

# DUNGEON OVERLORD

From the Dark Crystal you were born a Creep unlike any of your brothers, a creep born with the relentless desire to **rule**. You are an **OVERLORD** and you must construct your Dungeon.

- Choose your **Proficiency**.
- Build your Dungeon: from **Terrain Tiles** to **Features**.
- Hire your loyal **Minions**.
- Stock your Dungeon with vicious **Monsters**.

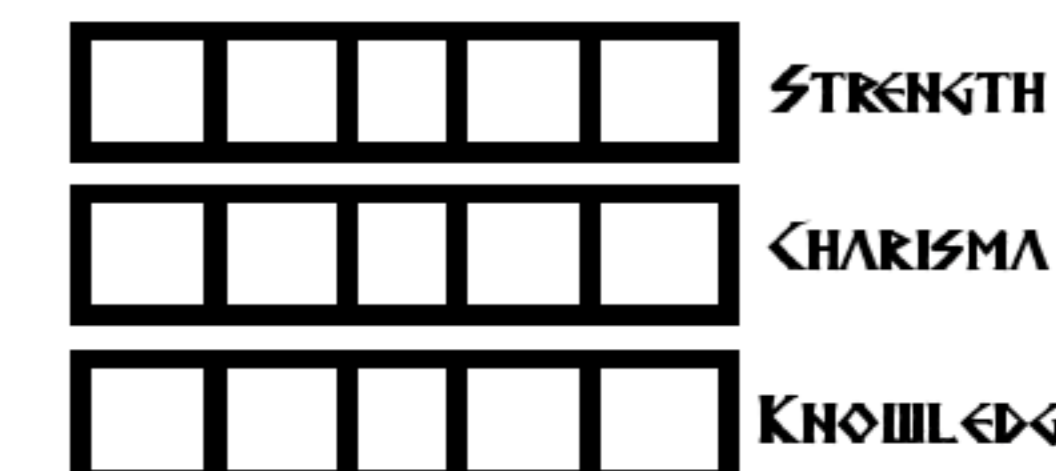
**Strength** represents your physical power.

**Charima** represents your ability to rule others.

**Knowledge** represents your intelligence & wisdom.

**Perks** are personal class abilities and characteristics that will assist you in your rule and dungeon management.

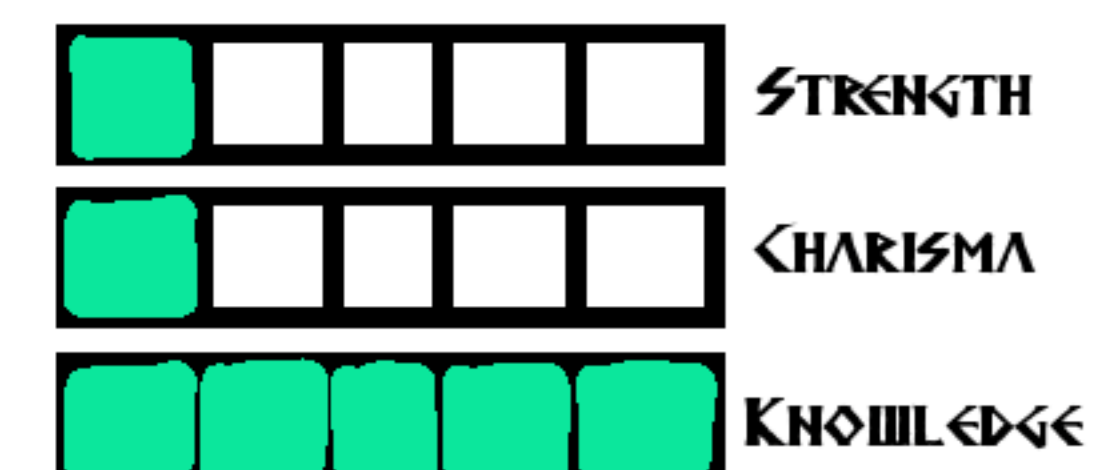
## DUNGEON OVERLORD:



## DUNGEON OVERLORD: ALCHEMIST

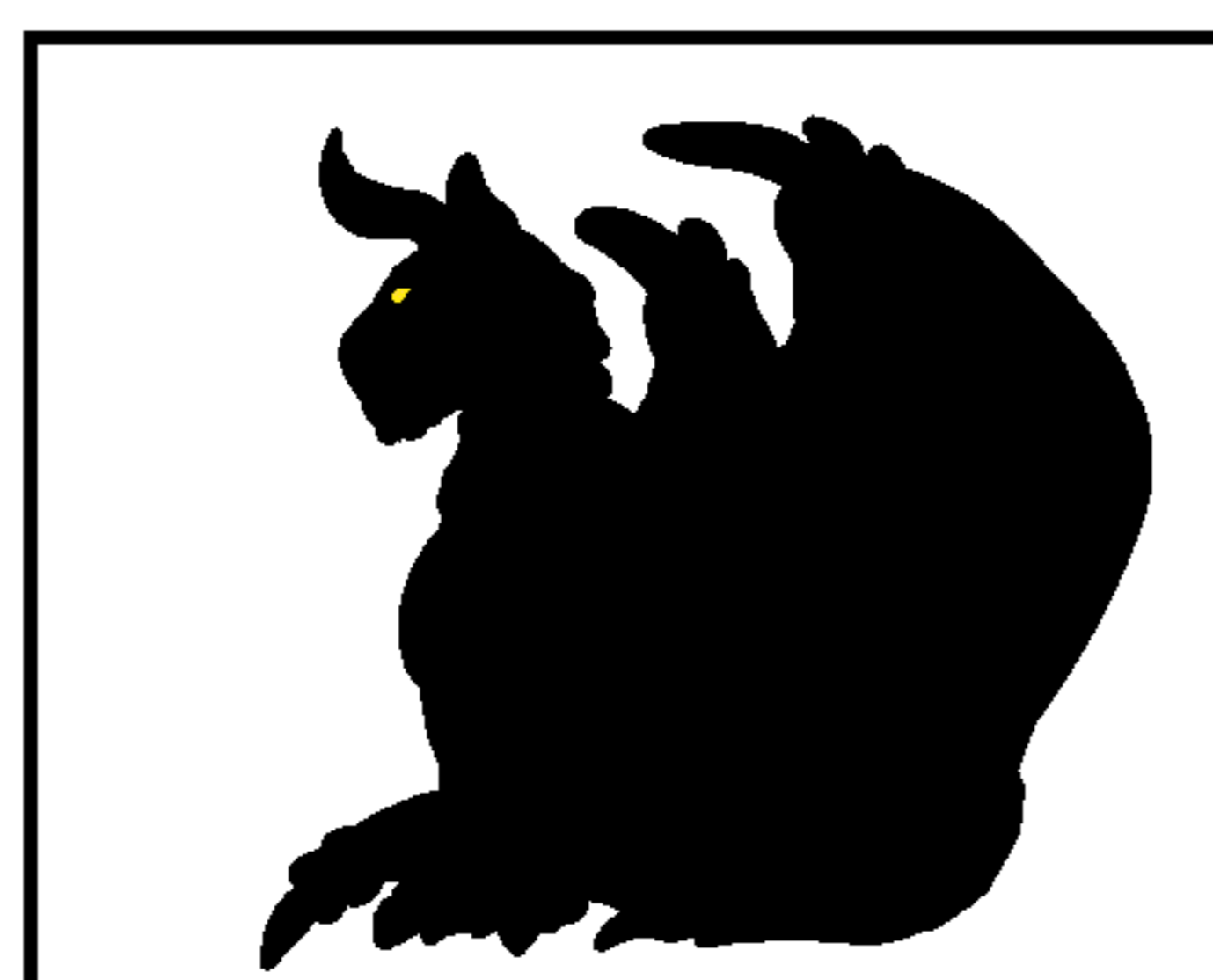


The kind of Overlord who makes no distinction between science and magic: you genuinely wish to understand and dominant the world around you through the use of both science and arcane methodology. If you desire to "mad scientist" your way to the top then the Alchemist would suit you well.

