and Stairs can be built for free, though you are still limited to one per turn.

Corridors are rooms that have no effect other than to expand the size of your dungeon, or to connect two disconnected rooms, and may be built in an unexplored space to the left or right of an existing room or empty cavern.

Stairs allow you to move to higher levels of your dungeon, and may be built in an unexplored space above or below an existing room or empty cavern. When building a room directly above another room, you can connect them with stairs for free as part of that build phase.

Unit Rooms

Unit rooms in RISE are not separated by unit type, rather they are separated by comfort. Some units will not accept a lair of insufficient comfort while others are content just for a place to lay their head. Iconic designs will help you to remember which units live in which lairs.

If the total STR of units in a lair goes above the lair's max STR, Dungeon Happiness decreases by 2 per turn until they are rehomed.

HOVEL — 5♥ (Max STR: 30)

The most basic of lairs, this room is the equivalent of a draughty cave with a straw mat or a certain franchise hotel.

Lair. Can house a maximum of 10 units.

CHAMBER — 20♥ (Max STR: 50)

Some privacy, a place to hang one's helmet. If you ask me this is more than they deserve but it should keep them happy.

Lair. Can house a maximum of 10 units. Decrease the housed units' Mutiny Threshold by 1.

ROOMS CONT.

MANOR — 50♥ + 20♦ (Max STR: 180)

The fanciest of digs, it would take a right curmudgeon to grumble about living here.

Lair. Adjacent Chambers become hovels, adjacent hovels stop counting as lairs. Can house a maximum of 1 unit. Decrease the housed units' Mutiny Threshold by 3.

FORGE — 10♥ & 14♦

Pounding hammers and burning forges, hissing pipes and half built machines.

Building a forge lets you build traps (pages 18 - 19) and hire machines (page 6). Serves as the Machine's unit room and can house 2 machines.

MASON — 20♥

Dungeon architecture is more of an art than a science, at least that's what the masons say.

Building a mason lets you build barricades and secret passages (page 19).

RATTERY — 16♥

Oh look at their little plaguey faces. Aren't they just the cutest, Keeper?

Serves as the Rats' unit room and can house 20 Rats regardless of size.

SUPPLY CLOSET — 10♥

Filled with arrows, rocks, and acid for the various traps.

This serves as the Trapper's unit room and can house 1 Trapper.

Effect Rooms

PRISON — 15♥

A place for unruly adventurers and minions to cool off and practice their arts and crafts.

After defeating an enemy, you may choose to imprison them here.

Imprisoned enemies can be taken to the Torture Chamber or the Hiring Office. Each Prison can hold a single enemy.

TORTURE CHAMBER — 25♥

A place for well behaved minions of a certain disposition to practice their arts and crafts.

You can torture one prisoner per turn. If you do, roll 1D4. On a 4, they give up some useful secrets: draw on the Information table (pages 30 - 31).

Otherwise, they manage to keep their mouth shut.

ROOMS CONT.

HIRING OFFICE — 20♥ & 10♦

Good help is hard to come by but everyone has their price. Our hiring officers are trained to find that price.

You can attempt to hire one prisoner per turn. If you do, roll 1D4. On a 4, they agree to join your minions. On a 3, they agree but have managed to negotiate themselves a nice sign-on bonus. Draw a card and double its value to determine their trade good (♦) cost. Otherwise they refuse and are returned to the Prison. Any unit hired this way has a Mutiny Threshold of 12.

PUZZLE ROOM — 12♥ & 5♦

What good dungeon would be complete without some sort of convoluted puzzle? Pushing blocks, using mirrors to bounce light, whatever it is this room serves to stop enemies in their tracks.

Roll 1D2 during each combat round an enemy is stuck in this room. On a 2, they solve the puzzle and continue. Otherwise, they're stuck for that round.

ALTAR — 10♥

While some minions may get pouty about it, their sacrifice is one we must be willing to make...for the good of the dungeon, of course.

Sacrifice a unit (page 11) to draw on the Good Magic table (pages 24 - 25), and decrease Dungeon Happiness by 5.

Happiness Rooms

CASINO — 20♥ & 10♦

Look at them. Mindlessly chucking dice, hoping to win big. If only they knew the whole thing was rigged against them.

Increase Dungeon Happiness by 15. Gain 5♦ every turn per Casino. However, if K♦ is ever drawn, you lose ½ your total ♦ as one of your minions hits the jackpot.

TAVERN — 10♥

Alcohol, darts, snooker, bad karaoke — is there really any other kind?

Increase Dungeon Happiness by 5 but raise the Mutiny Threshold of all units on this floor by 1.

THEATRE — 25♥

Some of our minions prefer more... refined entertainment. Others just like to throw stones at the actors.

Increase Dungeon Happiness by 10. When a Mutiny happens, choose a friendly Troop to be immediately defeated.

ROOMS CONT.

CARNIVAL — 20♥

Shrunk head shy, acid dunk tanks, and creepy clowns, what more could you want?

Increase Dungeon Happiness by 10. Gain 2♦ every turn per Carnival.

However, if the K♥ is ever drawn, a participating audience member is killed: lose your highest STR unit.

Buffing Rooms

KITCHEN — 8♥

Bubbling cauldrons filled with oil ready for the rat goujons, meat hooks laden with the finest cave creatures, or even just a hole where scraps fall through.

Whatever the form, units adjacent to the Kitchen have 150% their normal STR.

SURGERY — 15♥

A hacksaw and a jug of leeches is the cure for any ailment...even if the patient disagrees.

Revive one unit/ Troop of your choice after combat, and raise their Mutiny Threshold by 1.

LAUNDRY — 10♥

Some minions might be fine with lazing around in their own filth, but the smell is really starting to upset the rest of us.

Increase Dungeon Happiness by 2 for each Lair on the same row as this room.

TREASURY — 10♥

We need a place to put all the gold and gems, Keeper!

