# Monster Cards for How to Host a Dungeon

These are print-and-play monster cards for How to Host a Dungeon. Print all the pages (except this cover page) on regular printer paper or cardstock. Cut each page into four sections to create your deck of monster cards.

Have fun!

# Dwarves 💀 ●●○○

*Lawful, Humanoid, Miner*

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

**LIFECYCLE**

**Always** <u>exploit</u> ore, gems, or mineable resources
**IF** no resources are available, relocate near to exploitable resources.
☐ <u>Explore.</u>
☐ <u>Rout</u> alpha predators.
☐ <u>Fight</u> denizens.
☐ <u>Build:</u>    *Hall* (req ○ / gain 1●)
                  *Armory* (req ○ ○ / gain +1 vs. <u>fight</u>)
                  *Relic* (req ○ / gain ✿)
                  *Wonder* (req ○ ○ ○ ★)

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



DWARF WAYS, DWARF DAYS

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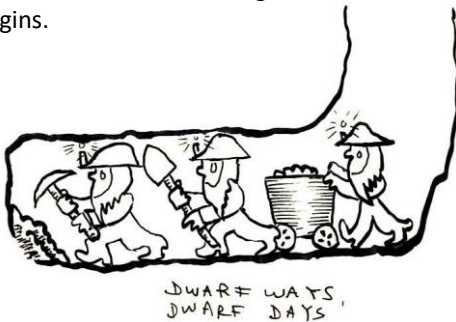
# Goblins 💀 ●●●○

*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** <u>breed</u>
**IF** we have 5 or more ●, <u>prepare</u>.
☐ <u>Bribe</u> alpha predators.
☐ <u>Ally</u> with humanoids.
☐ <u>Steal</u>.
☐ <u>Explore</u>.
☐ <u>Build</u>  *Camp*
              *Shiny* (req ○ / gain ✿)



GOBLIN STYLE

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# Ogre 👑 ●

*Chaotic, Ravenous, Humanoid*

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

**LIFECYCLE**

**Always** <u>hunt.</u>
**IF** unable to hunt, <u>Relocate</u> to better territory.
☐ <u>Ally</u> with a humanoid alpha predator.
☐ <u>Recruit</u> animal denizens.
☐ <u>Extort</u> a humanoid group you didn't hunt this turn.
☐ <u>Explore</u>.



OGRE.

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# Morlons 💀 ●●●○

*Lawful, Alien, Builder*

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

**LIFECYCLE**

**Always** <u>Explore</u>.
**IF** near magma, build a *magma refinery* (no req).
☐ <u>Build</u> *defenses* (⌂).
☐ <u>Relocate</u> to escape a powerful neighbor or move closer to a source of magma.
☐ If a *magma refinery* has been built, <u>harvest</u> magma.

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



CAVERN OF 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).



KOBOLD/1   KOBOLD   KOBOLD

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# 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.



WIZARD

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# 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).



RADIOACTIVE ANTLINGS

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# Worm ♛  ●

*Decomposer, Animal, Worm*

Fierce territorial hunters, 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 ✿)



PURPLE WORM ATTACK!

# 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** <u>hunt</u> denizens.
**IF** I have nothing to hunt, <u>prepare</u>.
☐ <u>Ally</u> with alien, insect, or magical creature.
☐ <u>Relocate</u>.
☐ <u>Rout</u> alpha predators.
☐ <u>Scout</u>.

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.
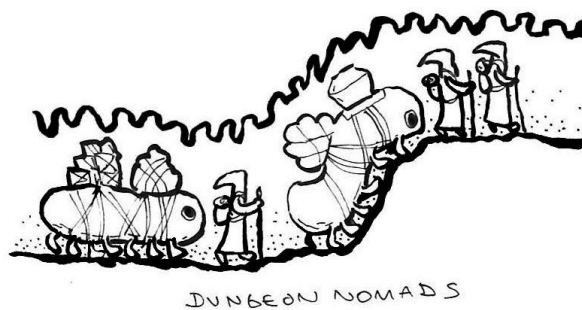
**LIFECYCLE**

**Always** <u>relocate</u> near a monster group I have not traded with yet.
**IF** there's someone to trade with, <u>Trade</u> with +1 to the roll.
☐ <u>Explore</u> in search of new trading opportunities.
☐ <u>Ally</u> with someone I've traded with.
☐ <u>Build</u> bazaar (gain +1 to <u>trade</u> actions here)

Nomads always roll +1 against <u>steal</u> moves.