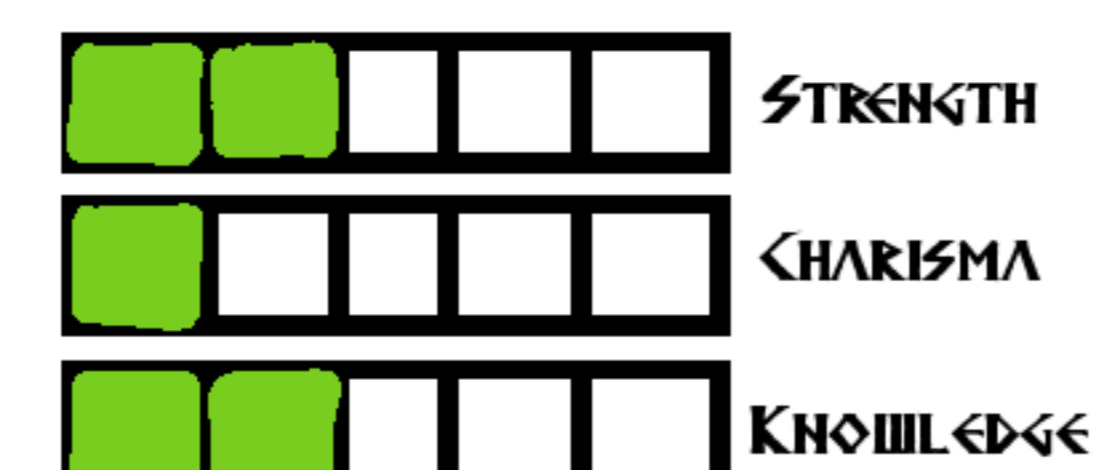


- "TEST-TUBE MINION"**  
Recieve the Homonculus Minion. Free
- "THE MAKER"**  
All Constructed Minions & Monsters recieve +1 Loyalty/ +1 Obediance.
- "MAD SCIENTIST"**  
Recieve the dungeon feature "Alchemy Lab". Free

## DUNGEON OVERLORD: DRAGON



Unlike the other Overlord options you are not actually a creep, but an honest to god Dragon. Dragon's are the stuff of legends and the subject of animist religions: they are intelligent, sapient, beings capable of destructive force and ancient magics. If you wish to create your own legend and legacy the Dragon is an excellent Overlord choice.



- "GREAT WYRM"**  
Stats dictated by size of dungeon:  
1+ all Stats Small,  
2+ all stats Medium,  
3+ all stats Large.
- "DRAGONFLIGHT"**  
Orcs, Humans, Dwarves recieve +1 Loyalty. Kobolds, Goblins & Wyverns recieve +1 Obediance.
- "DRAGON HOARD"**  
Recieve the dungeon feature "Treasure Room". Free.

## DUNGEON OVERLORD: DRUID



When nature called- the Druid picked up. The Druid might not seem like the first pick for an ideal Overlord, but nature is all about the power of controlled chaos and the Druid is very in touch with nature. The Druid is perfect for those few Overlords who wish a more "naturalist" approach to dungeon management.

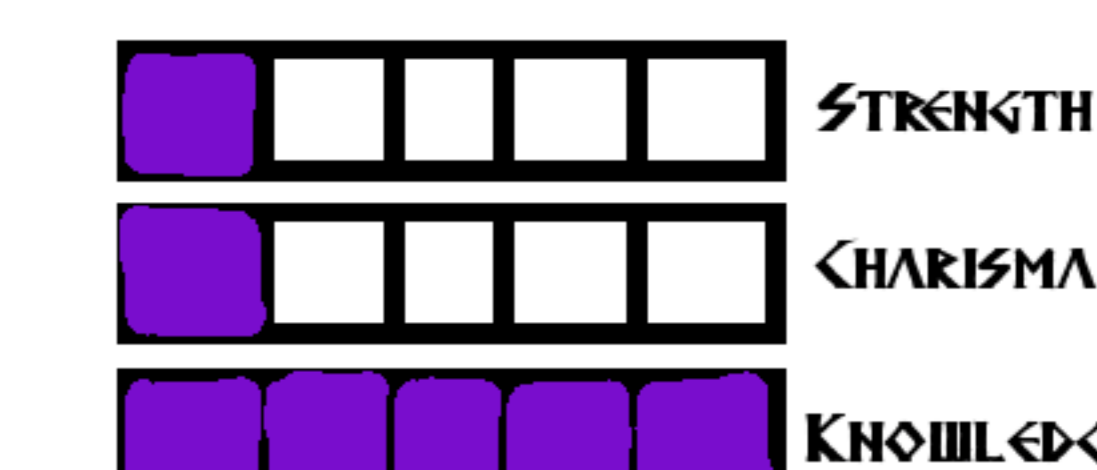


- "GO GREEN"**  
The Druid may only purchase "naturally occuring" features and terrains.
- "NATURALIST"**  
Terrain tiles give +1 Food, Material & Income.
- "NECBIOTA"**  
Any Demon Type minions or Monsters are re-typed as "Fey".

## DUNGEON OVERLORD: NECROMANCER



The Necromancer is the kind of Overlord who one might say prefers to "outsource" most of their work. Necromancers have no spiritual hold-ups when it comes to taking manual control over life, death and nature. Loners by nature; Necromancers ironically prefer to rely on others to do most of their dirty work.

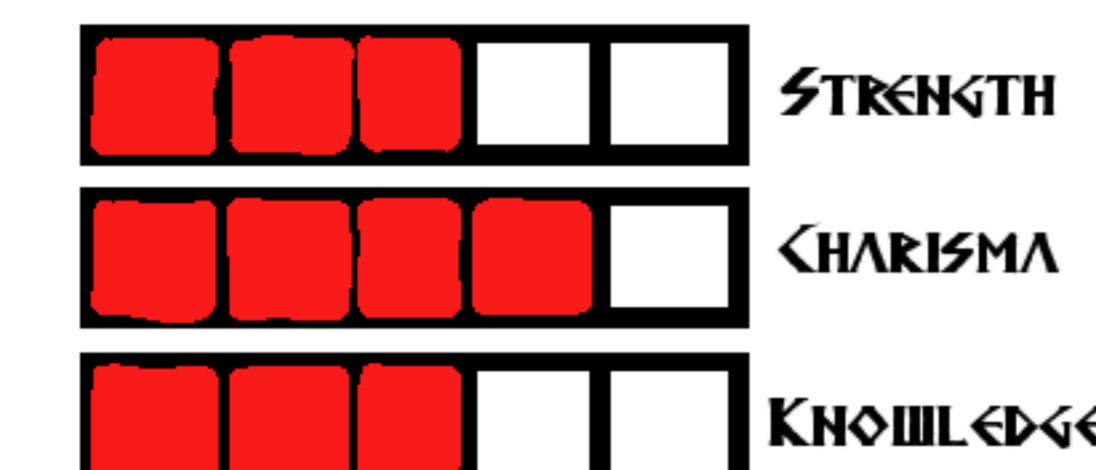


- "ARISE, MINIONS!"**  
Recieve Undead Minion & One Undead Monster (not vampire). Free.
- "PHYLACTERY"**  
Your minions will always resurrect you regardless of loyalty.
- "CRYPT KEEPER"**  
Recieve the Dungeon Feature "Tomb". Free

## DUNGEON OVERLORD: "CLASSIC" OVERLORD



The "Classic" Overlord is your stereotypical "Dark Overlord": charismatic, strong, and knowledgeable of both military tactics, economics, dark magics and basic industry. The "Classic" Overlord is perfect for any creep wishing to have a well balanced diet of evil and economics.

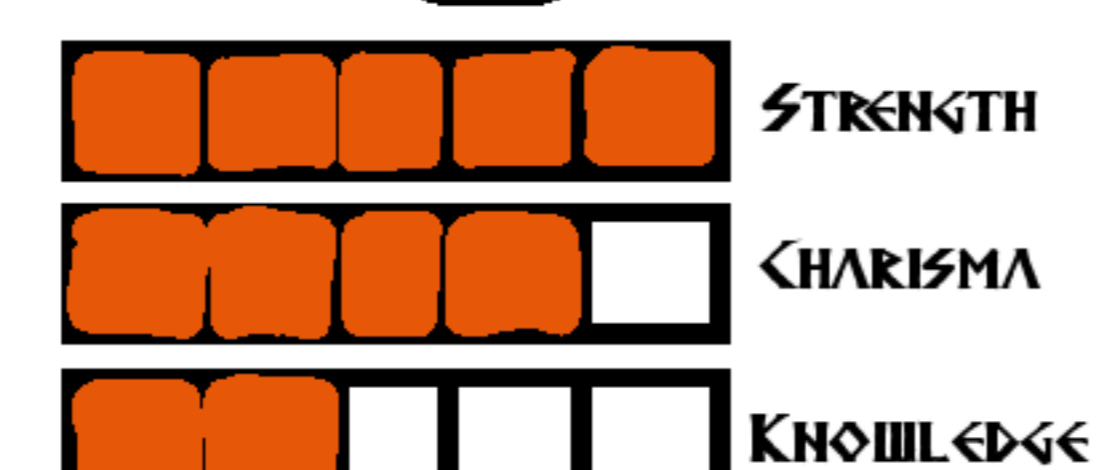


- "ARMY OF DARKNESS"**  
Undead, Orcs & Ogres recieve +1 Diligence. Creeps recieve +1 to all stats.
- "DUNGEON MASTER"**  
Your Minions will not succumb to your own dungeons traps or hazards
- "CRYSTAL CHRONICLER"**  
Receive the "Dark Crystal" Dungeon Feature. Free.