Each treasury increases your max Trade Goods (♦) by 50. If you would ever have 500♦ or more in your dungeon at any one time, you may hire a Dragon (100 STR, Ranged) for free. Just be aware that it will Mutiny if your total ♦ ever goes below 500.

STOCKPILE — 10♥

Boring as it is, the stone and wood and metal we use needs to be kept somewhere.

Each stockpile increases your max Resources (♥) by 50.

PORTALS

PORTAL SIEGE CAMP — 50♥ (Must be built on or adjacent to an open portal)

‘Conquest’ is a lovely word. ‘Siege’ is pretty good too. But the best word of all is ‘victory’ and that’s what we’re aiming for here, Keeper.

Allows you to raid Realms following these rules:

To start a raid, you must first pay 20♦ to stabilise the portal. Without this, your minions would have no way back. Next, choose up to ten units to go on the raid and draw a card face down for every 10 points of STR of your raiding party (rounding down). Finally, draw a card and refer to the Realm table (opposite), to see where the portal takes your raiding party. Follow the instructions of that result.

To determine if the raid was successful and what was gained, compare the total value of your raid cards with the total value of the cards drawn for the realm. If your total is higher than the realm’s, your minions were successful.

Each ♠ drawn for the realm means one of your units was defeated (starting with the weakest). If this would defeat all of your units, you lose regardless of total score. The other suits are ignored for the purpose of determining the result of the raid.

If your total score is lower than the realm’s, your surviving units return empty handed.

Otherwise, if you are successful, you gain loot based on the cards drawn for your raiding party, as follows:

- Any ♥ and ♦ cards are scored as Resources and Trade Goods with the floor of the portal adding to their value
- Each ♣ card counts as one unit captured from the realm you raided; place them in an available Prison
- Each ♠ drawn on your raiding party’s side means you have stolen an item from that realm

THIEVES’ GALLERY — 15♥

Filled with items and artefacts stolen by our raiders.

Each gallery can hold items from one realm of your choice. Once you have collected four items from that realm and stored them in a gallery, reduce the number of cards drawn against you by 1. Once a particular Realms table result can draw no cards against you, that Realm is considered razed and worthless, and can no longer be raided this game.

REALMS

A	Realm of Order. Pearlescent castles and ivory towers in a kingdom of clouds. Draw 5 cards. Unit: Angels (20 STR)
2	Realm of Water. Coral cities in shimmering seas defended by strange creatures. Draw 3 cards. Unit: Shark Person (10 STR)
3	Realm of Fire. Titanic forges pound mountains into weapons for wars against the gods. Draw 7 cards. Unit: Fire Giant (70 STR)
4	Land of Nightmares. Dark shadows hide horrific monsters in this terrible place. Draw 9 cards. Unit: Monstrosity (100 STR)
5	Hunter's Rest. Gigantic beasts and nature spirits control these holy woods. Draw 6 cards. Unit: Mystical Hunter (20 STR, Ranged)
6	Realm of Stars. Starlit palaces on a gaseous sea protected by alien beings. Draw 4 cards. Unit: Alien Cultist (25 STR, Ranged)
7	The Machine. Cacophonous brass cities protected by mechanical creatures. Draw 7 cards. Unit: Automaton (40 STR, never Mutinies)
8	Winter Court. The snow capped lands of the fae, where they build their glittering castles. Draw 5 cards. Unit: Winter Fae (30 STR)
9	The Hall. A great longhouse for dead barbarians to drink, fight, and... love. Draw 6 cards. Unit: Barbarian (50 STR)
10	The Hive. A hive-world of insects in city-sized chambers. Draw 8 cards. Unit: Insect Soldier (60 STR)
J	Pawrtal. A peculiar realm filled with...cats. They put up little fight beyond a few scratches. Draw 2 cards. Unit: Big Cat (10 STR)
Q	The Cage. A prison realm for god killers protected by near immortal guardians. Draw 12 cards. Unit: Inmate (100 STR, Ranged)
K	The Realm of Lost Things. A forgotten place filled with remnants of lost civilisations. Draw 5 cards. Unit: Ancient Guardian (50 STR)

TRAPS

Once you have built a Forge, you may build traps.

There are many different types of traps available to the cunning dungeon builder; too many, in fact, to list. So, to keep things simple, they fall into two categories: Damage Traps and Stopping Traps.

You can decide exactly what your trap looks like and does, but the mechanical effect will always be one of the options below:

DAMAGE TRAPS — 20♥

Simple and straight to the point, like the iconic spike trap.

Any trap that does STR damage falls under this category. Deals 10 STR damage per level.

Starts at level 1, upgraded at a cost of 20♥ per level to a max level of 3.

STOPPING TRAPS — 15♥

Some call them toothless; I call them job makers.

These traps stop enemy movement in the room containing the trap, for a number of combat rounds equal to the trap's level.

Starts at level 1, upgraded at a cost of 15♥ per level to a max level of 3.

Note: Heroes are annoyingly good at getting out of Stopping Traps, and will only be stopped for a single round by a level 3 stopping trap. Lower level traps will not stop them.

Once a trap has been tripped by an enemy, it is considered spent. It will not trigger again until you pay the reset cost which is 5♥ per level, or if a Trapper passes by it during combat.

Each room can hold either one trap or one barricade. When you build a trap, make a note in that grid space of the type of trap (using 'D' for Damage or 'S' for Stopping), as well as its level, to help you remember its effects.

Barricades and traps have a few limiting factors. Barricades can be upgraded to level 3 and are still passable. While any room with a level 3 trap becomes impassable for your minions and any room thereafter is considered disconnected from the dungeon. To allow your minions free movement around the dungeon, you'll need to make clever use of secret passages (Page 19).

A level 3 defensive barricade would have 150 STR.

A level 3 damage trap would deal 30 STR of damage.