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



DUNGEON NOMADS

# 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** <u>exploit</u> ore.
**IF** we have any ★, <u>breed</u>.
☐ <u>Relocate</u> near ore.
☐ <u>Ally</u> with neutral, alien, or magical monsters.
☐ <u>Rout</u> alpha predators.
☐ <u>Fight</u> monsters that are neither alien nor magical.
☐ <u>Trade</u> with aliens.
☐ <u>Scout</u>.



EARTH DEVILS HEADING HOME
AFTER A LONG DAY

# 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** <u>extort</u>.
With less numerous neighbors: **Always** <u>fight</u>.
☐ <u>Breed</u>.
☐ <u>Explore</u> for neighbors to screw with.
☐ <u>Ally</u> with an alpha predator.
☐ <u>Build</u> *defenses* (gain ⌂).



ORKZ ARE BEST IN CAVES

# Giant Pike ♛　　●○

*Aquatic, Animal, Fish*

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

**LIFECYCLE**

**Always** <u>hunt</u> denizens.
If unable to hunt, <u>relocate</u>.
- ❑ <u>Explore</u>.
- ❑ <u>Fight</u> alpha predator.
- ❑ <u>Hunt</u> 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** <u>relocate</u>.
**IF** there are fewer than 3● of us, <u>breed</u>.
- ❑ <u>Hunt</u> a denizen we outnumber.
- ❑ <u>Ally</u> denizens we share another tag with.
- ❑ <u>Relocate</u> away from alpha predators.
- ❑ <u>Breed</u>.

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** <u>explore</u>.
**IF** only 1 ● of us remains, <u>recruit</u>.
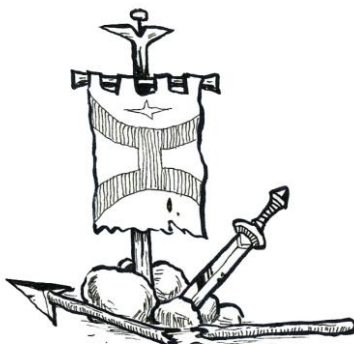- ❑ <u>Fight</u> an alpha predator.
- ❑ <u>Fight</u> the most powerful group encountered.
- ❑ <u>Relocate</u> to an area recently cleared of monsters.
- ❑ <u>Ally</u> with surface dwellers.
- ❑ <u>Build</u> *Tomb* (☒).

If at any time the knights defeat what you consider the most powerful monster on the map, they may immediately <u>build</u> 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** <u>exploit</u> ore
**IF** population is 1● and we have no ○ left, relocate, then add 1●.
- ❑ <u>Breed</u>.
- ❑ <u>Explore</u>.
- ❑ <u>Scout</u>.
- ❑ <u>Fight</u> a monster that attacked us last turn.
- ❑ <u>Build</u>　　*Idol* (req - ○○○/ gain ●✿).
　　　　　　　*Garden* (req water / gain ●)

Troglodytes may never spawn on the surface.



DEVOTION

# Dragon ♛    ●○○○

*Draconic, Hoarder*
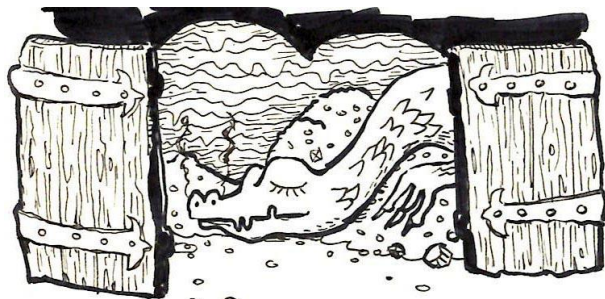
Dragons love to repose in lairs lined with treasure.

**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 ⊠.



LAMPIRE

# 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.

# Fungaliths 💀 ●●○

*Decomposer, Fungus, Neutral, Farmer*

Although most creatures find them alien and difficult to comprehend, the Fungaliths favor a well-run communal society with a simple goal—to reduce all organic matter to its component nutrients.
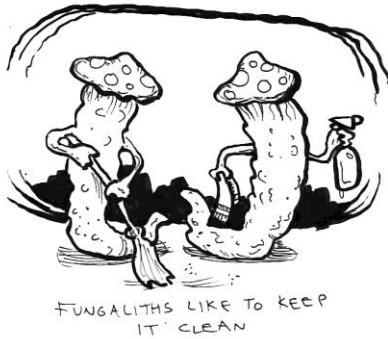
**LIFECYCLE**

**Always** harvest underground biomes.
**IF** there is a fungal biome nearby, breed.
❑ Bribe alpha predators.
❑ Fight denizens.
❑ Ally decomposers.
❑ Scout.