## DUNGEON OVERLORD: WARCHIEF



The Warchief is an overlord who truly knows what is best in life: crushing your enemies, seeing them driven before you and hearing the lamentations of their women. A rustic and charismatic Overlord, even by Creep standards- The Warchief is perfect for those with a flare and passion for savagery and the simple things in life.

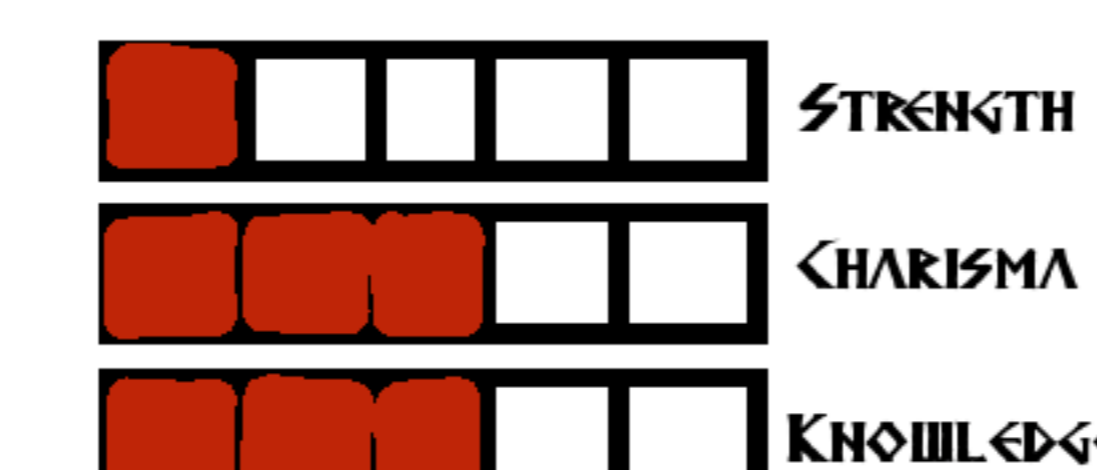


- "BARBARIAN HORDES"**  
Humans, Orcs, Centaurs & Ogres receive +1 loyalty.
- "BEAST MASTER"**  
All "Beast" & "Monstrous Beast" type Monsters receive +1 Obediance.
- "RIDDLE OF STEEL"**  
The Warchief Minions and "Humanoid Type" Monsters may operate the Forge & Mine Dungeon Feature regardless of stats.

## DUNGEON OVERLORD: WARLOCK



Mildly psychopathic; The Warlock is an Overlord who always seems to be lost in a world they can only see.. This isn't far from the truth: reaching into and pulling out nightmares both horrific and seductive the warlock steals, borrows, lends or aquires their powers through manipulation of demonic forces.



- "DEMONOLOGY"**  
Recieve Demon Minion & one Demon or Fey Monster. Free.
- "BLOOD FIDDING"**  
Non-Demon or Fey Minions and Monsters may consume Demonic food sources.
- "THE DARK PORTAL"**  
Recieve the Dungeon Feature "Portal" OR "Omnibus". Free

## DUNGEON OVERLORD: WIZARD



The Wizard is an Overlord absolutely steeped in magical arcane knowledge and trivia. Very little is beyond the ways of a Wizard, but they've a pension for being more eccentric and anti-social than other magic users. The Wizard is an Overlord who ultimately commands through wisdom, intuition and casual displays of horrendous arcane power.

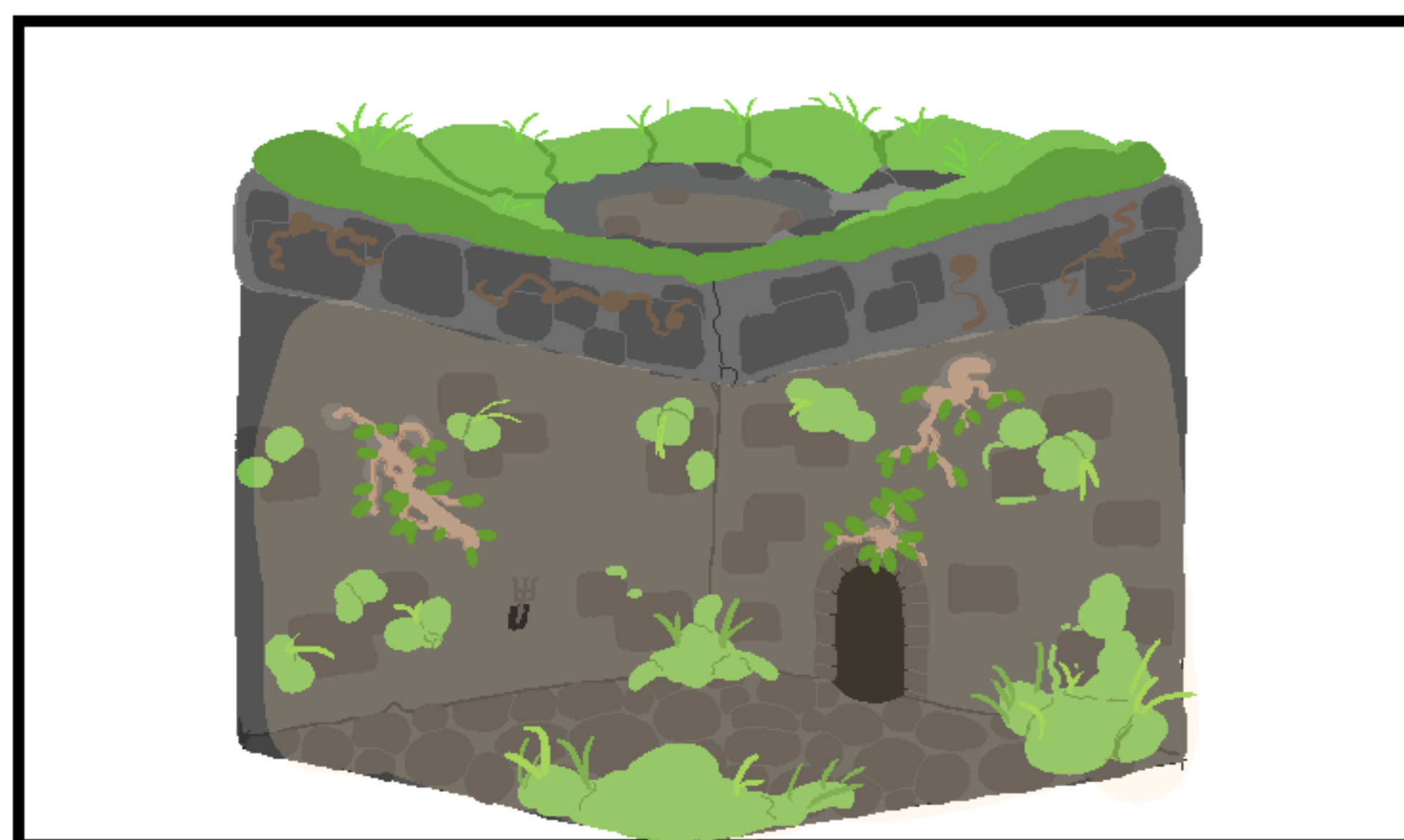


- "ARCANIC INSTRUCTION"**  
All Minions recieve +1 Magic.
- "ENCHANTMENT!"**  
The Wizard's minions may use their magic stat instead of a tech stat when operating dungeon features.
- "FROST & FIRE"**  
All Elemental Monsters recieve +1 obedience.