BARRICADES

Once you have built a Mason, you may build barricades and secret passages.

Barricades are built inside rooms, and also come in two flavours: defensive and offensive.

DEFENSIVE BARRICADES — 10♥

Your huge stone doors, your metal deadbolts, and the like.

Each level of a defensive barricade has 50 STR, and cannot move or attack.

However, enemies will have to attack it to pass.

Starts at level 1, upgraded at a cost of 10♥ per level to a max level of 3.

OFFENSIVE BARRICADES — 20♥

Spiked walls, aggressive architecture, murder holes, etc.

Each level of an offensive reinforcement has 20 STR. Like Defensive Barricades, enemies must destroy these to pass through, but will also take damage equal to its STR.


Starts at level 1, upgraded at a cost 20♥ per level, to a max level of 3.

Offensive Barricades do not block line of sight for Ranged units, and do not stop liquid or gas.

Lastly, secret passages are a special type of barricade that most enemies cannot see. Mark these with some sort of identifier, like an 'S' or an eye.

SECRET PASSAGES — 50♥

Perfectly crafted illusions, these passages are indistinguishable from the wall around them.

These will allow your minions to pass through the dungeon while keeping your enemy's options limited. However, be aware that enemies with the  symbol can see and use these passages.

These barricades only have 10 STR and cannot be upgraded.

If enemies cannot see a way to your Dungeon Heart because of secret passages, they start a takeover (page 10).

♣ NATURAL FORMATIONS ♣

A♣	Sorry I'm late, Keeper; a seemingly invincible creature has blocked a path. Start from the highest room and roll 1D4 for each corridor or empty cavern. On a 1, the creature stops in that room and cannot be moved or killed. Unreachable rooms become disconnected.
2♣	We found a half-eaten minion. Roll 1D4 for each room starting with the highest. Once you roll a 1, spawn a 20 STR creature in that room and start combat.
3♣	Silty, loamy, sandy clay...I don't know, I'm not a geologist. Whatever it is, this grid space can't support the weight of a room, barricade, or trap. Units and enemies take two combat rounds to pass this grid space.
4♣	Watch your step, Keeper! We've found some lava pools. Liquid.
5♣	Frogs! Your minions are ecstatic... or maybe they've been poisoned? Roll 1D2 to see which. On a 1, Dungeon Happiness increases by 5. On a 2, choose a Troop to lose to an unfortunate frog-licking fiasco.
6♣	Blegh! A fairy cavern! Kill the nasty things before they bite us! 10 STR. Every time the fairies lose any STR, draw on the Bad Magic table (pages 26 - 27).
7♣	Look at the size of this creature, Keeper. It's huge! Draw a four grid space creature lair and decide what horrible beast lives there. This Large Creature has 40 STR but does not leave its lair unless attacked. This room cannot be passed through until the Creature has been defeated.

8♣	What luck! A hot spring! Our minions will be grateful for the chance to soak their aching claws. Dungeon Happiness increases by 2.
9♣	I've always wondered what happens to huge cave beasts when they die. Apparently they rot. Badly. The miasma rises as a gas: Dungeon Happiness decreases by 3 for each lair affected.
10♣	Keepers and evil advisers first! We've found an underground lake! Liquid. Roll 1D4 for the size of the underground lake. Draw the lake in whatever layout you like.
J♣	We're rich! Look at all those gems glittering in the...oh no, it's alive. Draw a card and multiply its value by 10 for this elemental's STR. Once defeated, score that card's initial value as if it were a ♦. Double the Trade Good value if the card is a ♦.
Q♣	Each, bad news, Keeper! We've dug into an insect hive. Roll 1D4 to determine how many grid spaces this hive covers. The insects gain 10 STR per grid space. If you roll a 4, the hive also has a 40 STR Queen.
K♣	Shh! The minions have found a hungry creature hiding in a cave. If we feed it, it'll grow stronger and we can try to tame it. Give the creature 20 STR for every minion you sacrifice. When you want to tame it, roll 1D4. On a 4, it is tamed. Otherwise, combat begins.

Liquid flows two grid spaces horizontally and downward as far as it can reach.
Gas flows two grid spaces horizontally and upward as far as it can reach.

♠ REMNANTS ♠

A♣	Keeper! We've found an adventuring party! Check the Adventurers table (pages 28 - 29) to see what they want.
2♣	Dwarves are digging in! They've set up some sort of mining camp. 30 STR of Dwarven Miners. After combat ends, gain 20♥.
3♣	Beautiful ancient ruins. Likely so old that the culture who left them has since faded into obscurity. In other words: free real estate! Place a room of your choice here for free.
4♣	Uh oh, Keeper, we've interrupted a wizard's ritual. Draw on the Bad Magic table (pages 26 - 27) to see what happens. Once the dust has settled, we can place a Warlock of our own here to draw on the Good Magic table (pages 24 - 25).
5♣	Isn't that adorable, some monsters have banded together to make a settlement. Roll 1D4 to determine how many grid spaces this settlement occupies. 10 STR worth of Settlers per grid space. The settlement can look however you like. See page 41 for ideas. Will not attack unless attacked first.
6♣	We've found a tomb! Full of lovely goodies, no doubt. The bad news? We'll have to somehow disarm the traps, or sacrifice 50 STR worth of units to get past. If you disarm or sacrifice the units, draw once on the Legendary Finds table (page 32).
7♣	Bleh, a labyrinth. It'll take us ages to get through this! Sacrifice a unit and roll 1D4 to attempt to map the labyrinth. On a 4, it is successfully mapped. This grid space cannot be passed until it has been successfully mapped.