If the Fungaliths wipe out a monster group, add a new fungal biome in that group's territory.

FUNGALITHS LIKE TO KEEP IT CLEAN

# Ogre Mage 👑 ●○

*Chaotic, Magical, Humanoid, Giant*

**LIFECYCLE**

**Always** hunt denizens.
**IF** there are no denizens nearby, trade with alpha predators.
❑ Recruit humanoid denizens.
❑ Ally giants.
❑ Extort from lawful or good groups.
❑ Prepare.
❑ Scout.

OGRE MAGI DOESN'T CARE ABOUT YOUR SHIT

# Syndicate 💀 ●●○

*Chaotic, Order*

Sometimes, crime does pay.

**LIFECYCLE**

**Always** Fight monsters that have attacked us.
**IF** we have a racket, gain 1○.
☐ Recruit humanoid denizens.
☐ Extort denizens.
☐ Bribe alpha predators.
☐ Explore.
☐ Build:      *Racket* (req ○ / gain ★)
              *Hideout* (req ○○ / gain ⬟)
              *Casino* (req Hideout / gain ○○✿)

The Syndicate may not build a racket if it does not have denizen neighbors.

THE SYNDICATE

# Demigod 👑 ●○★

*Divine*

Some gods make mistakes. Some gods *are* mistakes.

**LIFECYCLE**

**Always** prepare.
**IF** there is a group nearby that shares one of rolled our tags, extort that group.
☐ Steal.
☐ Recruit monsters that share one of my rolled tags.
☐ Hunt monsters that share one of my rolled tags.
☐ Relocate.

When a demigod spawns, roll twice on this list to determine what tags it has:

1) humanoid 2) undead 3) giant 4) decomposer 5) good 6) evil 7) lawful 8) chaotic.

# Monstrosity ♛  ●○

*Aberration*

There is more on heaven and earth than is held in your monster manual .

**LIFECYCLE**

Varies

When a monstrosity spawns, draw a monster card. The monstrosity has the ALWAYS and IF clauses of that card. Draw a second monster card. The Monstrosity has the actions (□) of the second monster card.

Leave the drawn cards on the table as a reference.



HOOK

# Cult 💀  ●●○○

*Evil, Order, Demonic, Humanoid*

When traditional gods and practices lose their luster, the bored, the debauched, and the ambitious are quick to find new passions and new indulgences.

**LIFECYCLE**

**Always** recruit denizens.
**IF** we gained a recruit, gain 1○.
☐ Build:
    *Idol* (req ○)
    *Sacrifice* (req idol, ● / gain ★)
    *Apocalypse* (req sacrifice / gain ●○★)
☐ Fight non-alpha predator.
☐ Scout.
☐ Steal.



CULT

# The Temple  +●○★

*+Order*

In desperate times, dungeon creatures may turn to obscure or reviled cults for succor or power. Most pass into obscurity, but some prosper and grow to become great powers.

❏ Extort a group that shares a tag with us.
❏ Build:
    *Altar*  (req ○)
    *Ark* (req ○ / gain ✿)
    *Hecatomb* (req altar ○ / gain ★,✿)
    *Apotheosis* (req altar ★●●● )

When The Temple spawns, add it to a random group that already exists. That group gains ●○★ and the order tag. This group may now use the abilities of The Temple when it makes its move.

A group with a temple may never relocate and always wins invasions.

If The Temple builds Apotheosis, this triggers the Age of Villainy.
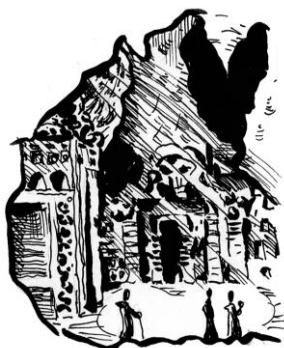


# Otyughkind ♛  ●○

*Decomposer, Animal*

Your trash is their treasure.