# DUNGEON TILES PART 2

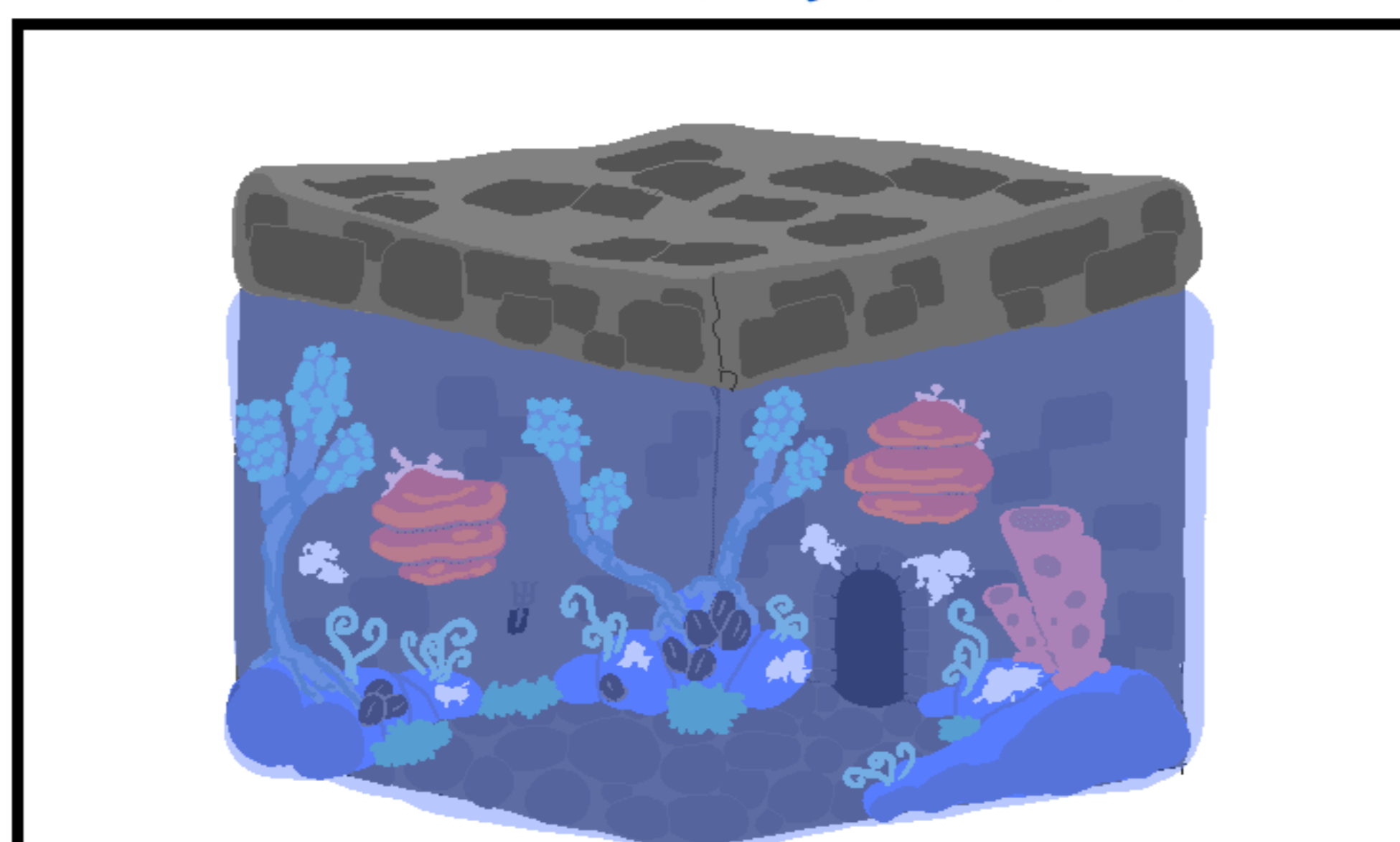
## DUNGEON TERRAIN: FOREST



Income	1/5
Material	2/5
Food	2/5
Hazard	1/5

Forests are a standard and mundane addition to any dungeon. Forests host a number of perfectly normal plants, animals, and materials but little in the way of "real hazards". Forests can only be placed on the surface level of your dungeon and the 1st level below it.

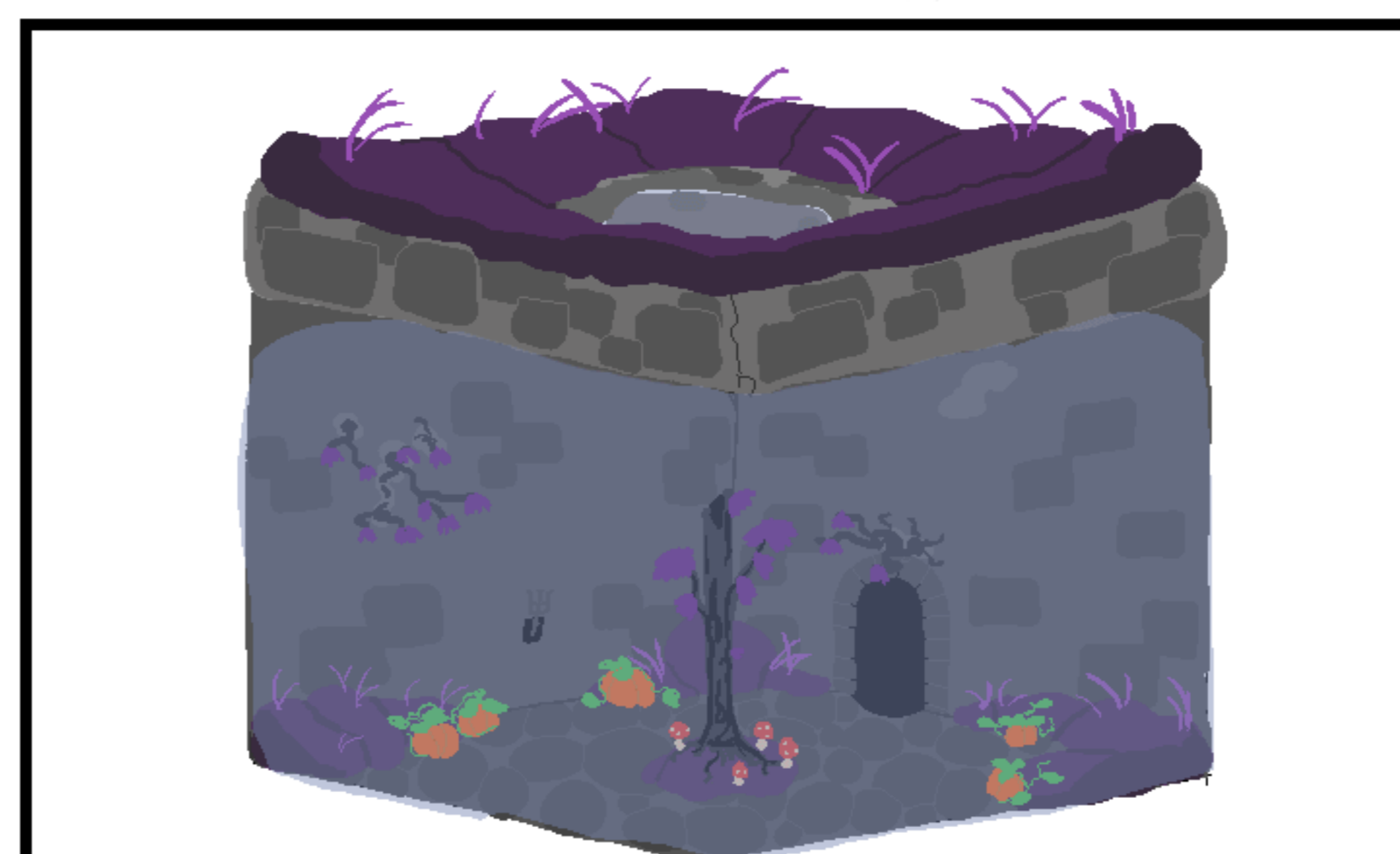
## DUNGEON TERRAIN: FUNGAL FOREST



Income	2/5
Material	3/5
Food	3/5
Hazard	3/5

Fungal forests are a subterranean biome that can exist with or without sunlight. Fungal Forests are unique in that they will attempt to infect and consume: demonic, alien, divine alien or otherworldly intruders. Fungal forests though are otherwise an excellent source of food & materials. Fungal forests can only be placed on your first subterranean level and any level below it.