8♣	A mysterious altar. How...inviting. You may sacrifice a unit here to gain the altar's bonus. If you do, draw until you find a ♥ or ♦. Then, draw again until you find a ♠ or ♣. Gain Resources equal to the total of all ♥ cards drawn, and Trade Goods equal to the total value of all ♦ drawn.
9♣	Shhh, Keeper...listen... An elevator is coming from above! Roll 1D4 to determine the height of the elevator shaft. The explorers within have 15 STR per grid space of the elevator shaft. Ranged.
10♣	Jackpot, Keeper! We've just dug into some fool's Treasury! Only downside is that it seems to be guarded by a Golem (40 STR) and it's trying to kill us... After combat, gain 20♦.
J♣	Look, Keeper! An oubliette! This terrible prison contains a powerful monster (40 STR) which might join us if we let it out. If you do, roll 1D4. On a 1, it is friendly. Otherwise, combat starts.
Q♣	We've discovered an arena guarded by a powerful champion. You may choose a unit to face them and roll 1D4. On a 4, your unit wins and the champion joins us. Otherwise, the champion wins, and combat begins with the champion (60 STR). The champion's Mutiny Threshold is 8.
K♣	Bad news, Keeper, we've dug into another dungeon. Draw 2 cards as if exploring, and treat their values as if they were ♠. If this causes combat, the enemies do not attack each other.

♥ GOOD MAGIC ♦

A♣	<p>Good news, Keeper! A portal to another realm has opened and it's full of goodies to plunder! If we build a Portal Siege Camp (page 16) we can launch raids!</p> <p>Draw on the Realm Table (page 17) to determine which realm this portal connects to.</p>
2♣	<p>A wave of euphoria washes across your dungeon. Permanently decrease every unit's Mutiny Threshold by 1.</p>
3♣	<p>Choose an explored grid space and place an ice crystal in it. If liquid would pass this grid space, it freezes into a level 1 defensive barricade instead.</p>
4♣	<p>Helpful whispers can be heard throughout the dungeon. Choose a Prison: any trapped adventurers are automatically converted to your side.</p>
5♣	<p>It's all about appearances, Keeper. This handy spell is great for keeping those up. Choose a lair, this spell grants it the same effect as a Manor.</p>
6♣	<p>Aww, would you look at this, Keeper? The dungeon rats have gotten larger... again. Your Rats are now stronger and have an additional 2 STR.</p>
7♣	<p>Lookie here, Keeper! This spell's made a forgery so good even I'm fooled by it. Clone a room or artefact to a grid space of your choice. The forgery has the same abilities as the original. Cloning a Treasury or Stockpile gets you an extra 50 ♦ or ♥, respectively.</p>

8♣	Ooh, one of the minions has been touched by a god. If we sacrifice them, we'll get double the normal boons. Choose a minion to be affected this way and draw twice on the Good Magic table. Dungeon Happiness does not decrease for this sacrifice.
9♣	Some helpful spirits have taken it upon themselves to keep our traps readied. For the next combat, traps reset instantly and for free. After that combat, the spirits get bored and move on.
10♣	Floating eyes patrol the dungeon. Whenever a Mutiny is triggered, immediately defeat one of the units involved.
J♣	This is awkward. An evil doppelgänger of the last Hero to attack the dungeon has just pledged their loyalty. They have two of that Hero's traits and 75 STR. Their Mutiny Threshold is 16. If you have yet to have a Hero attack, draw two random traits for them.
Q♣	It's alive! A rogue spell has brought one of our rooms to life. Choose a room and create a unit based on it. This unit has 100 STR and a Mutiny Threshold of 5, but the room it was made from is damaged. Ideas for what this unit looks like can be found on page 41.
K♣	Exciting news, Keeper! A summoning circle has opened! We can summon units from here at half the cost, but their Mutiny Threshold will be 3 higher than their written threshold.

♣ BAD MAGIC ♠

A♣	The highest, most central room in the dungeon has been trapped with magical sigils. We've tried disarming them but all we've managed to do is litter the floor with dead minions. We'll just have to go around it for now. Counts as a hostile level 3 damage trap if entered.
2♣	It's elf-and-safety gone mad! An immortal elf adviser has found their way into the dungeon, and has tripped all the traps, claiming they are "an unnecessary workplace hazard". They cannot be reset until after the next combat.
3♣	Keeper! I've spotted a glimmer of greed in a minion's eye. They look ready to betray us at a moment's notice. Your highest STR unit has their Mutiny Threshold raised to 22.
4♣	Witches' brew pours from this grid space. Liquid. Any units caught in it are permanently transformed into hostile Toads (1 STR). On the plus side, the other minions find it funny. Dungeon Happiness increases by 1 per Toad.
5♣	Some bogarting god has taken over all of our altars! They won't leave unless we give them a sacrifice! Until we do, we can't get the benefit of any Good Magic results.
6♣	A ghost is going around giving people the answers to all our puzzles! We could buy a soul gem to trap it but it'll cost 50♦, and we'll need a free grid space to store it. Until then, all enemies freely pass puzzle rooms.
7♣	Earthquake! Get under the door frame, Keeper! Choose a row: all the rooms on that row are damaged and one grid space of your choice is filled in with dirt and stone, and cannot be dug out.

8♣	I don't mean to worry you, Keeper, but an angel is following our minions around. It's...tutting whenever they try to blow off some steam. The angel sticks around in the dungeon for 5 turns. Dungeon Happiness drops by 3 per turn.
9♣	Blegh! Our builders have been hit with some sort of hex. The next room we build is going to be 'cute' (and should be drawn this way). Pastel colours, soft furnishings, elvish nonsense. Sadly, there ain't a cure.
10♣	Lazy bags of bones! Some of our units have been cursed and refuse to lift a finger to help. Choose a unit room, those units no longer move during combat. They can still be sacrificed and will defend themselves if an enemy enters their grid space.
J♣	Bad luck, Keeper! For the next turn, draw 3 cards when exploring. If any are ♣ or ♠, choose one and resolve it. Ignore the Red Joker if it is drawn this way, and shuffle it back into the deck. The Black Joker must be chosen if drawn.
Q♣	Uh oh! Someone's got a bad case of the grumps... or magically infused rage. Your highest STR unit turns hostile for 3 rounds of combat, and targets the nearest units.
K♣	The bones are hatching, Keeper. Choose a row: bones erupt from the ground killing every unit on that row. On the plus side, each affected grid space now has a level 2 damage trap.

