

How to Host a Dungeon

Welcome to the free version of Host to Host a Dungeon. This is a solo game where you create a map of a huge dungeon.

THIS IS A FREE GAME

This PDF is free to download, share, and distribute, but it still took a lot of work to create. If you like this game, I urge you to check out the full version. Just go to <https://itch.io> or <https://drivethrurpg.com> and search for **How to Host a Dungeon**.

WHAT IS HOW TO HOST A DUNGEON

How to Host a Dungeon is a solo game of dungeon creation. It's a game, but it's also a pastime. How to Host a Dungeon is a game of creating maps, stories, and worlds. Since it's a solo game, there's really no wrong way to play.

In How to Host a Dungeon, you will create a sprawling underground world full of monsters, treasure, magical mysteries, and the ruins of underground civilizations.

I recommend that you print out these pages so you can refer to them while you play. You probably also want to cut out the monster cards, located at the end of the file.

SYMBOLS

These rules include a few symbols you should know:

- stands for a black or colored token. Black tokens are population—be it monster, creature, or adventurer.
- stands for a white token. White tokens are treasure.
- ★ stands for a special bonus. Bonus tokens are magical enchantments, tricks and traps, grand ambitions, or anything else that gives one monster a special advantage over another.
- ✧ Stands for an epic treasure. These are optional, and are explained more in the Age of Civilization.

SUPPLIES

Here are the supplies you should have to play this game:

- At least 20 small tokens (● and ○), such as glass beads, or board game tokens in at least two colors.
- A handful of distinctive tokens or markers (★) that look different from the ones above
- Optionally, some coins or markers to represent epic treasures (✧).
- Some pens and pencils
- Some sheets of paper

- An assortment of the kind of dice that are used for table-top role-playing games.
- A pad of tracing paper may also be useful, but you don't need it.

EXPLANATIONS

Drawing: In this game you'll draw things: rooms, tunnels, caverns, towers, volcanoes, and other things. The rules will tell you how.

Rooms: ● and ○ are usually found in rooms. The smallest room is a room that's big enough to comfortably hold one of your tokens.

Finger: a finger is a loosely-defined unit of distance, let's say about 4-5 tokens long, or as long as your longest finger.

DRAWING

When the rules say to draw something, draw it.

There's no right or wrong way to draw stuff, but there is a better and a worse way. The better way is one that's pleasing to you and creates a dungeon you like. Don't sweat it if you draw something then don't like it. It will usually turn out OK anyway, and you can always change your mind.

The same goes for these rules. If the rules are unclear, do what makes sense to you at the time. You'll probably get a better result following your instinct than worrying about the rules. Don't be afraid to let the rules surprise you or take the dungeon in a direction you're not expecting.

THE DICE

This game uses polyhedral dice, commonly used in tabletop role-playing games and some board games. These are abbreviated *d#* where # is the number of sides on the die.

So, for example, a *d6* is a regular six-sided die. If the rules say "*roll a d6*", you will roll a regular six-sided die. Sometimes, you'll add something to a die roll. If the instructions say "*roll d6+1*", you roll a six-sided die, and add one to the result. Sometimes you'll roll multiple dice. So if the rules say "*roll 2d6*", roll two six-sided dice and add them together to get a result.

The Primordial Age

In the Primordial Age, you will make a world for your dungeon to happen in.

THE DAWN OF YOUR WORLD

In the primordial age, your world is just being created. The events of this time determine what the first sentient creates find when they arrive in the world.

Take a blank sheet of paper and place it on the table so the long edges are at the top and bottom. This is where you'll draw your dungeon.

Start by drawing a dark line across the page from left to right, about an inch from the top of the page. This is the surface of your world. Everything above it is the sky. Everything below it is underground.

Now draw 5 or 6 more lines across the page, each a little further down from the top, so that the page is divided into several layers of similar size. You might use a different colored for these lines. These are the underground layers of your world, called strata.

Finally, write a number in each of the strata you created.

FEATURES

Each stratum in your dungeon world will have some unique features, generated by random dice rolls.

Roll 1d8 each stratum in your world, ignoring the surface and any stratum with a nexus in it. Consult the **Feature** table to see what the main feature of that stratum is. Each result points to a second table that determines some more details about its size, shape, and so on.

***For example:** Your first 1d8 roll is a 3, caves. You then roll 1d10 on the Caves table, getting a 7, "One long tunnel going all the way across the stratum". You then take a pen and draw a long line, representing the tunnel, running from one end of the stratum to the other. This stratum is now done.*

Roll	1d8—Feature
1	Ore—roll on table 1.
2	Gems—roll on table 2.
3	Caves—roll on table 3.
4	Water—roll on table 4.
5	Magma—roll on table 5.
6	Biome—roll on table 6.

1: ORE

This area contains deposits of valuable ore, such as iron, gold, or mithral, useful in the creation of tools and artifacts.

When you draw your ore, consider using a different color pen from what you've used for other features. Label your ore when it's done.