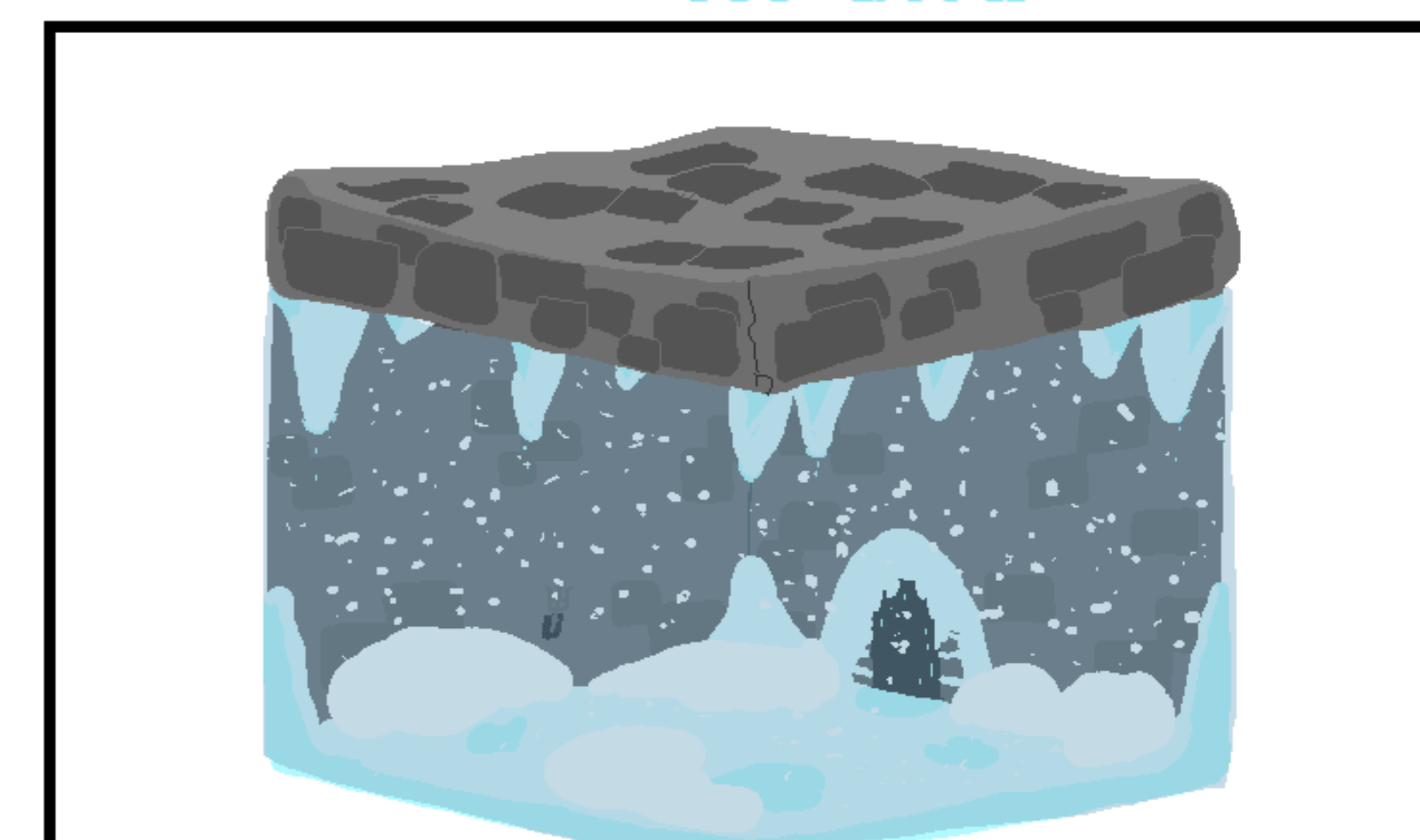
## DUNGEON TERRAIN: HAUNTED FOREST



Income	1/5
Material	1/5
Food	1/5
Hazard	4/5

Completely saturated in dark magic from a Dark Crystal; Haunted forests are an interesting addition. Haunted forests are home to demonic fey and other monsters such as undead and vampires. Haunted forests are unique in that they convert a surface level and 1st level into a subterranean one, ergo: no light. Haunted Forests can only be placed on the surface level of your dungeon and the 1st level below it.

## DUNGEON TERRAIN: ICE CAVES



Income	1/5
Material	1/5
Food	1/5
Hazard	4/5

The product of unique underground barometric pressure; Ice Caves are exactly what you'd think they are. Ice cavern provide little in the way of food or income, but can possess unique resources and numerous hazards. Ice Caverns count as their own water source. Ice Caverns can only be placed on your first subterranean level and any level below it.

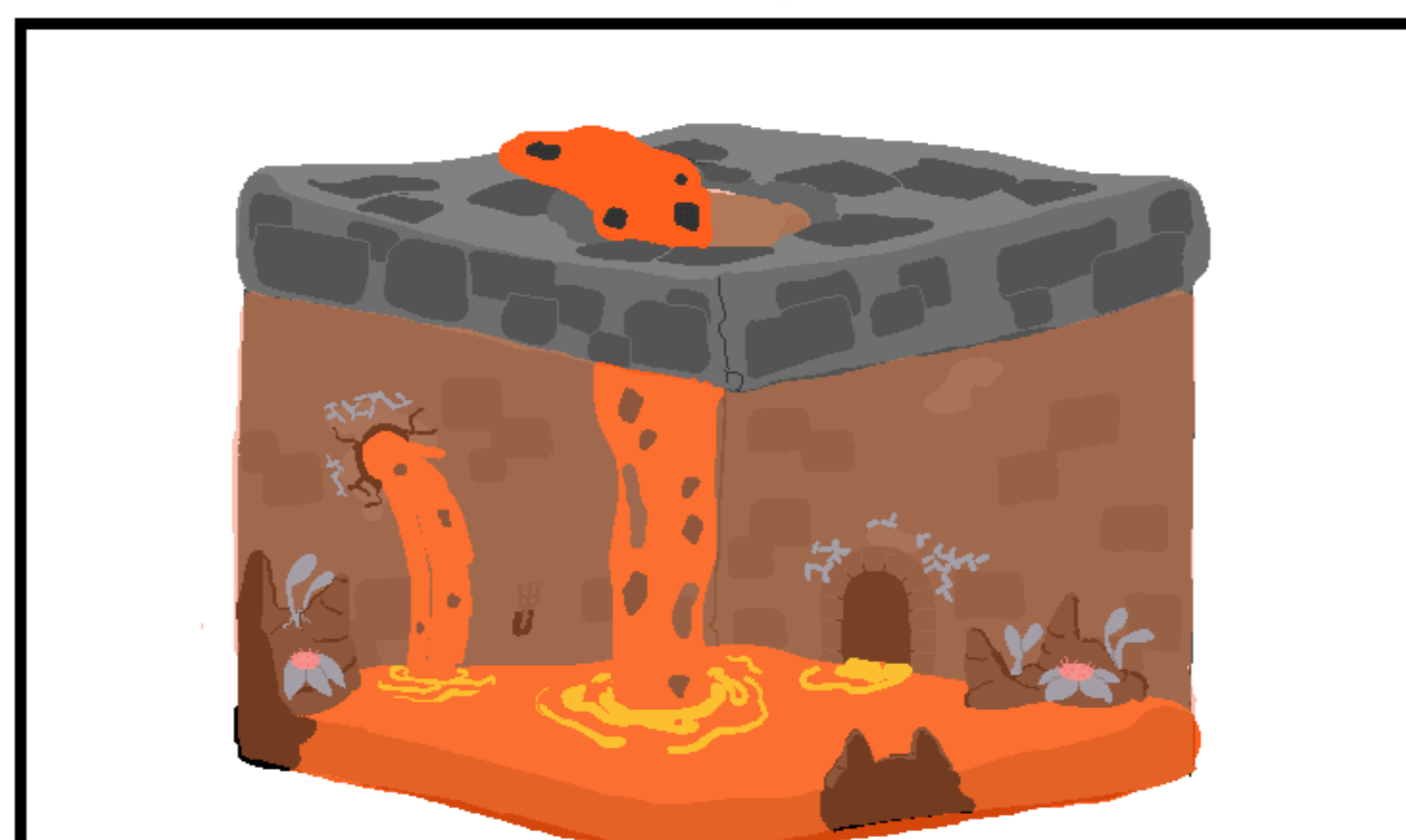
## DUNGEON TERRAIN: JUNGLE



Income	1/5
Material	2/5
Food	2/5
Hazard	3/5

Jungles are a hot, humid & muddier version of your standard forest. Jungle animals and plants are typically more dangerous and venomous than forests stock. Jungles are also "partially flooded" and count as their own water source. Jungles can only be placed on the surface level of your dungeon and the 1st level below it.