♣♥ ADVENTURERS ♦♠

A♣	Mercenaries (100 STR). Physically, they're impressive. Morally, they're just like us. They target the Dungeon Heart, but will gladly leave if you pay them 10♦ + 5 per level of floor.
2♣	A group of paladins and clerics (20 STR) are making their way to the Dungeon Heart, seeking divine retribution! A 20 STR shield protects the group, which regenerates at the start of each combat round.
3♣	Sneaky thieves! They aim to rob us, Keeper! Rogues (40 STR, 🕒) appear at your lowest Treasury and try to escape by reaching your highest room. Traps do not affect them. If no Treasury has been built, ignore this result (do not draw again).
4♣	This lot claim you killed their family, and want you to feel their loss... they're trying to kill us all! This group of hardy fighters (150 STR) will move to the nearest unit / Troop. They will leave if all your units are defeated.
5♣	A rival Keeper has paid some adventurers (70 STR, 🕒) to steal from us. They target your highest artefact. They escape if they are able to reach it and survive a round. If you have no artefacts, ignore this result (do not draw again).
6♣	Some colourful adventurers (40 STR) have found their way in looking for something called experience. They're targeting your strongest individual unit. Strangely, they gain 20 STR every time they go down a level of floor.
7♣	Those depressing spiky adventurers (40 STR) are back. Their mere presence is bumming everybody out. Dungeon Happiness drops by 1 point every round until they're defeated.

8♣	Elves (20 STR, Ranged, ☉)! These speedy tree huggers are coming straight for you, Keeper! They can shoot up to 4 grid spaces away.
9♣	I don't mean to alarm you, Keeper, but some of our workers have been found dead at their posts. There must be an Assassin in the dungeon. Roll 1D4 for each room starting at the highest. On a 1, the Assassin (50 STR, ☉) has been found and combat starts. If no 1 is rolled, they don't appear. Either they left or died in the vents.
10♣	I'm afraid some wizards are attacking. Draw on the Bad Magic table. After resolving the table's effect, wizards (20 STR, Ranged) spawn at the highest room, targeting the Dungeon Heart.
J♣	Dwarves are digging in! Place a Dwarven Outpost in this grid space. When first discovered, Dwarven Raiders (40 STR) spawn from this grid. Thereafter, roll 1D4 at the end of each turn to see if more Dwarven Raiders arrive. The room can be closed off by spending 50♥.
Q♣	Bad news, Keeper, these adventurers (20 STR) are...nice. The minions don't want to fight them and will let them pass without fighting. We can force them to fight but Dungeon Happiness will drop by 10. If they die to our traps, Dungeon Happiness drops by 5.
K♣	A hero of mild renown has found their way into the dungeon. Draw on the Heroes table (page 35) but they only get a single trait.

♣♥ INFORMATION ♦♠

A♣	Whoops! The prisoner escaped by tricking the torturer into the stockade. Again. They're trying to free the other prisoners. Start combat. If the prisoner reaches an occupied Prison, the prisoner is let out and joins combat on their side.
2♣	Well, we shouted at the prisoner, and made them cry. Now the torturer feels awful. We've sent the prisoner back to the prison while the torturer talks through their emotions.
3♣	Oh! This one has decided to just join us instead of getting tortured. Kind of disappointing but hey, what can you do?
4♣	We turn our backs for one second — one second! — and they manage to swallow a poison pill. No information, and now the torturer is sulking!
5♣	Haha! Five hours in the feather maiden and they've cracked! They've given the location of some hidden treasure in exchange for their release. Gain 30♦.
6♣	Blast it! They've managed to call for a rescue party. Draw on the Adventurer table (pages 28 - 29) with your lowest torture chamber as their target.
7♣	I do love it when there's a prize, Keeper. This prisoner kept their mouth shut but we found a magical item on them. Roll 1D2. On a 1, draw on the Bad Magic table (pages 26 - 27). On a 2, draw on the Good Magic table (pages 24 - 25).

8♣	A letter arrived for you, Keeper. Apparently, that prisoner owed some debts and we've just inherited them. They demand 100♦. If you don't pay, draw on the Adventurer table (pages 28 - 29).
9♣	This prisoner has managed to stay out of the snake pit for ages now, Keeper. The minions are quite enjoying the spectacle. Increase Dungeon Happiness by 5.
10♣	This little piggy went to market, this little piggy stayed home, and this little piggy has just told us all their friends' weaknesses. Enemies in the next combat have their STR lowered by ½. Does not affect ♠ results.
J♣	Great news, Keeper! The prisoner knows where some captured units of ours are being kept. The next time you draw the J♥, you will find a prison with 1D4 Grunts. Draw their ramshackle prison in that grid space.
Q♣	Home is where the heart is. Well, not really in this case, but the prisoner did tell us about a secret camp of theirs. Choose an unexplored grid space and place a room of your choice in it for free.
K♣	Ooooh. Turns out this prisoner knew something useful and has told us about a handy little back door we can use in our next raid. Draw one less card for the realm in the next raid.

♣♥ LEGENDARY FINDS ♦♠

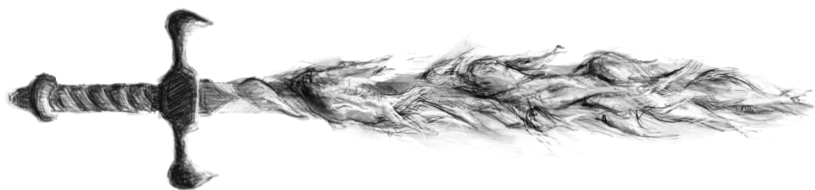
There are very special things to be found out there, Keeper. Once you reach floor 5, shuffle the Jokers into the deck.