Roll	1d10—Feature
1-5	A vein of ore running the full length of the stratum in whatever direction is longest.
6-7	2d4 token-sized deposits scattered around
8	A small mass of ore, about 3 tokens in size
9	A large mass of ore, filling up to half the stratum
10	A huge mass of ore, filling most of the space in the stratum.

2: GEMS

This area contains valuable gem deposits. Normally, each gem deposit will be about 1 token in size.

After you roll, draw your gem deposits as small shapes, each a little larger than one of your tokens.

Roll	1d10—Feature
1-6	2d4 token-sized gemstone deposits scattered around
7-8	One very large cave with 1d4 deposits of gems lining the walls
9	1d4+1 separate gem deposits scattered around the stratum
10	Four gems clumped right close together

3: CAVES

This area contains some caves. Draw the caves and rooms as indicated. Draw rooms whatever shape seems right.

For tunnels, draw lines in the stratum. They can be straight, jagged, serpentine, etc., as you like.

Roll	1d10—Feature
1-2	1d6+1 token-sized caverns, not connected
3-4	1d4+1 token-sized caverns connected by a single tunnel
5	One large cavern, up to six tokens in size
6	A huge cavern, filling up almost the entire stratum. Connect it to caves in other strata, too, if you want.
7	One long tunnel going all the way across the stratum
8	One long tunnel going all the way across the stratum, crossed by a shorter tunnel going the opposite way
9	One large cavern with tunnels radiating in three different directions.
10	Roll again. Distribute 1d4 ● among the caves drawn. These are primordial monsters.

4: WATER

This stratum contains water, be it an underground lake, sea, or river. If you have one, use a blue pen or marker to indicate the water.

Roll	1d10—Feature
1-2	An underground river, crossing the entire stratum, going off the map if possible
3	An underground river, crossing this stratum and the entire map, even if this means cutting across other strata too, exiting off two sides of the page
4-6	A large cave with an underground lake in it (around 4 tokens in size)
7-8	A huge cave filling most of the stratum with an underground sea in it
9-10	1d4+1 token-sized caves containing water and connected by tunnels or underground streams.

5: MAGMA

This stratum contains molten lava. Use a red pen for magma.

Roll	1d10—Feature
1	A large magma chamber, about 4-tokens in size, with a magma channel leading up to a vent on the surface
2-3	Magma river flowing through this area, leading off the page if possible.
4	A large cavern with magma lake about 4 tokens big
5-6	A large cavern containing 1d4 distinct magma lakes, each about one-token in size
7	A huge cavern with magma lake filling most of this stratum
8	1d4+1 caves containing magma pools, not connected
9	1d4+1 caves containing magma pools, connected with magma channels
10	1 cave full of magma with a magma channel leading down and off the bottom of the page.

6: BIOMES

These caves contain a thriving ecosystem, utterly unlike that on the surface. Label your biome and, if you like, draw in some of the vegetation.

Roll	1d10—Feature
1-4	One huge cavern, filling about half the stratum, with a biome in it
5-7	One huge cavern, filling almost the entire stratum, with a biome in it
8-9	Roll on the caves table. All caves created contain the biome
10	Roll on the water table. The water features created (and their shores) contain the biome.

Optional: roll to determine ecosystem type, or choose one:

Roll	1d6—Feature
1	Fungus
2	Slime
3	Jurassic
4	Alien
5	Necrotic
6	Crystalline

THE SURFACE

Finally, roll on the **Surface Features** table to determine what's on the surface of your world. Draw or label the features described. The drawing does not have to be detailed.

Roll	1d10—Surface Features
1-4	Several small, distinct terrestrial biomes (e.g. forest, plains, brush, desert, etc.), scattered across the surface. The number on the die determines the number of biomes.
5	A small body of water (lake) with a different terrestrial biome on each side of it.
6	One terrestrial biome covering the surface. You decide what its dominant feature is (e.g. forest, plains, brush, desert, etc.).
7	1d4+2 gems distributed on the surface, plus 1 terrestrial biome filling most of the surface.
8	1d6 token-sized pockets of ore on the surface, plus 1 terrestrial biome filling most of the surface.
9	1 small terrestrial biome surrounded by wasteland.
10	Wasteland (no biomes)

FINISHING UP

Optional: If you have tracing paper, you may lay a sheet of tracing paper over your map now and tape it down. Draw the next age on the tracing paper. That way, you can go back and look at each age on its own.

Age of Civilization

During the age of civilization, a people rise to dominate nature, rule for a time, and then vanish, leaving mysterious works that will last the ages.

SETUP

To start, follow the **Setup** instructions for the Dwarven civilization, on the next page.

DRAWING

You will draw **rooms** of various sorts (dormitories, temples, palaces, and so on). These can usually be drawn about one bead in size. Draw them bigger if the rules say, or if you think this particular room needs to be big.

Beads will usually be in rooms. If the rules tell you to add a bead (● or ○), and there are no rooms to put them in, draw new rooms as you need them.

Some rooms have special names, like a “Demon Palace” or the “Dwarven City”. Write their names on the map.

Tunnels are just lines connecting rooms. Draw them straight, curvy, jagged, or whatever as suits your mood.

Other than that, draw things how you want; in whatever way feels right to you. Draw crazy constructions thick with detail, or just a few shapes and lines as you like.