**LIFECYCLE**

**Always** Ally with non-undead.
**IF** I did not ally, hunt denizens.
❏ Extort humanoids.
❏ Relocate.
❏ Trade decomposers.
❏ Build:  *Trash heap* (gain ●)
    *Dung pit* (req ○○ / gain +1 vs rout actions)
    *Cesspool* (req ★ / counts as fungal biome)



THE KINGDOM OF THE OTYUGHS

# Demonic Horde 💀 ●●

*Undead, Chaotic, Evil, Demonic, Swarm*

A horde or ravening fiends from beyond the veil of reality, they know only how to devour.

**LIFECYCLE**

**Always** Exploit gems, ore, water, or biome.
**IF** I exploited, breed.
- ❑ Fight denizens.
- ❑ Explore.
- ❑ Relocate near an exploitable resource.

Monster groups inhabiting constructions left by Demonic civilizations gain +1 in conflicts with Demonic Hordes.



# Fiend ♛ ●○○

*Lawful, Evil, Demonic*

A prince of demons, as cruel and Machiavellian as she is beautiful and beguiling.

**LIFECYCLE**

**Always** Hunt good denizens.
**IF** the fiend has 3 or more ○, add ★.
- ❑ Trade with magical monsters.
- ❑ Ally with evil.
- ❑ Fight alpha predators.
- ❑ Scout.

Any time the fiend wins a conflict with a good group, they gain 1★.

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SEXY DEMON PRINCESS. NOT AS INTO YOU AS YOU THINK

# Blue Wizard ♛ ●

*Magical, Humanoid*

The Blue Wizard is a restless wandering, ever seeking new magical mysteries to uncover and exploit.

**LIFECYCLE**

**Always** Explore.
**IF** a nearby group has a ★, trade with them.
- ☐ Harvest a nexus or biome.
- ☐ Relocate.
- ☐ Bribe alpha predators.
- ☐ Build *the omphalos* (req ★●○ / gain ✿).

The blue wizard may only harvest a given nexus or biome once.



# Hag ♛ ●○★

*Chaotic, Evil, Humanoid*

Hags delight in sowing discord and fostering resentment, for they believe that by these things they profit.

**LIFECYCLE**

**Always** Explore.
**IF** any neighbor has a ★, remove one ★ from them.
**IF** you wipe out a monster group, Build a tomb.
- ☐ Exploit tombs.
- ☐ Relocate to a tomb.
- ☐ Hunt humanoids.
- ☐ Ally with alpha predators.

# Starhelm 💀  ●●●●

*Lawful, Good, Order*

The Starhelm is an ancient order of warriors who train day and night in the ways of the undead slaying.

**LIFECYCLE**

**Always** <u>hunt</u> undead.
**IF** there are no undead at our current location, <u>relocate</u>.
☐ <u>Rout</u> alpha predators.
☐ <u>Fight</u> denizens.
☐ <u>Relocate</u>.
☐ <u>Build</u> *Tomb* (⊠).
☐ <u>Build</u> *Shrine of Starhelm (✿).*

When the Order spawns, if there are no undead in the dungeon, search the monster deck for the first undead monster and spawn them in a random location.

If at any time there are no undead in the dungeon, disband the Order of Starhelm and remove them from the map, leaving any ○ behind.

# Farmers 💀  ●●●

*Humanoid, Surface, Lawful, Farmer*

Do not screw with the humble farmer folk unless you want to feel the humble pitchfork.
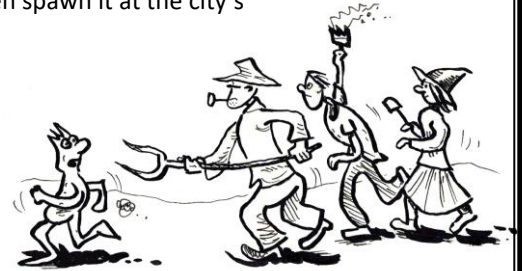
**LIFECYCLE**

**Always** <u>harvest</u> surface biomes.
**IF** there are no surface biomes, <u>build</u> a farm biome.
☐ <u>Breed</u>.
☐ <u>Rout</u> alpha predators.
☐ <u>Ally</u> with Surface denizens.
☐ <u>Build</u>:     *Silo* (gain ★)
                        *Keep* (req ○ / gain ⬡)
                        *City* (req ○○ )

If farmers spawn in a stratum that does not contain a biome, spawn them on the surface instead.