The Black Joker represents great misfortune: a Hero. This is your Conan The Barbarian, your Dungeons & Dragons party, the self-righteous do-gooders hellbent on destroying all we've worked so hard to create! Having one of these celebrated serial killers in the dungeon may very well see our minions massacred and us as well if we aren't prepared. See 'Heroes' page 34 - 35.

The Red Joker, however, represents wonderful luck: the discovery of an artefact of tremendous power. These artefacts can be housed in an available grid space, but be careful: adventurers and Heroes that reach them are able to gain special abilities, like teleportation, or reduced damage from your minions.

When you find the Red Joker, draw two cards to determine what traits the artefact has. If you draw the same trait twice, double its effect (e.g., a double Animate trait would gain 40 STR instead of 20, while a double Blood Drinker trait would increase an enemy's STR by 20 per defeated unit and Guardian would see enemies take ¼ damage).

To determine what form the artefact takes, roll twice on the table below, or use the suits of the two cards you drew with ♠ as 1, ♣ as 2, ♦ as 3, and ♥ as 4. You should end up with something along the lines of The Holy Phoenix Spear or the Chatty Scented Underwear. Place them in an available grid space and draw a suitable altar or other display for them.



	1	2	3	4
1	Underwear	Boots	Cloak	Shield
2	Crown	Hat	Helmet	Axe
3	Staff	Shield	Dagger	Spear
4	Mask	Hammer	Bow	Armour

A	Chatty. This artefact loves to talk. Increase the Mutiny Threshold of units on this floor by 5, but enemies will never take this artefact.
2	Eldritch. This artefact pulls power from some otherworldly source. You may pay 15♦ to this artefact to choose the outcome of a sacrifice.
3	Scented. Like a humble bakery, love and comfort flows from this artefact. Increases Dungeon Happiness by 20.
4	Phoenix. Once per combat you may revive a unit / Troop. Enemies can use it to revive themselves after they have been defeated.
5	Animate. This artefact can move freely like a unit. Its STR is 20, multiplied by the column on page 32.
6	Blood Drinker. Sacrifice a unit to this artefact to increase another's STR by 20. Enemies gain 10 STR every time they defeat a unit with this artefact.
7	Teleportation. Choose a unit to carry this artefact. If the artefact is a weapon, the unit gains Ranged. If it is clothing / armour, they can teleport up to 4 grid spaces whenever they move.
8	Darkness. This artefact creates a shroud of darkness around itself. Any units in this grid space are immune to Ranged attacks, but can still make their own Ranged attacks.
9	Guardian. This artefact creates a ghostly clone of one of your units. It has the same STR but deals no damage. Enemies may use this artefact to reduce the damage they take by ½.
10	Treasured. This artefact once belonged to a legendary hero. Heroes and Adventurers who normally target the Dungeon Heart must target this artefact first.
J	Cursed. Enemies that take this artefact lose ½ their STR and cannot move. Heroes roll 1D2 every turn after taking the artefact. On a 2, they break the curse.
Q	Holy. Pilgrims from far and wide travel to see this artefact. Gain 5♦ per round. If taken, gain 5 Cultists (25 STR) that spawn in this grid space.
K	Protected. Strange caretakers (80 STR) protect this artefact. Whatever form they take, they cannot leave the artefact's grid space.

HEROES

The worst of the worst, these Heroes take it upon themselves to plunge the depths and root out honest, hardworking dungeons like ours, just to get another saga under their belt. It's enough to make you sick.


All Heroes start with 100 STR plus the usual floor bonus.

To determine which do-gooder has found their way in, draw three cards and refer to the table on the next page. Traits do not stack, so if you draw duplicate cards, increase the Hero's STR by 50 for each duplicate. This way you'll end up with a Hero who possesses somewhere between one and three special powers. Like some sort of wizard that shoots a lightning bolt (A), a tidal wave (10), and writes horrible things on the walls (6).

But of course, no Hero would be complete without a name. This is the name that you'll get to curse with your dying breath, or the one you can make your minions write a rude song about after we've dealt with them. If you can think of a name, great, go with that. If not, check your three cards against the table below, throwing in function words (the, of) and re-order as needed to make it sound good.

Heroes cannot be imprisoned, tortured, or hired. You may decide if they are defeated once and for all or if they just escape back to the surface.

A	Rohal	Bearer	Storms
2	Kathard	Feral	Beast/ Beasts
3	Neswana	Endless	Anger
4	Avusin	Champion	Blade/ Blades
5	Skopas	Friend	Friendship
6	Raith	Big	Nastiness
7	Emeilios	Nimble	Wind
8	Tasu	Master	Keys
9	Regdor	Professor	Machines
10	Trimus	Captain	Tides
J	The	Chosen	Cohort
Q	Alisrassa	Devourer	Souls
K	Dravin	Wielder	Legends