THE LIFECYCLE

The Age of Civilization is played out in turns, called decades. The **Lifecycle** section describes what the civilization does each decade. Read these steps and do what they tell you.

Within a stage, you will see some instructions:

- **Actions:** Underlined words are actions. See the *Actions* section below for further explanation.
- **Conditions:** Sometimes you’ll see a condition that calls for a judgment call. **IF** the thing is true, then do what it says. **OTHERWISE**, if it’s not true, you may be asked to do a different thing.
- **Everything else:** Sometimes the lifecycle just tells you to do something else—like drawing a new room or moving some beads around.

MONSTERS

Some primordial age results generate monsters. Any time a civilization encounters monsters (for example, by exploring into their lair, building near them, or mining out resources

they are using), the monsters lose 1● and the civilization loses 1●.

END OF A CIVILIZATION

At some point your civilization will end. The rules will tell you when this happens. Read the **End of Civilization** section when this happens and do what it says.

If you have tracing paper, this is a good time to lay down a sheet of tracing paper over your map and tape it down. This lets you draw the Age of Monsters on a new sheet and keep a clearer record of your civilization.

ACTIONS

Here’s some more information about the actions:

Build: Draw a new special room as instructed. There’s a list of these for each civilization.

Expand: Add 1● to your civilization.

Exploit: Mine out an area of resources about 1 bead in size. Show on the map that some of the resource is mined out. Add 1○ to the civilization.

Explore: Explore the world 1 finger in any direction, following existing tunnels or creating new ones as you prefer.

Scout: Like explore, but go a shorter distance in every direction, or dig a short tunnel towards a new area of the dungeon.

MORE ABOUT THE BUILD ACTION

Each civilization has some special rooms that are added when it makes the Build action. There’s a table listing these on each civilization’s page. Some of them have additional instructions to follow when you build them.

Here are some common rooms and symbols for this age:

- **Tomb** (☒): Put an X on this room to show it is a tomb.
- **Fortification** (▤): Draw a chevron on this room to show it’s a fortification.
- **Epic Treasure** (⚙): These count as treasures (○), but they stick around after the civilization ends.

Some of the civilizations have other special rules about building. See the page for that civilization for more on how they build.

Age of Monsters

In an age of monsters, the only law is survival—by tooth and claw, by trickery and trap.

BIRTHING MONSTERS

As the age of monsters begins, take all the monster cards into a stack (also called the **Monster Deck**), shuffle it, then draw three monsters at random. These are your starting monsters. Set the rest aside.

Take the first monster card. Spawn it onto the map in a random location as described in the **Spawning** section, just below. Repeat this process for the other two monsters you drew.

SPAWNING

Spawning is how new monsters arrive in the world. Some monsters have special instructions at the top of the card that modify when and where they spawn and how.

Otherwise, when a monster group spawns, roll a die to select a random stratum. Choose a location in that stratum for the monsters to spawn. If there's already another monster group occupying that location, an **Invasion** occurs (see below).

Collect a number of beads (●, ○, and ★) as shown in the upper-right corner of the monster card. Place them on the map in the Monsters' chosen lair. Draw new rooms to house the beads if you need to, connected by corridors and tunnels, until you have their lair the way you want it.

After you spawn the monster group, put their card on the table and play out their **Lifecycle**, as described below.

INVASION

When a monster group spawns into another monster's lair, an invasion occurs. The two monsters immediately **Fight**. The loser of the fight is then forced to **Relocate** to a safer location nearby. The **Fight** and **Relocate** actions are explained later in this chapter.

TURNS

The Age of Monsters is played in a series of turns, just like the Age of Civilization. During each turn, each group of monsters on the map goes about its business, as described in its lifecycle. At the end of the turn, a new monster group spawns.

At the start of the turn, gather up the monster cards for all the groups that are currently present in the dungeon and shuffle them together. Draw the first card and put the card on the table. Play out the monster's **Lifecycle**, as described on the card.

At the end of every turn except the first, after all the monsters have acted, draw a new monster card from the deck and spawn it into a random stratum.

LIFECYCLE

Each type of monster has a lifecycle printed on its card. The lifecycle describes what that monster does during its turn, listed as a series of actions. Monster actions are underlined on the monster card like this: hunt. Look at the **Actions** section of the rules to see how to do each action.

When a monster takes an action, use your best judgement about how they do it. You make the choices. If the action is to hunt, you decide who or what the monster hunts. If it's to move, you decide where the monster moves to and why.

Some of the actions in the lifecycle are mandatory and some are optional. Here's how to read a monster's lifecycle:

1. First, most monsters have an action they **Always** take. If the monster can do this, it does it.
2. Second, most monsters have another action they can take **IF** the conditions are right. This is straightforward. If the thing is true, and the action is possible, the monster does it.

***For example:** The Ogre card reads "IF unable to hunt, Relocate to better territory". So if an Ogre is not able to carry out the hunt action (for example, because there's nobody nearby for them to hunt), they relocate to a better place—presumably a place where they'll have a better chance of hunting.*

3. Finally, most monsters have a bunch of other things they can do, each indicated by a box (□). The monster may do any ONE of these actions, but only one. You decide which. If none of them make sense, the monster does nothing else.