If a city is built, search the deck for the first surface, order, or city monster, then spawn it at the city's location.

# Miners 💀  ●●●○

*Humanoid, Miner*

**LIFECYCLE**

**Always** <u>exploit</u> gems or ore.
**IF** we can't find anything to exploit, <u>explore</u>.
☐ <u>Fight</u> denizens.
☐ <u>Rout</u> alpha predators.
☐ <u>Trade</u> with humanoids.
☐ <u>Build</u>       *Minehead* (req ○/ gain free <u>explore</u>)
                    *Mess hall* (gain ●)
                    *Quarry* (req ○ / can now exploit stone)
                    *Mill* (req ● / gain ○○○)

Miners always spawn on the surface above the nearest source of gems or ore, if any are present.

# Dinosaur 👑  ●

*Prehistoric, Animal*

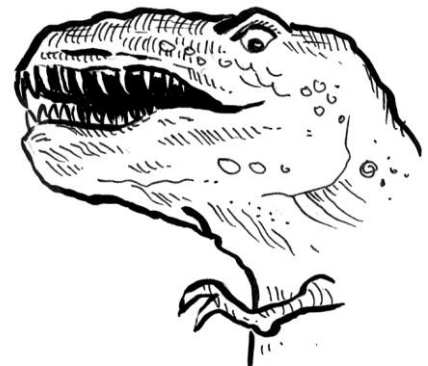"The meat-eating dinosaur is coming to town, and you're meat!"

**LIFECYCLE**

**Always** <u>hunt</u> denizens.
**IF** there is nothing here to hunt, <u>relocate</u>.
☐ <u>Explore</u>.
☐ <u>Rout</u> alpha predators.
☐ <u>Scout</u>.
☐ <u>Breed</u>.

Dinosaurs may only spawn on the surface or in an underground biome.

# Medusa  ♛  ●○○ ★

*Chaotic, Evil, Humanoid*

Cursed by the gods, the Medusa bears both the blessing and curse of a petrifying gaze.

**LIFECYCLE**

**Always** <u>hunt</u> denizens.
**IF** there are no denizens nearby, <u>prepare</u>.
❑ <u>Trade</u> humanoids.
❑ <u>Extort</u> alpha predators.
❑ <u>Exploit</u> nexus.
❑ <u>Scout</u>.

Whenever a monster attempts to <u>rout</u> a medusa and fails, that monster loses 1● and the medusa gains 1○.



# Stirges  💀  ●●

*Chaotic, Aberration, Swarm*

A nuisance even in small numbers, large flocks of the blood-sucking Stirges are a danger to all dungeon dwellers.

Stirges lack much intelligence but do occasionally gather shiny objects to line their hideous nests.

**LIFECYCLE**

**Always** <u>Fight</u> non-undead denizens.
**IF** we won a fight, <u>Breed</u>.
❑ <u>Explore</u> in search of prey.
❑ <u>Steal</u>.
❑ <u>Relocate</u>.
❑ <u>Build</u> *next complex*
    (req ● / gain ○).

If Stirges have population 4 or more, they can also <u>fight</u> alpha predators, but do so at -1 to the roll.



# Ratfolk  💀  ●●○

*Chaotic, Humanoid, Animal*

The sight or an oversize rat or two is no cause for alarm. No cause for alarm at all.

**LIFECYCLE**

**Always** <u>Breed</u>.
**IF** our population is 4● or more, <u>Fight</u> denizens.
❑ <u>Explore</u>.
❑ <u>Scout</u>.
❑ <u>Exploit</u> gems, ore, or nexus.
❑ <u>Build</u>: *Great Nest* (req ○/ gain ⬠).



# Giant  💀  ●○○

*Giant, Humanoid*

Truly varied are the forms and natures of giants.

**LIFECYCLE**

**Always** <u>Exploit</u> gems or ore.
**IF** we have no ★, <u>prepare</u>.
☐ <u>Build</u>   *Castle* (gain ⬔)
         *Temple*
         *Garden*
         *Tomb* (gain ⊠)
☐ <u>Ally</u> giants or humanoids.
☐ <u>Rout</u> alpha predators.
☐ <u>Harvest</u> nexus or biomes.
☐ <u>Exploit</u> gems or ore.
☐ <u>Explore</u>.
☐ <u>Hunt</u> denizens.



FIRE GIANT

# Owlbear 👑 ●

*Chaotic, Bird, Aberration, Animal*

An indomesticable horror.