A	Lightning. Once per combat, this Hero is able to shoot an arc of lightning as a Ranged attack. If it hits a unit, it jumps to the next, ignoring units in this grid space. Repeats until it misses. 20 STR.
2	Monstrous. This Hero has an extra 50 STR or, if you have the DELVE zine, draw once on the Ancient Monstrosity table in place of this trait.
3	Barbaric. The first time this Hero drops below half their STR, they tap into a powerful rage and immediately regain all STR.
4	Duelist. Roll 1D4 any time this Hero would take damage. On a 1, they parry the attack, taking no damage. Does not trigger traps.
5	Allied. They've turned one of our units to their cause! Starting with your highest STR unit, roll 1D4. On a 1, that unit turns hostile.
6	Jerk. This Hero woke up on the wrong side of the bed. They damage every room they pass through. They might even draw some graffiti.
7	Agile. Whether they are elvish or something bestial, for some reason this Hero can move 2 grids per round instead of 1.
8	Expert. This Hero doesn't trigger traps. Can pass barricades without defeating them and can see secret passages. 
9	Defender. Inventions, makeshift traps, runes. Whatever they're doing, they're gaining 20 STR per round, but will not move from where they were discovered until they reach double their starting STR.
10	Mariner. At the start of combat this Hero sends forth a wave. It travels 2 grid spaces and down as far as it can go. This Hero may pass through liquid.
J	Fellowship. This Hero is not alone. Draw once on the Adventurer table (pages 28 - 29) for their companions. They all target the Dungeon Heart.
Q	Frightful. This Hero has a reputation as a soul eater. For every unit they defeat, Dungeon Happiness is decreased by 3 instead of 1.
K	Artefact. Wielding a legendary weapon or mythical armour, this hero gains the advantage of an artefact which you can loot from their corpse.

WORLD LAYERS

This mechanic is completely optional but may help to make your dungeon feel more unique (and difficult).

You start the game on the 'All Normal' layer. Every time you draw the K♣, you break through to the next layer on the list below. Moving into a new layer activates its effect for your current floor and above. Once you move to a new layer, the previous layer's effect is no longer active

This can also be used for a custom length game where you must pass through each layer in order to reach the surface. Just be aware this may take a long, long, time. Feel free to automatically move to the next layer every 10 levels of floor if that K♣ just isn't showing up.

ALL NORMAL — No effect.

PRIMORDIAL LAYER — Gigantic reptiles, ancient megaliths, lava, and primordial soup. While you are in this layer, ♣ creatures have double their written STR.

UNHOLY STRATA — This is an unholy place. Ruins of ancient temples and desecrated shrines protrude from the walls. Draw twice when sacrificing in this layer; you may choose your preferred result.

THE UNDERWORLD — Defeated enemies come back as friendly Undead (page 6). The wailing of the dead in the walls causes Dungeon Happiness to decrease by 3 each turn until you escape this layer.

FUNGAL FOREST — Otherworldly mushrooms produce blinding spores. Ranged attacks may not be performed while in this layer.

DIAMOND LAYER — Brilliant gemstones line the walls. The value of all ♦ drawn while exploring is doubled but every unit's Mutiny Threshold is increased by 10.

DWARF LAYER — Every newly discovered ♠ has already been built up by dwarves. Roll 1D4 whenever you draw a ♠ while exploring, on a 4, it is clear and you can progress as normal. On a 1 to 3, it contains a trap with a level equal to your roll. These traps are only hostile towards you and need to be tripped or disarmed to pass.

THE SURFACE — Victory is yours! For now...

OATHS

To truly understand power, one must overcome tremendous odds. Any mewling Keeper can reach the surface with luck on their side, but only the most deserving can rise having made these oaths. Each one represents a promise to the Undergods and cannot be broken under any circumstance.

Oaths take the form of great tablets, one for each grid space in the first row of your dungeon. The more you have, the less space for safe expansion. You will need a measure of luck and skill to reach the surface with even a single oath. Only the foolish would try with all of them.

OATH OF BLOOD

A blood soaked altar with twisting gore filled runes. The Undergod it belongs to demands her thirst be quenched and you guessed it: she wants blood.

Every turn, you must kill at least 1 enemy, or sacrifice 1 unit, or she'll unleash her champion: a demonic gladiator (400 STR) who starts at the highest point of the dungeon.

+ Our units understand the plight; Dungeon Happiness no longer decreases from sacrifices of any kind.

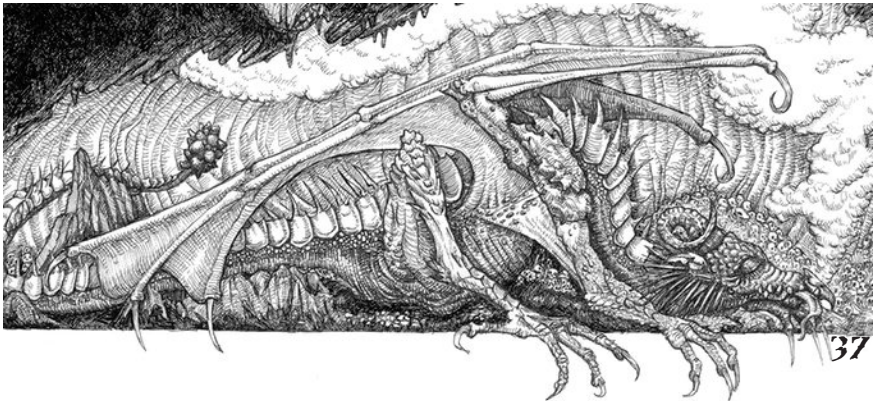
OATH OF SALT

Carved on the hull of an ancient warship, barnacle encrusted and black with rot.

This oath reroutes all portals to the Salt. Your Portal Siege Camps will always take you to this realm:

The Salt. A hidden ocean in the caves below where eyeless sharks hunt silent prey. Draw 10 cards. Unit: Deep One (10 STR).

+ This Undergod grants our minions gills. They are no longer affected by liquid. Excluding lava. Obviously.



THE POISON OATH

This glowing tablet is so toxic that it takes a hundred cultists just to carve the short oath that mars its otherwise perfect surface.

This impatient Undergod wants your dungeon, and will fill it with poison in 30 turns. Escape before then or be buried in a tomb of your own making.

+ Your units are so desperate, they have 150% their written STR.

OATH OF GOLD

A tablet of solid gold carved with the debts of gods. Tremendous power emanates from it and the Undergod who controls it is considered the most powerful being in the realms.

You may take a loan of any amount but must pay double back within 6 turns otherwise the Debt Collector (500 STR, Ranged) comes to claim what's owed (in combat). You cannot take another loan after the Debt Collector comes.