Monsters also sometimes have other instructions that limit or expand what they do and how they do it. These appear at the bottom of the card after the lifecycle.

Once a monster's lifecycle is complete. Draw the next monster and carry out its lifecycle.

Once every active monster group has taken its turn, draw a new monster card from the deck and Spawn it into a random stratum to end the turn.

THE CARDS

For this age, you will need a deck of monster cards. Each card shows the tags, actions, and other information about one type of monster.

**THE CARDS ARE INCLUDED IN A SEPARATE DOCUMENT.
PRINT THEM AND CUT THEM OUT TO PLAY THIS AGE.**

TAGS

Monsters have tags. These are shown at the top of the card. For example, Dwarves have the tags **lawful**, **humanoid**, and **miner**. Some actions and rules mention these tags. For example, Goblins can Ally with monsters that have the **humanoid** tag.

DENIZENS AND ALPHA PREDATORS

There are two main categories of monsters, alpha predators and denizens. Some monsters have actions that can only be used against denizens or alpha predators. This is shown on their monster card.



Alpha predators, indicated by the crown icon, are the most powerful and murderous creatures.



Denizens, indicated by the skull icon, make up the remainder of monsters in the dungeon.

Some monsters have additional symbols that show they come from a How to Host a Dungeon scenario or expansion.

CONFLICTS AND ATTACKS

Some actions, like fight and extort, are conflict actions. They are always targeted at another group and involve rolling dice.

When a monster group takes a conflict action, each group rolls 1d6. If the losing group has any ★'s, they may remove them, one-for-one, to add +1 each to their dice roll. Whichever monster group rolls higher wins. The monster group taking the action wins a tie. Look at the description of each action to see what happens as a result.

END OF THE AGE OF MONSTERS

The Age of Monsters ends when one monster or group of monsters becomes powerful enough to ascend to the role of Villain.

There are three ways the Age of Villainy can be triggered:

- When a monster group reaches 6 ●, that group may become the Villain.
- When a monster group obtains 6 ○, that group may become the Villain.
- Some monsters, such as Dwarves or a Wizard, may become the Villain when they build a particular construction. This is indicated on their monster card.

When this happens, the Age of Monsters ends and the Age of Villainy begins. See the Age of Villainy rules for what to do.

ACTIONS

If an action states that some resource is required, transferred, or used up, the monster group needs that resource to take the action.

Effects that last for a full turn take effect immediately, and last through the entire next turn of the game too.

Action	Description
<u>Ally</u> (conflict)	This is a conflict. If the acting monster wins, neither group can make an attack against the other monster the other for a complete turn. Also, if the target had a ★, the active group gets one too.
<u>Breed</u>	The active monsters add +1 ●. Place the new bead in an available room or draw a new one for it.
<u>Bribe</u> (conflict)	The active monsters transfer one of their ○ to the target, then both roll dice. If the active group wins, the target can't make an attack against them for a full turn.
<u>Build</u>	The active monsters build something. This works just like in the Age of Civilization. The active monsters spend the resources required (req). Draw the construction on the map. Some constructions produce useful bonuses (gain). Sometimes a construction has no requirements, or the requirement is a previous construction or a resource. Unless otherwise stated, each group may only build a particular construction once. For example, the Dwarves "Hall" construction looks like this: <i>Hall</i> (req ○ / gain 1●). It costs 1○ to build, and the Dwarves gain 1● when it is built. The Troglodytes "Garden" construction looks like this: <i>Garden</i> (req water / gain ●). If the Troglodytes have access to water, they can build it, gaining 1●.
<u>Exploit</u>	The active monsters mine out or otherwise consumes an area of resources about the size of a one-bead room. They gain 1○ in loot. The exploited resources are permanently depleted. Draw a mined-out area, emptied chamber, slag heap or other appropriate sign of the exploitation in their place.
<u>Explore</u>	The active monsters explore into the dungeon about 1 finger in a single direction, digging new tunnels and corridors if needed. This is a way for monsters to expand their lair, find new resources and neighbors, or just add on to the dungeon.
<u>Extort</u> (conflict, attack)	The active monsters hit up their neighbors for cash. If they win the conflict, the target transfers 1○ to the active group.
<u>Fight</u> (conflict, attack)	The active monsters attack with murderous intent. If the target's territory includes a fortification (☒), the target adds +1 to their roll. Whichever groups loses the conflict loses 1●.
<u>Harvest</u>	If the active monsters have access to the required resource, they gain 1○.
<u>Hunt</u> (attack)	The active monsters hunt a nearby group that meets their requirements. The target group loses 1●, no roll.
<u>Prepare</u>	The active monsters hatch plans, build traps, prepare sorceries, psych themselves up, or otherwise get ready for trouble. If they don't already have a ★, they gain one.
<u>Recruit</u> (conflict)	The active monsters transfer 1○ to the target group and both groups roll dice. If the active group wins, the target group loses 1● to them and the active groups gains 1●.
<u>Relocate</u>	The active monsters move away, taking their treasures with them, and establish a new lair somewhere else. If they need to dig new tunnels to get there, add those tunnels to the map.
<u>Rout</u> (conflict, attack)	The active monsters attack another group with intent to drive them away. If the active group wins, the target has to relocate away from the attacker and the two groups are no longer considered to be neighbors. The loser leaves behind 1○, if they have any.
<u>Scout</u>	The active monsters check out their surroundings, expanding their effective territory about 1 room in every direction they can reach. Alternately, they may tunnel towards a nearby unconnected dungeon area.
<u>Steal</u> (conflict, attack)	The active monsters pick a target that has some loot and initiate a conflict. If the active group wins, they take 1○ from the target, otherwise the active group loses 1●.
<u>Trade</u> (conflict)	The active monsters approach the target with an offer of trade. If successful, each group may gain 1○ or 1★ (their choice). Otherwise, the active group transfers 1○ to the target, if available. Note that the active group does not need to have 1○ to take the trade action.

