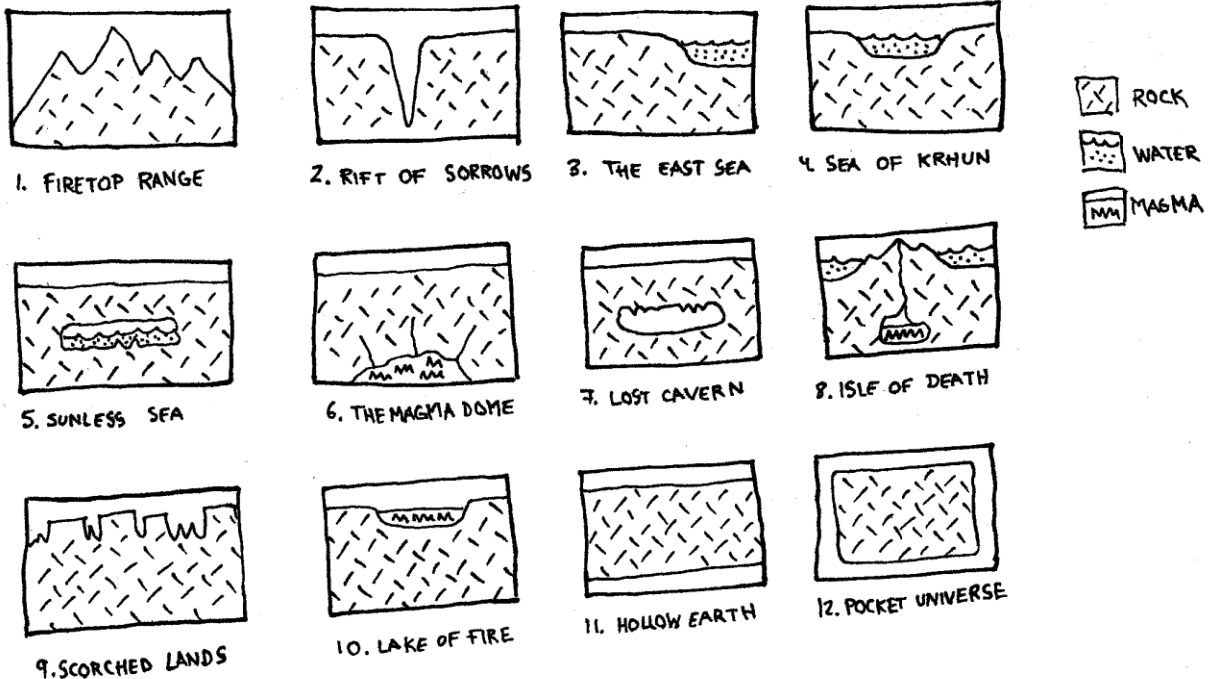


# How to Host a Dungeon

*New Worlds Expansion BETA*

## New Worlds

You can use any of these alternate worlds as your starting point. Roll primordial events normally.



Which Map to use:

Roll	Map
1-7	Just use a regular map
8-10	Roll a random choice from the New Worlds image, above
11	Choose any world
12	Make up your own

Special rules:

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

## Flooding

This isn't so much a rule, as some good practices that some players have started using.

Any time you have moving water or magma, it may follow tunnels and fill rooms along the way, changing the course of rivers, flooding sections of dungeon, and leaving other areas dry. When and where this happens is entirely up to you. Here are some good practices to follow, however:

- When you create an underground river, create the whole river, even if it's going to be diverted later.
- Once your river is done, decide if there's a better path for it to follow. If there is, then divert it down the new path.
- Don't split the river. Leave it as a single flow wherever it goes.
- If a tunnel is created that leads into a river or flooded area, you get to decide whether this causes the water or magma to move. Displaced monster groups can avoid the flood by moving out of its way, possibly running into other monster groups. If the flood is a magma flood, it kills 1 unit of population when it displaces a group.
- Magma isn't as fluid as water, so don't have it flow further than 1 finger.
- Monsters and groups can cross flooded areas if they need to. Presumably there are bridges, shorelines, or adjacent tunnels they can access.

## Named Treasures

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

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