**LIFECYCLE**

**Always** hunt.
**IF** I have no close neighbors, relocate.
☐ Scout.
☐ Relocate.
☐ Trade with alpha predator.
☐ Ally animals.



# Gnolls 💀 ●●○

*Chaotic, Evil, Canine, Humanoid*

Gnolls are playful, fun-loving denizens whose games often include flails, bones, open flames, and gross bodily harm.

**LIFECYCLE**

**Always** fight denizens.
**IF** we fought last turn, breed.
☐ Scout.
☐ Ally evil humanoids.
☐ Recruit animal denizens.
☐ Steal from alpha predators.
☐ Relocate.



# Saltbury 💀 ●●●○

*Surface, Lawful, Humanoid, City*

Saltbury always spawns on the surface.

**LIFECYCLE**

**Always** ally with a group that has not previously fought or hunted us.
**IF** we have more ○ than ●, breed.
☐ Trade.
☐ Build   port (req ○ / gain +1 trade).
          walls (req ○○ / gain immunity to hunt).
          temple complex (req ● / gain ⊠○).
☐ Fight denizens.
☐ Scout.

Saltbury may not build if it has less than 2●.



# Brazenkragg 💀●●●○

*Evil, Order, City*

A city of legend. Is this the true Brazenkragg? Or is it a copy inspired by the legend?

**LIFECYCLE**

**Always** extort our weakest neighbor.
**IF** we lost any ● last turn, build a tomb ⊠.
☐ Fight denizens.
☐ Scout.
☐ Ally a group we did not extort.
☐ Build   wizard's quarter (req ○ / gain ★)
          stepwell (req water/ gain ●)
          greek fire (req ○ / gain +1 fight)

Brazenkragg gains +1 in fights against lawful groups.

# Adventurers 💀 ●●●●

*Good, Surface, Humanoid, Adventurers*

"The adventure begins at the entrance to the dungeon."

**LIFECYCLE**

**Always** <u>relocate</u>.
**IF** near denizens with ◯, <u>fight</u> them.
☐ <u>Ally</u> surface or good.
☐ <u>Recruit</u> surface denizens.
☐ <u>Steal</u> alpha predator.
☐ <u>Trade</u> surface or order.
☐ <u>Fight</u> evil denizens.

The Adventurers always spawns on the surface.

If the Adventurers are ever reduced to 1●, they <u>relocate</u> off the map to a safe retirement.



LVL 1        LVL 2        LVL 3

# The Experts 💀 ●●●★

*Lawful, Magical, Adventurers*

A well-equipped party with a bit of experience can quickly become a major force in the dungeon.

**LIFECYCLE**

**Always** <u>fight</u> denizens.
**IF** we lost the fight, <u>relocate</u>.
☐ <u>Prepare</u>.
☐ <u>Rout</u> alpha predators
☐ <u>Ally</u> lawful.
☐ <u>Recruit</u> humanoid denizens.
☐ <u>Explore</u>.



ADVENTURERS

# Veterans 💀 ●●◖

*Order, Surface, Adventurers*

Few adventurers live into old age, but those who do are guaranteed to be canny and formidable.

**LIFECYCLE**

**Always** <u>extort</u>.
**IF** we have not built anything, <u>relocate</u>.
☐ <u>Build</u>    *stronghold* (req ◯◯◯ / gain ⬠)
        *wizard's tower* (req ◯◯◖ / gain ★)
        *thieves guild* (req ◯◯◯ / gain ✿)
☐ <u>Explore</u>.
☐ <u>Trade</u>.
☐ <u>Steal</u>.
☐ <u>Fight</u> denizens.
☐ <u>Rout</u> alpha predators.



# Mob 💀 ●●●●●

*Chaotic, Humanoid, Adventurers, Swarm*

Some adventuring parties are well-organized tactical units. Others are little more than mobs of ambitious tradesfolk, starry-eyed farmers, and down-on-their luck peasants hoping for a break.

**LIFECYCLE**

**Always** <u>relocate</u>.
**IF** we have no ★, <u>fight</u> anyone.
☐ <u>Relocate</u>.
☐ <u>Steal</u> city, farmer, humanoid, miner.
☐ <u>Explore</u>.

The Mob always spawns on the surface.

If the Mob ever gains any ★, remove them from the map. Go through the monster deck until you find another *adventurers* card and spawn it on the surface.