Age of Villainy

During the Age of Villainy, one monster group ascends to greatness, threatening to conquer the dungeon and, after that, the world.

ENTERING INTO VILLAINY

Any monster can trigger the Age of Villainy by reaching 6● or 6○. Some monster groups can trigger the Age of Villainy by constructing specific buildings, for example, the Wizard. This is indicated on their monster cards.

Whichever monster group triggered the Age of Villainy becomes the villain. If more than one monster group achieved it on the same turn, choose one to become the villain.

Next, decide which path of villain that monster group will pursue. If the monster group gained 6●, choose The Horde. If it gained 6○, choose The Empire. If it built a wonder or somehow gained both 6● and 6○ you may choose any villainy.

SETUP

Take the card for the monster that is becoming the villain and place it on the table. It will no longer be picked up and shuffled into the deck every turn.

The villains are described on the next page. Each villainy has a **SETUP** section. This describes how the ascending monster group is transformed by their entry into villainy. Follow the instructions in this section when the Age of Villainy starts.

LIFECYCLE

The Age of Villainy is played out in rounds, just like the Age of Monsters. During each round of the Age of Villainy, the villain follows its lifecycle at the beginning of the turn before any other monsters act.

When the villain takes its turn, it gains all the actions listed on both the monster card **and** the villain card. This means that there may be multiple actions which the monster **ALWAYS** takes. There may also be multiple **IF** choices which trigger further actions. The monster group still only gets to do one of its optional actions, marked with a box (□).

ADDING MONSTERS

Monsters do not spawn as rapidly in the Age of Villainy as they do in the Age of Monsters. During the Age of Villainy, only spawn a new monster group if at least one monster group was eliminated at the end of the last turn.

FINISHING MOVE

Finally, each villainy has a **FINISHING MOVE**. Follow the instructions in this section at the end of each turn in the Age of Villainy. These instructions usually describe how the villain conquers the dungeon, winning the game, or fails.

Thanks

How to Host a Dungeon is a solo game, but I could not have done it myself.

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This a free game

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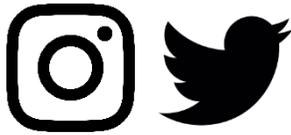
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What's the difference?

How to Host a Dungeon is an evolving game. I'm always adding new stuff. Currently, the full version of How to Host a Dungeon includes:

- A bunch of artwork
- Additional writings on the subject of dungeons, dungeon maps, monsters, civilizations, geography, and sundry other topics.
- A few more rules, such as more varied landscapes and strata.
- More civilizations, like the Deep Elves, the Aliens, and the Demons.
- More monsters (over 90 in total), including the four adventuring parties: the Adventurers, the Experts, the Veterans, and the Mob.

Print the pages after this one

Print the pages following this page:

- The Dwarven Civilization
- The Horde and the Empire villainies
- The Monster Cards: Cut each page into four cards

DWARVEN CIVILIZATION

When the Dwarven civilization spawns, follow the SETUP instructions once. Then play out the Dwarven civilization LIFECYCLE each turn. When the Dwarven Civilization ends, follow the END OF CIVILIZATION instructions.

SETUP

Dwarves enter the map from the side. Pick a spot on either side of the map near a source of mineable ore. If no such source exists, pick a random spot.

Draw a Dwarven tunnel entering the map, leading to your chosen founding location, and ending in four bead-sized rooms. Place a ● in two of these rooms. These are dormitories. In the other two place ○. These are vaults. Dwarven ● represent Dwarves. Dwarven ○ represent treasures.

Make up a name for your Dwarven founding and write it on the map.

BUILDING DWARVEN CONSTRUCTIONS

When you build, count the Dwarven ●'s. That's your population. Choose a construction that requires that population (Pop) or lower.

Once you've built a Powerplant or Smelter, this allows you to build from the **craft** or **industry** tables.

Build only one of each construction, at most.

A smelter is required for craft constructions

Pop	Craft Constructions
6	The Gates of Dwarf. Construct a grand entrance to the delving. Mark as a fortification(☒).
7	Foundry or Blast Furnace.
9	Doom weapon. Add an epic treasure here (☼).
10	The Dwarf War. Draw a great battlefield.