THE WARRIOR'S OATH

Bent and broken shields melted and nailed together to form a simple oath; an oath to strength, to battle.

By taking this oath you will be forbidden from recruiting Ranged units or converting Ranged units to your side. No archers, warlocks, machines, or elves.

+ The benefit of this oath is that your warriors grow stronger. All units gain +2 STR.

OATH OF VENGEANCE

The blackened bones of a dead Undergod — the first to be killed by mortal steel. Taking this oath will attract that Hero to you. Pray that you are strong enough to defeat them.

When you breach the surface with this oath, you will have one final challenge: a Hero (600 STR) and with 6 traits. Draw 6 cards on the Heroes table to determine these traits.

+ Gain 20♥ for every Hero you defeat

OATH OF MISERY

Stained with tears, this oath stands as a testament to the power of heartache and loss. Some say the poor Undergod who made it can still be heard weeping in the dead of night.

Dungeon Happiness decreases by 1 per turn until you reach the surface.

+ There is no upside to this oath.

CLOCKWORK OATH

Made of steel and steam, this mechanical tablet demands prisoners for conversion.

Prisoners you take cannot be tortured or hired, they are instead given to this tablet for conversion into Clockwork Skeletons. These mechanical minions have 5 STR and a Mutiny Threshold of 2. These minions cannot be sacrificed.

OATH OF HUNGER

Grown from the stone itself with diamond teeth and insatiable hunger, this Undergod's pet is now your responsibility.

A world eating worm slumbers beneath this oath. Every turn you must sacrifice 5 ♥ to it to keep it sleeping, otherwise it awakens and burrows to the surface, destroying your dungeon in the process. Ending the game.

+ At the start of each turn, roll 1D4. On a 4, the worm vomits out a Burrowing Bug (5 STR. Mutiny Threshold 8) which can freely move through walls and floors.

OATH OF EXCESS

A totem pole of gambling, drinking, and laughter, serves as this Undergod's passage to your dungeon.

At the end of every turn this Undergod will arrive in your dungeon and visit one of your Happiness Rooms (tavern, casino, theatre, carnival, etc). They are not one for self-control though and will destroy the room in their revelry. Lowering Dungeon Happiness by the Room's Happiness value.

+ They usually leave a tip. Roll 1D2, on a 2: gain 10♦. On a 1, gain nothing.

CHALLENGES

While the goal is to reach the surface, the challenge need not necessarily end there. Below are some optional achievement style challenges for you to undertake. These do not need to be done in a single dungeon.

DESPOT — Reach the surface with a combined total of 200 STR.

CONQUEROR — Reach the surface with a combined total of 500 STR.

BURN THE WORLD — Reach the surface with a combined total of 1000 STR.

TRAVELLER — Pass through all of the world layers in a single dungeon.

A TRUE LEADER — Reach the surface without having a single mutiny.

YOU DIE WHEN I SAY YOU CAN — Keep the 5 warriors that start in your Dungeon Heart alive until you reach the surface. Reviving with surgery counts as keeping them alive.

AND EVERYONE GETS A FREE PONY — Reach 100 Dungeon Happiness in a single dungeon.

VE HAVE VAYS OF MAKING YOU TALK - Get every Information table result in a single dungeon.

SHANTY TOWN - Reach the surface with Hovels as the only type of lair in your dungeon.

THERE CAN BE ONLY ONE - Defeat the Vengeful Hero.

IMMORTAL COMBAT - Defeat a Hero, Demonic Gladiator (Oath of Blood), Debt Collector (Oath of Gold), and Vengeful Hero (Oath of Vengeance) in a single dungeon.

INNER GRANDMA - Get a hungry beast to 200 STR and successfully tame it.

UNDERGOD IN THE MAKING - Reach the surface while having every oath active.

IT'S NOT STEALING IF IT'S IN A MUSEUM - Raze each realm down to 0 cards. Can be done over multiple playthroughs.

MONSTER & ITEM PROMPTS

RISE is kept purposefully open to allow you to work in the creatures and items you want but in a world of infinite choice, it's easy to get bogged down. Here are some quick tables to pick from if you need a push.

MINION SPECIES

- 1 — Goblin
- 2 — Kobold
- 3 — Ogre
- 4 — Vampire
- 5 — Ghoul
- 6 — Orc
- 7 — Animal Hybrid
- 8 — Imp
- 9 — Humanoid
- 10 — Elemental
- J — Shadow Elf
- Q — Dragonspawn
- K — Demon

LARGE CREATURE 7♣

- 1 — Titan Spider
- 2 — Psychic Cocoon
- 3 — Mega Crab
- 4 — Three Headed Hound

HUNGRY CREATURE K♣

- 1 — One-Headed Hydra
- 2 — Juvenile Dragon
- 3 — Feral Vampire
- 4 — Ravenous Puffballs

MONSTER VILLAGE 5♠

- 1 — Gnomish Factory
- 2 — Goblin Spider Farm
- 3 — Smugglers' Den
- 4 — Dinosaur Laboratory

IMMOVABLE BEAST A♣

- 1 — Hermit Crab
- 2 — Dungeon Turtle
- 3 — Mechanical Monstrosity
- 4 — Sleeping Immortal Cow

HIVE Q♣

- 1 — Death Wasps
- 2 — Head-Hugging Spider Friends
- 3 — Magma Snails
- 4 — Vampire Worms

OUBLIETTE J♠

- 1 — Demon Bound in Holy Chains
- 2 — Lich Frozen in Magical Ice
- 3 — Cyclops Caged in Lightning
- 4 — Accursed Ghost Pirate

Living Rooms (Q on the Good Magic) table may take many forms like a Cannon-armed Golem from the Forge, a Wicker-Man-style creation filled with rats for the Rattery, a spider-legged cauldron for the Kitchen...or a human-legged washing machine for the laundry. Go wild with it.