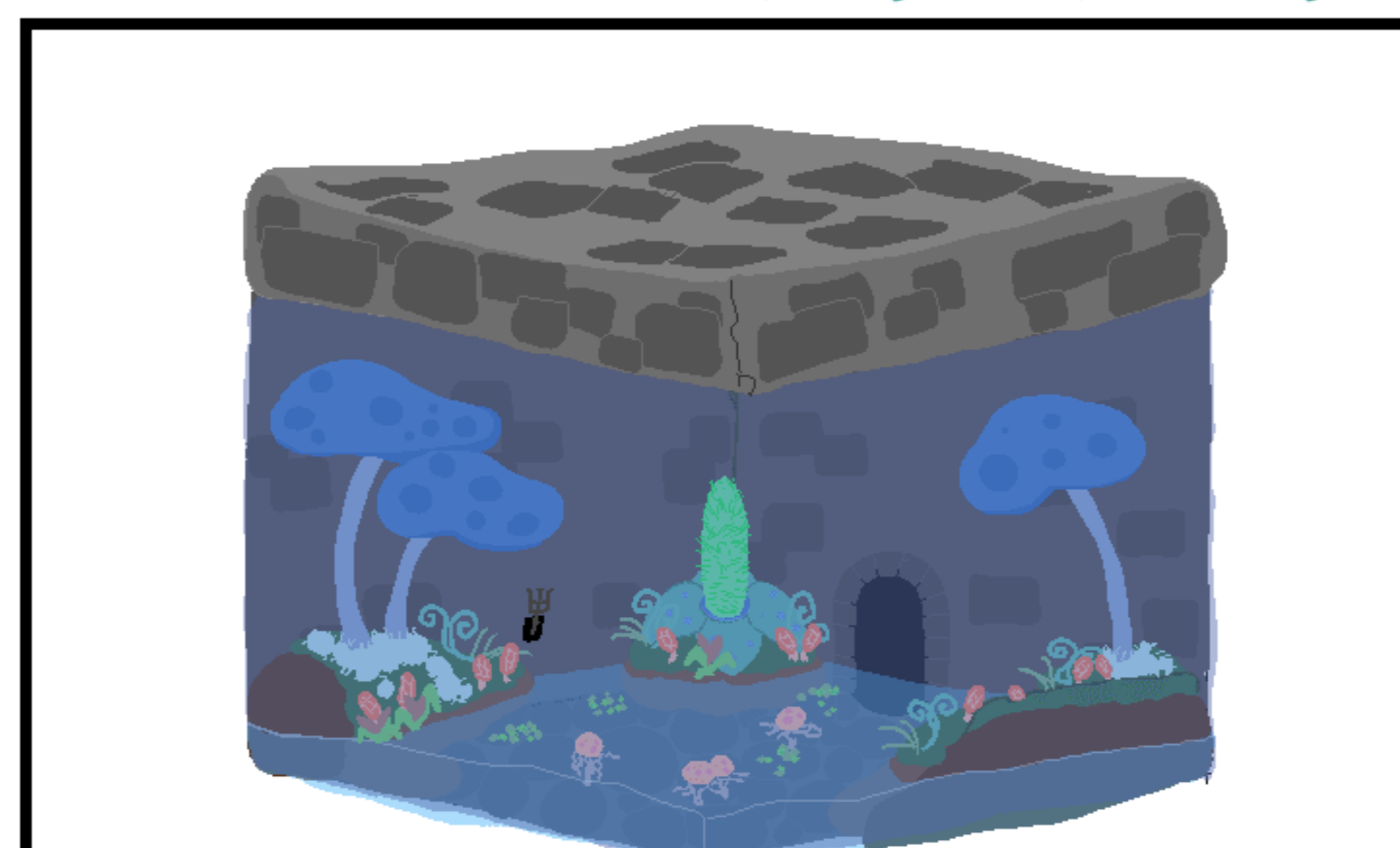
## DUNGEON TERRAIN: LAVA



Income	1/5
Material	2/5
Food	1/5
Hazard	4/5

What dungeon would be complete without hot rivers of flowing lava? Lava terrain is interesting in that it 'can' provide unique opportunities for food, material, and income on top of it's fantastic hazard stats due to the nature of such a hostile biome. Lava counts as it's own "water" source. Lava can be placed on any level.

## DUNGEON TERRAIN: UNDERGROUND JUNGLE



Income	1/5
Material	2/5
Food	2/5
Hazard	3/5

A mix of symbiotic fungal and plant growth allowing for subterranean growth. Underground jungles have a mix of both fungle and jungle qualities; making for unique material and food opportunities. Underground jungles count as their own water source. Underground Jungles can only be placed on your first subterranean level and any level below it. Like all Fungal environments: Underground Jungles are hostile to outsiders & demons.

# DUNGEON MINIONS

Minions are an Overlord's subordinates; they're the loyal beings that operate underneath you and make sure every facet of your Dungeon is operating properly.

- You may **purchase** as many Minions as you can afford or desire.
- Minions are **paid** with **Food, Income, & Material**.

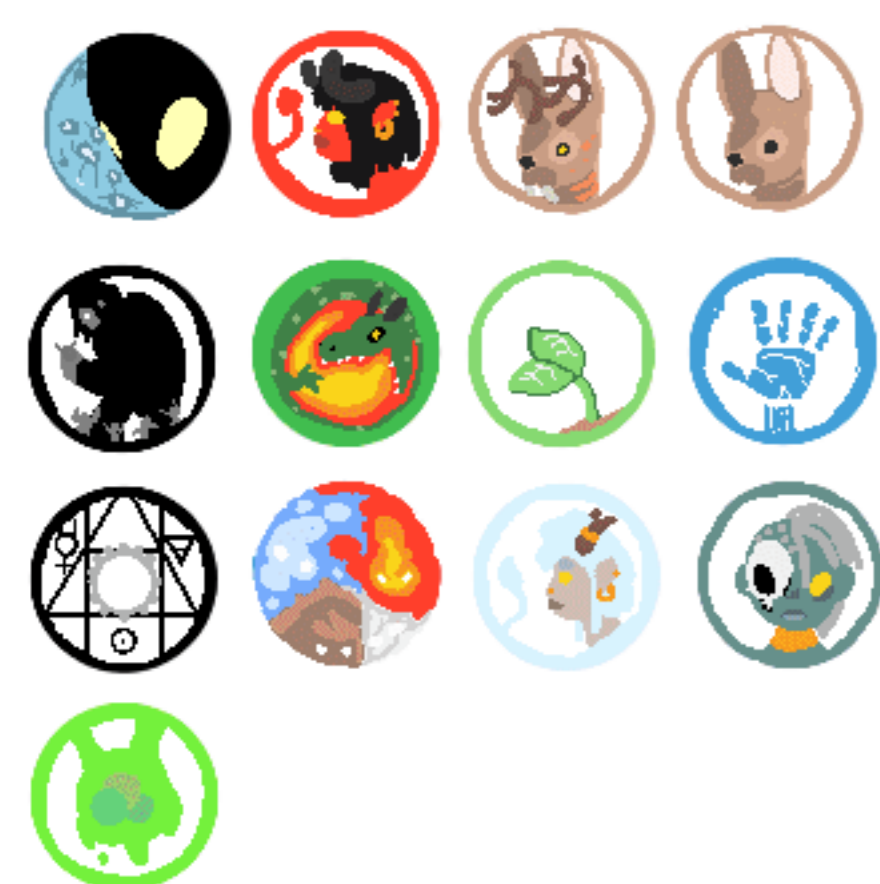
**Loyalty** represents how loyal & obliged a minion is to you.

**Diligence** represents how hard a minion will work for you.

**Technology** represents a minion's industrial or trade skills & knowledge.

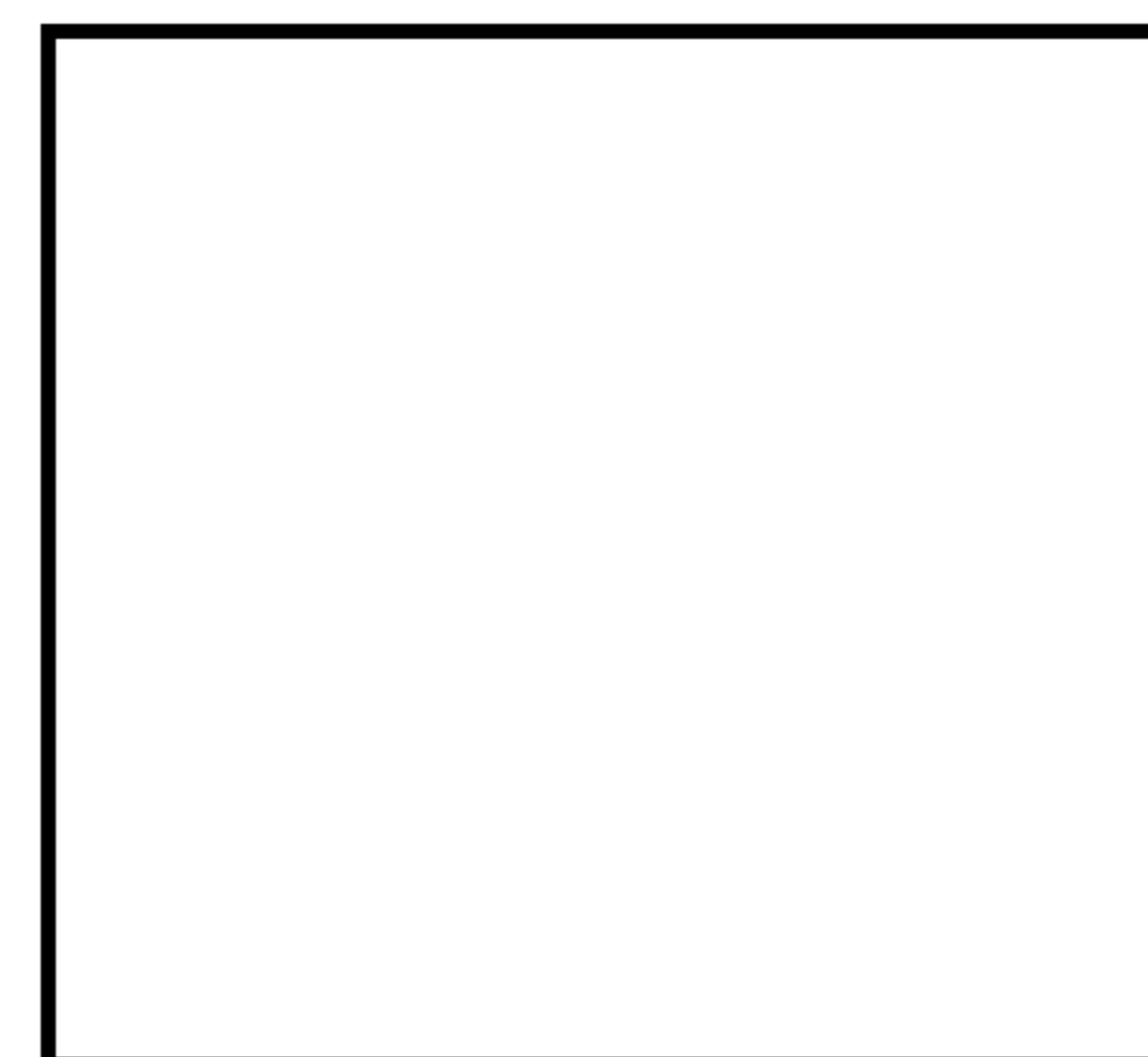
**Magic** represents a minion's Arcane skills & knowledge.