LIFECYCLE

Do these steps in order each turn until the civilization ends.

1. **Expand** (add 1● to the Dwarven civilization).
2. **Exploit** ore, gems, or resources that can be mined. Remember to add 1○ to the civilization when you do this. If a *Furnace* has been built, the Dwarves may exploit biomes in this way as well.
3. **IF** no resources were exploited, **Explore**.
4. **Build** one Dwarven construction. See the tables below for what they may build.
5. **IF** the Dwarven population is 10● or more, the Dwarven Civilization ends in a sudden orgy of violence and recriminations.

END OF CIVILIZATION

When the Dwarven Civilization ends, remove all Dwarven ☒ and ☒ except for epic treasures (☼). Proceed to the Age of Monsters.

Pop	Common Constructions
2	Tomb. Mark as a tomb (☒).
3	Workshops.
4	Drinking Hall. Mark as a fortification(☒).
4	Trophy Hall. Add an epic treasure here (☼).
5	Powerplant. Allows you to build industry constructions.
5	Smelter. Allows you to build craft constructions
5	Citadel. Add fortification (☒).
6	The City. Now this foundation is a city. Give it a name, and add a landmark: library, throne, statue, monolith, basilica, or pillar.
7	Furnace. Allows Exploit biomes.
8	Bridge, Dam, or Cistern.
9	Imperial Throne Room. Add an epic treasure here (☼).
10	They Delve too Deep. Draw a shaft off the bottom of the page.

A powerplant is required for industry constructions

Pop	Industry Constructions
6	The Underground Highway. Draw a tunnel leading off the page to the left and right.
7	Manufactory or Assembly Line.
9	An impossible engine. take a free, additional Build move now.
10	Industrial Accident. Draw destruction and waste. Wreck stuff.

The Horde

The Horde is what happens when growth goes wrong: ravaging demons without number, endless armies of goblins, miles of caverns crawling with oozes and fungi.

Choose the horde when the villain has 6 or more ●.

SETUP

Once you have chosen a monster to ascend as The Horde, corrupt the strata where most of its tokens are located.

ENHANCED LIFECYCLE

The Horde retains its current lifecycle. In addition, it gains all the lifecycle actions and options in the Enhanced Lifecycle box on this card.

Remember that monster groups may always reorganize within the area they control. Use this to move horde I into new strata as you scout them or eliminate other monsters.

NEW ACTIONS

Corrupt: The Horde has the power to corrupt a stratum, forever altering it into a more agreeable home for the ever-growing horde. Other monster groups may still inhabit a corrupted strata, but it never becomes un-corrupted.

Enhanced Lifecycle for The Horde

Always scout.

If I did not breed, this turn, and I have less than 6●, breed.

- Fight denizens.
- Rout alpha predators.
- Exterminate: Spend 3● to immediately wipe out a neighboring group I outnumber, then breed.

FINISHING MOVE

IF The Horde has any beads on a stratum that contains no other monsters, and that stratum isn't already corrupted, corrupt that stratum. If all non-surface strata are corrupted at any time, the Horde conquers the world. Game over.

The Empire

The Empire is what happens when success goes a little too far. Power corrupts, they say. It also provides fuel for furthering the corruption.

SETUP

If The Empire is your villainy, the monster that has the most I or O may become The Empire (your choice).

If the Empire does not have the good or evil tag, give it one of those now. If the Empire does not have the chaotic or lawful tag, give it one of those now.

The Empire can never have both the good and evil tags, or both the chaotic and lawful tags.

Build the Capital. This is a free construction that doesn't do anything special, but it should look cool.

ENHANCED LIFECYCLE

The Empire retains its current lifecycle. In addition, it gains all the lifecycle actions and options in the Enhanced Lifecycle box.

NEW ACTIONS

Annex: Roll a conflict with the target group. On a success, the target group becomes a permanent ally, subject to the tax finishing move. The Empire may remove casualties it takes from any annexed group.

Tax: Each monster group that has been annexed transfers 1O to The Empire, if able.

Enhanced Lifecycle for The Empire

ALWAYS ally with a group I share a tag with.

- Trade.
- Fight any monster.
- Tax.

EMPIRE CONSTRUCTIONS

University (req OO / gain ★)

Slums (gain I)

Quarry (req I / gain O)

Ghetto (req O / gain any one tag)

Statue of the Emperor (req OO / gain ☼)

Haunted Mansion (gain ☒)

Great Wall (req OO / gain ☒)

FINISHING MOVES

ALWAYS Annex a group we're allied with.

IF there are any empire constructions that can be built, build one.

If half the monster groups on the map have been annexed, the game ends as The Empire begins an epoch of unchallenged hegemony.

Dwarves



Lawful, Humanoid, Miner

Dwarves prefer stout, secure, organized dwelling shorn from solid stone.

LIFECYCLE

Always exploit ore, gems, or mineable resources

IF no resources are available, relocate near to exploitable resources.

