

# Dungeon Master



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## Summary

Number of Players: 2-8

Inspired by [Dungeon Keeper](#)

Links-

- <http://dungeon-keeper.net/>
- <http://dk.youfailit.net/>

## Object of the game

The goal of Dungeon Master is to destroy the Dungeon Hearts of the other players

### Necessary Abstractions

For those familiar with the Dungeon Keeper computer game, some license must be made to keep this boardgame playable-

- Creature movement is not tracked on the board
  - Creatures are moved to locations with a Call to Arms spell or with the Hand of the Dungeon Master
  - Creatures have a number of rooms they prefer to hang around where they may be encountered
  - Creatures have a speed (often based on level which dictates how quickly they appear at a Call to Arms and how quickly they seek their pay on PayDay.
  - Creatures may attack each other if natural enemies and assigned to the same lair (a smaller chance if not)
- Imp movement is not tracked on the board
  - Imps form a pool which dictates how quickly new work is started
  - The levels of an Imp dictate how quickly work is finished (they are assigned tasks)
  - Unassigned Imps have a chance to be killed as they wander corridors randomly (dependent on how dangerous the dungeon is)
- Trap and door movement from workshop to setup location is not tracked
  - Interception by enemy forces is abstracted
- Rooms come in three size types, in order of efficiency- Non-square, 3×3 and 5×5
  - If a room is big enough to include a 3×3 or 5×5 square area, it counts as a 3×3 or 5×5 no matter the additional shape
- Creatures and Imps have three levels (1, 2 or 3)
- Morale is abstracted to each creature type, rather than individual creatures.

- Lower level creatures will abandon the dungeon before higher level creatures.
- Research and Manufacturing is simplified and only some creatures may do either.

## Setup

Dungeon Masters start with the Dungeon Heart which includes the 4 Imps and enough storage for 2000 gold.

## Home Territory

Each player receives a "Home Territory" (HT) board which consists of a 30×30 grid. On this grid they must mark various locations:

- their Dungeon Heart (5×5)
- an Entrance Portal (3×3)
- two Gem tiles (1×1 each)
- two veins of Gold (1×5 each)
- one river (10 tiles that form a meandering line)
- one lava pool (12 tiles that join and have a minimum width of 2 tiles)
- two impenetrable rock walls (1×3 each)

These items must be placed such that they are 2 tiles away from any edge or any other object, and 5 tiles away from the Dungeon Heart

- HT boards are hidden from other players.

## Neutral Ground

Between each HT are Neutral Grounds (NG). Neutral Grounds are 20 tile wide strips between each Home Territory board.

- NG boards are viewable by every player

## The Dungeon

- [Rooms](#) - what they cost and what they do
- [Spells](#) - what they cost and what they do
- [Imps](#) - tasks that Imps can be assigned
- [Creatures](#) - all about the dungeon employees

## Rules

# Turn Sequence

1. Dungeon Design
  - Imps
  - Breakthroughs
2. Combat
  - Traps
  - Doors
  - Spells
3. Maintenance
  - Morale
  - Food
  - Pay

## Dungeon Design

## Combat

## Maintenance

## Components

## Map tiles

## Cards

## Counters

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