**Perks** are the racial abilities and characteristics of your minions.



Both Minions and Monsters come in the following types: **Outsider, Demon, Monstrous, Beast, Giant, Dragon, Plant, Humanoid, Construct, Elemental, Fey, Undead, & Slime.**

## DUNGEON MINION:



LOYALTY

DILIGENCE

TECHNOLOGY

MAGIC



## DUNGEON MINION: ALIEN



Whispers, faint far off murmurs echoing from a sad and nostalgic star-lit realm. They look down from above and you can feel the piercing gaze of something truly foreign. You will never really be able to understand or command Aliens; picking them is at worst a gamble or at best a calculated risk. Aliens are extremely Tech and Magic literate, but without others to relate to they keep to themselves.

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC



**"EARTHSHAKING"**  
Negates other creatures "light-sensitivity" penalties.

**"MATTER & ENERGY"**  
Half the cost of 1 Construct Minion or Monster per Alien.

**"I'LL REMEMBER YOU."**  
Cyclop presence gives Alien +2 Loyalty & Diligence.

## DUNGEON MINION: CHANGELING



When someone mentions "people" they are most likely referring to Changelings: they are the single most abundant species of humanoid and their adaptable, shapeshifting kind has come to cover the world. Changelings have the most underwhelming stats of any minion, but they more than make up for this with their ability to shapeshift and copy other minions abilities.

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC

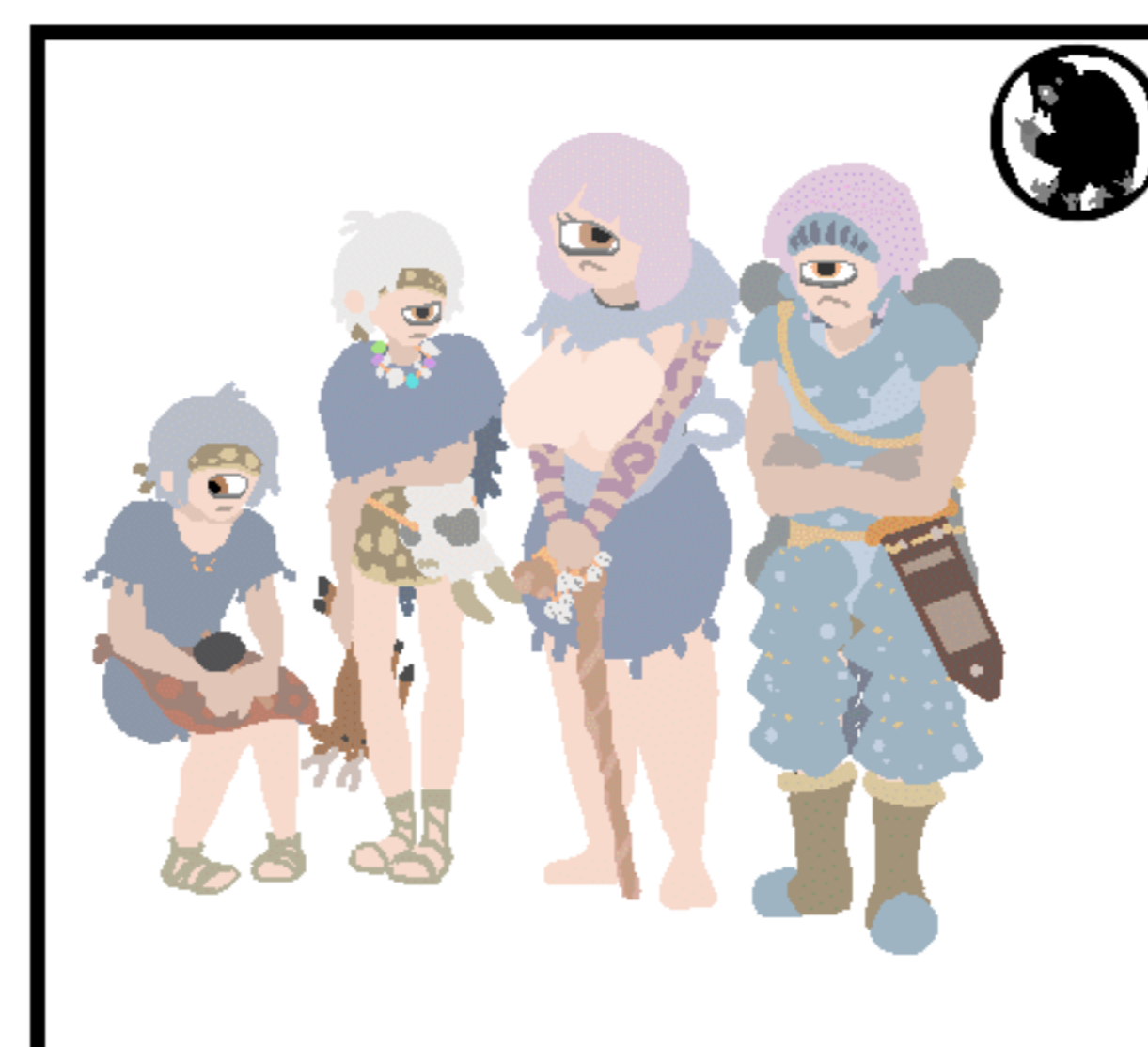


**"ILLINGMAN"**  
Negate two creatures of their "mat/patriarchy" penalty.

**"MEDIOCRITY"**  
Only one stat bar may be maxed to 5, all others are capped at 4. Diligence does not effect this.

**"DOPPELGÄNGER"**  
Copy one racial ability from a purchased humanoid creature to give to Changeling.

## DUNGEON MINION: CYCLOPS



An obscure and reclusive species of one-eyed giants with gentle faces and docile dispositions. Cyclops possess an abysmal stat spread beyond their maxed out tech and magic. Ultimately Cyclops are distant and explicitly socially awkward minions, but their intelligence and uncanny ability to befriend outsiders can make them a valuable addition to a dungeon.

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC



**"CYCLOPEAN DESIGN"**  
Cyclops are immune to all dungeon hazards and cannot get lost.

**"MEET"**  
The Forge & Ruin dungeon feature each give +1 Diligence.

**"GAZE INTO THE ABYSS"**  
All "outsider" monsters receive +2 obedience. Cyclopes receive +1 loyalty for each different outsider creature.

## DUNGEON MINION: DEVIL



Devils are a diverse lot of red, black, or even blue coloured humanoids identified by their horns, hooves, wings, pointed-tails and uncensored love for chaos and body piercings. Devils are defined by their high magic, medium tech, low diligence and erratic loyalty. Devils either want to eat or have sex with everything- the humanoid among them merely being lucid enough to scrutinize between what's more "appropriate".

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC



**"DEVIL'S ADVOCATE"**  
Each Demon creature you have gives the Devil Minion +1 Diligence.

**"FIRE AND BRIMSTONE"**  
All Lava terrain provide +1 additional food.

**"BURNING DESIRE"**  
Each single-gender or androgynous creature gives +1 Devil Loyalty.

## DUNGEON MINION: DWARF



Sometimes wider than they are tall and always as sturdy as they look- Dwarves are the poster children of dungeon dwellers and a perfect little dungeon minion. Dwarves possess excellent diligence & technology but below average magic- mostly interested in arms & traps than anything else. Dwarves can fit into many roles, but their "quirky" nature can stifle their potential.