- Explore.
- Rout alpha predators.
- Fight denizens.
- Build:
 - Hall* (req ○ / gain 1●)
 - Armory* (req ○ ○ / gain +1 vs. fight)
 - Relic* (req ○ / gain ○)
 - Wonder* (req ○ ○ ○ ★)

If the Dwarves build a wonder, the Age of Villainy begins.



Goblins



Chaotic, Humanoid, Magical, Swarm

Prolific breeders goblins will live anywhere they find themselves, building ramshackle villages, digging simple cave warrens, or commandeering uninhabited chambers.

LIFECYCLE

Always breed

IF we have 5 or more ●, prepare.

- Bribe alpha predators.
- Ally with humanoids.
- Steal.
- Explore.
- Build *Camp*
 - Shiny* (req ○ / gain ○)



Ogre



Chaotic, Ravenous, Humanoid

Often found inhabiting lonely, forsaken caves, Ogres are feared for their ravenous hunger, and great strength.

LIFECYCLE

Always hunt.

IF unable to hunt, Relocate to better territory.

- Ally with a humanoid alpha predator.
- Recruit animal denizens.
- Extort a humanoid group you didn't hunt this turn.
- Explore.



Morlons



Lawful, Alien, Builder

Utterly silent, the Morlons pursue mysterious goals in gloomy caverns far below the Earth.

LIFECYCLE

Always Explore.

IF near magma, build a *magma refinery* (no req).

- Build *defenses* (☒).
- Relocate to escape a powerful neighbor or move closer to a source of magma.
- If a *magma refinery* has been built, harvest magma.

If Morlons win a conflict, add 1● to the Morlons.



Kobolds



Evil, Chaotic, Draconic, Humanoid

Kobolds fancy themselves to be descended from dragons. They prefer mazes of tiny passages with choke points they can defend by use of traps.

LIFECYCLE

Always explore.

IF we have no ★, prepare.

- Breed.
- Steal from richer monsters.
- Bribe stronger monsters.
- Build *Traps* (gain ☒).
- Tunnels* (gain +1 to steal actions).



A Wizard



Magical, Humanoid

Wizards often take up residence in forsaken places to pursue power, revenge, or research. The class of wizards includes necromancers, elementalists, time twisters, common blast mages, and all sorts of arcane meddlers.

LIFECYCLE

Always explore.

IF I have the materials, build:

Laboratory (req ★ / gain 1●)

Cyst (req ★ / gain 1○)

Phylactery (req ★ ★ ★)

- Exploit tombs, ore, or biomes.
- Recruit humanoids.
- Prepare.
- Fight other monsters

When a wizard carries out the exploit move, they gain a ★ instead of a ○.

If a wizard builds a Phylactery, the Age of Villainy begins.



Antlings



Neutral, Mindless, Insect, Farmer, Swarm

Antlings dig great meandering colonies of tunnels, connecting multiple dungeon areas with a large central chamber that houses their queen and her hoard.

LIFECYCLE

Always breed.

IF we have wiped out a monster group, prepare.

- Fight denizens.
- Harvest biomes.
- Explore.
- Build fungus farm (req ★ / add a room containing fungus biome to the colony).



Emperor Worm



Decomposer, Animal, Worm

Fierce territorial hunters, Emperor Worms can tunnel through miles of solid rock in search of prey. They sometimes ingest valuable gems, which they eat while tunneling.

LIFECYCLE

Always relocate near a source of food, leaving any ○ behind.

IF near water, build nest.

- Hunt non-decomposer denizens.
- Exploit gems.
- Rout alpha predator.
- Build egg (req nest and ★ / gain ○)



Shadow Hulk



Magical, Alien, Aquatic, Insect

A rare earth monster with chiaroscuro shading, the Hulk is dangerous to gaze upon. Hulks surprise their prey by tunneling through walls and incapacitating them with magic. With few coherent accounts of their habits ever recorded, their motives and ecology remain a mystery.

LIFECYCLE

Always hunt denizens.

IF I have nothing to hunt, prepare.

- Ally with alien, insect, or magical creature.
- Relocate.
- Rout alpha predators.
- Scout.

Shadow Hulks also appear in an aquatic form and can make their lair in watery areas.



Nomads



Wandering, Magical, Trader

Dungeon nomads wander the endless underground trade routes, expanding and improving the routes as they go.

LIFECYCLE

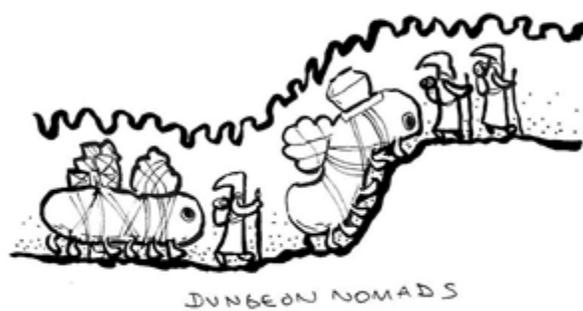
Always relocate near a monster group I have not traded with yet.

IF there's someone to trade with, Trade with +1 to the roll.

- Explore in search of new trading opportunities.
- Ally with someone I've traded with.
- Build bazaar (gain +1 to trade actions here)

Nomads always roll +1 against steal moves.

