

# Game #1

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⊗ «=====The Primordial Age=====»

(4) Gold vein from (6) to (3) (7) Ancient Wyrn at (11,6) (1) Mithril at (8,3) and (3,5)

⊗ «=====The Civilisation Age=====»

(4) Dark Elf Civilisation City of Morkwendi founded at (20)

⊗ «=====Year 1=====»

## Spring

Morkwendi tunnels towards nearest resource Morkwendi Slaves breed

## Summer

No mining

## Autumn

Pop 7 (3 nobles 4 slaves) - build Exploratory tunnel

## Winter

Acquire slaves in Morkwendi

⊗ «=====Year 2=====»

## Spring

Colony Guldor founded - 1 noble and 1 slave move to Guldor (leaving 2 noble and 4 slaves) Slave revolt in city Morkwendi

## Summer

Gold mined at Guldor Dark Elf noble moves to Guldor

**Autumn**

Pop 4 (2 nobles 2 slaves) - Torture pit built

**Winter**

No slaves due to revolt

||  «=====Year 3=====»

**Spring**

Unable to found a colony due to slave revolt

**Summer**

Gold mined at Guldor Dark Elf noble moved to Guldor More nobles than slaves - slaves acquired

**Autumn**

Pop 4 (3 nobles 3 slaves) - Tomb built

**Winter**

No slaves due to revolt

||  «=====Year 4=====»

**Spring**

Unable to found a colony due to slave revolt

**Summer**


Gold mined Dark Elf noble moved to Guldor More nobles than slaves - slaves acquired

## Autumn

Pop 8 (4 nobles 4 slaves) - Arena built

## Winter

No slaves due to revolt

|| |  «=====Year 5=====»

## Spring


Unable to found a colony due to slave revolt

## Summer


Gold mined Dark Elf noble moved to Guldor

## Autumn

Pop 9 (5 nobles 4 slaves) - Reanimation tanks built which adds 1 slave and ends the age. **End of the Dark Elf Age**

|| |  «=====The Great Disaster=====»

(4) Volcanic Eruption at (7) which floods all chambers and major tunnels in its way

|| |  «=====The Monster Age=====»

## The Surface Kingdoms


Castle Belkham constructed at (10) The village of Belkham is founded with 2 farms

## Initial setup

(9) Delving group of Human Miners start digging at (16) (12) Breeding group of Kesh (custom - insectoid) establish a colony at (20, 🧐).

- Rules: Draw a room near their lair 2 beads big labelled Hive. All resources are stored there. Kesh start with 3 population and 1 resource. Kesh are lawful.

The Kesh arrive at the old Dark Elf city of Morkwendi and lose 1 population to the slave remnant there before digging a hive chamber. (4) Alpha predator Fire Giant moves in (10,5) and attacks the ancient worm Granoklyn. The fire giant is defeated and retreats to the Dark Elf gold mine

||  «=====Year 1=====»

**Event**

A special feature is placed- A Temple of Evil is founded (10,5) to worship the ancient wrym Granoklyn

**Granoklyn**

Woken from its ancient slumber by the fire giant, attacks the temple (3+3 vs 4+2) - a tie. Granoklyn consumes the worshippers.

**The Surface Kingdoms**

Castle Belkham gains a population A new farm is built in support Another new farm is created. A dungeon level is built

**Human Miners**


Continue digging and discover gold!

**Kesh**

Gain 1 population, fight another slave remnant and lose 1 population when expanding their ZOC and dig west.

**Fire Giant**

Forages for food, but finding none relocates its lair to the base of the gold mine of the Dark Elves.

||  «=====Year 2=====»

**Event**

Delving group arrives- Magma Spirits at (10,3) and move to volcano area to build their Magma Pool

## Granoklyn

Forages for food, but finding none consumes the resource left by the Temple of Evil.

## The Surface Kingdoms

Castle Belkham gains a population A new farm is created An excursion is launched but finds no monsters after entering the volcano and returns victorious to build the city of Belkham at (5)

## Human Miners


Start mining gold Expand their tunnels towards the nearest tunnel network (the Kesh area)

## Kesh

Gain 1 population, fight another slave remnant and lose 1 population when expanding their ZOC and dig towards nearest tunnel network (the Human Miners)

## Fire Giant

Forages for food, and encounters leftover slave monsters in the Dark Elf colony. (5+3 vs 2+1). They are consumed.

||  «====Year 3====»

## Event

A special feature is placed- Great Statue at (12,4) - the Temple of Evil left behind a statue of Granoklyn, which it discovers while foraging.

## Granoklyn

Forages for food, but finding none consumes the last resource in its lair.

## The Surface Kingdoms

Castle Belkham gains a population A new farm is created An excursion is launched but finds no monsters after entering the volcano and returns victorious to build a wizard's tower at (12)

## Human Miners

Gather gold Mine more gold Expand their tunnels towards the nearest tunnel network (the Kesh area)

## Kesh

Gains 1 population and digs towards nearest tunnel network (the Human Miners)

## Fire Giant

Forages for food, finds none, but gathers a resource instead.

## Magma Spirits

Expand their ZOC Begin mining mithril

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