If their ○ ever drop to zero or climbs above six, the nomads relocate off the map.



Earth Devils



Lawful, Alien, Magical, Miner

Earth devils live in angular, asymmetrical chambers that are uncomfortable to other races. Despite their name, Earth Devils are not truly infernal.

LIFECYCLE

Always exploit ore.

IF we have any ★, breed.

- Relocate near ore.
- Ally with neutral, alien, or magical monsters.
- Rout alpha predators.
- Fight monsters that are neither alien nor magical.
- Trade with aliens.
- Scout.



Orkz



Evil, Humanoid

Utterly convinced of their own cultural superiority, Orkz aim to conquer as much of the dungeon as possible and renovate it to match their brutalist aesthetic.

LIFECYCLE

With more wealthy neighbors: **Always** extort.

With less numerous neighbors: **Always** fight.

- Breed.
- Explore for neighbors to screw with.
- Ally with an alpha predator.
- Build defenses (gain ☒).



Giant Pike



Aquatic, Animal, Fish

Fiercely territorial but not terribly smart, Giant Pikes are feared along subterranean waterways and lakes.

LIFECYCLE

Always hunt denizens.

If unable to hunt, relocate.

- Explore.
- Fight alpha predator.
- Hunt a different group of denizens.

When Giant Pike spawns, place it in the nearest water area or create a water-filled cave.

Giant Pikes may not leave the water, but they may hunt any group that has contact with the water.



Wolves



Wandering, Canine, Animal

From the forest wolf to wild Gnolls to the hounds of hell, every realm hosts the canine archetype in some form.

LIFECYCLE

Always relocate.

IF there are fewer than 3● of us, breed.

- Hunt a denizen we outnumber.
- Ally denizens we share another tag with.
- Relocate away from alpha predators.
- Breed.

When spawning near magma, hellhounds (+evil).

When spawning near a nexus, blink dogs (+good).

When spawning near water, Ahuizotl (+aquatic).



Knights



Lawful, Good, Surface, Humanoid, Order

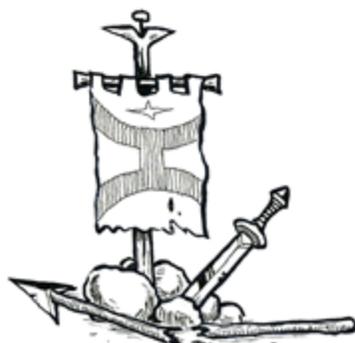
LIFECYCLE

Always explore.

IF only 1● of us remains, recruit.

- Fight an alpha predator.
- Fight the most powerful group encountered.
- Relocate to an area recently cleared of monsters.
- Ally with surface dwellers.
- Build Tomb (☒).

If at any time the knights defeat what you consider the most powerful monster on the map, they may immediately build a suitable monument.



THE ORDER

Troglodytes



Chaotic, Aquatic, Lizard, Humanoid, Miner

Proud remnants of a once great civilization, the Troglodytes have been shunned by other races.

LIFECYCLE

Always exploit ore

IF population is 1● and we have no ○ left, relocate, then add 1●.

- Breed.
- Explore.
- Scout.
- Fight a monster that attacked us last turn.
- Build *Idol* (req - ○○○/ gain ●○).
- Build *Garden* (req water / gain ●)

Troglodytes may never spawn on the surface.



DEVOTION

Dragon



Draconic, Hoarder

Dragons love to repose in lairs lined with treasure.

LIFECYCLE

Always Fight any group that has stolen from me.

IF I have not interacted with any groups in the last turn, prepare and take no additional moves.

- Extort humanoids.
- Rout alpha predators.
- Hunt.

Maturity: When a dragon prepares, roll 1d6, on a 1, add 1● to the dragon.



THE YOUNG DRAGON

Vampire



Evil, Humanoid, Undead

Dead for 1000 years. Still looks 17.

LIFECYCLE

Always hunt for denizens that have blood.

IF I am in danger of being driven out or destroyed by a strong monster group, relocate.

- Ally with evil groups.
- Recruit undead denizens.
- Bribe alpha predators.
- Prepare.

If a vampire would be driven out of its lair, the vampire is destroyed instead.

If there is a tomb near where a vampire spawns, they spawn in the tomb. Otherwise, mark its spawning location as a tomb .



Vampire

Ooze



Animal, Chaotic, Ooze, Swarm

LIFECYCLE

Always breed

IF the ooze is size 6● or more, split into two oozes of size 3● and then both relocate.

- Explore.
- Hunt humanoids.
- Fight non-humanoid denizens in my territory.

Oozes do not gather or carry ○, but they do guard it.

When an Ooze group is routed, reduce its size to 1●.



OOZE

Skeletons



Undead, Mindless, Swarm

LIFECYCLE

ALWAYS ally with undead.

IF we destroyed a monster group of any creature that has bones last turn, breed.

- Scout.
- Fight any monster group that is not undead.
- Scout.

If there is a tomb near where skeletons spawn, they spawn in the tomb.

If skeletons are the first monster group drawn in a turn, they take no actions.