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC

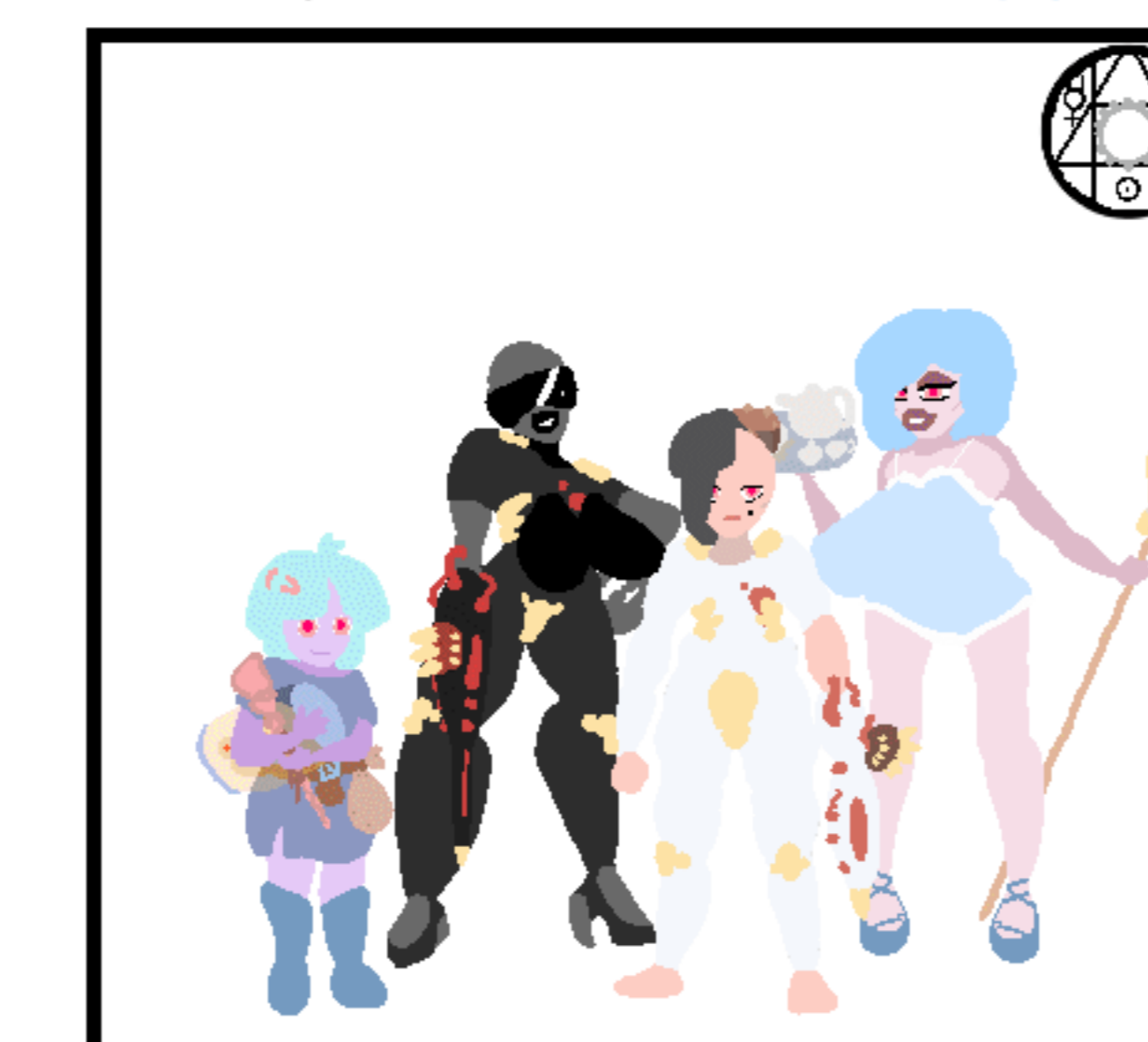


**"DWARVEN DESIGN"**  
Dwarves are immune to all dungeon hazards & cannot get lost.

**"FUNKICULTURE"**  
All underground level nature terrains give +1 food & material.

**"BIGOTED"**  
Loyalty capped at 2 if you have any: Orcs, Trolls, or Ogres.

## DUNGEON MINION: HOMONCULI



The ultimate culmination of science and magic; the "man in the bottle". Homonculi are defined by their completely customizable stats: they are completely artificial and are literally what you make of them having been created by the standards of your needs, desires, designs and specification. Homonculi have 13 stat points to designate how you see fit.

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC



**"PREFORMATIONISM"**  
Homonculi do not need to eat, but if you do pay Diligence: give all their food cost you receive +1 stat point.

**"BUILT FOR LOVIN"**  
For a 2 Cap on Diligence: give all other humanoids +1 loyalty/obedience.

**"I AM NOT A MACHINE."**  
\*Optional\* Give Homonculi free will: initial loyalty stat set to "3" but you receive +2 stat points to spend elsewhere.

## DUNGEON MINION: HUMAN



Humans are an upright, plains-dwelling species known for their stubborn attitude and close association with centaurs. Humans are defined by their OVERWHELMING diligence, but otherwise poor stats. Humans can be useful minions, but they don't really shine unless they've got their centaur companions to shadow them.

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC



**"SECOND WIND"**  
Diligence can not be lowered; only increased.

**"SALUTE THE SUN"**  
Receive +1 Magic & Diligence for each surface level your dungeon has.

**"CHILDREN OF THE CORN"**  
Humans are the only species that grows corn: give each agricultural terrain or feature +2 food. Effect ignores cap.

## DUNGEON MINION: MINOTAUR



Do not let their bovine and surly looking appearance fool you; Minotaurs are a people of distinct culture, class, and sophistication. Minotaurs overall have a decent well-rounded state spread, but unlike other minions; Minotaur feel right at home in dungeons. Their obsessive, compulsive, dungeoneering culture can make life miserable for your other minions, though.

LOYALTY  
DILIGENCE  
TECHNOLOGY  
MAGIC



**"MINOTIAN DESIGN"**  
Minotaurs are immune to all Dungeon hazards and cannot get lost.

**"TERRA FIRMA"**  
Receive the "Minotaur Terrace" dungeon feature. Free.

**"SPATIAL AWARENESS"**  
Diligence stat activated by labyrinth presence. Subsequent labyrinth give +1 Diligence.

# DUNGEON MINIONS PART 2

## DUNGEON MINION: OGRE



YOU PICK OTHER MINIONS? NO- ONLY NEED OGRE; LOOK AT REST, WE DA' BEST. DIS OB- DAS A OB-JEC- IS FACT. OGRE DON'T NEED WORK HARD, OGRE DON'T NEED SMART; GET OTHERS TO WORK FOR OGRE! HUNGRY? OGRE CAN COOK. NEED DA MAGICKS? OGRE CAN HAVE TWO-HEADS; TWICE AS MAGIC AS ANY UDDER' DUMMY! OGRE BEST. NO FLAWS.



	LOYALTY
	DILIGENCE
	TECHNOLOGY
	MAGIC

	12
	5
	4

<b>"TWO-HEADED OGRE"</b> Cyclop presence gives Ogre +2 Magic & +1 Diligence and an additional head.	<b>"BUSHWACKER"</b> Each unaltered nature terrain gives +1 food.	<b>"ME OUTSOURCE!"</b> Ogres may bully 1 humanoid monster. Bullied monsters have -2 Loyalty & Aggression, but give Ogres +2 Diligence.
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## DUNGEON MINION: ORC



Orcs are an industrious and war-like species of humanoids; their aggression is linked to their population density making them quite self-motivated. Orcs make obedient and competent enough minions; with good loyalty and diligence, but their eagerness to get things going for the simply sake of progress can be their own undoing.

	LOYALTY
	DILIGENCE
	TECHNOLOGY
	MAGIC

	5
	3
	4

<b>"HALF-ORC"</b> Ogre presence gives Orcs +1 diligence & magic.	<b>"HOGS IN MUD"</b> You may exchange 1 food stat for material or income from any underground terrain tiles you have.	<b>"ORKISH-RIGGED"</b> For each Orc minion reduce the Tech cost of 1 Dungeon feature by it's own hazard level.
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## DUNGEON MINION: UNDEAD



Undead are not your simple garden variety "zombie"; they are well-preserved, sophisticated, built and maintained undead creations that set the standard for their kind. Decent stat spread combined with the highest diligence; Undead make fantastic minions so long as you don't push them beyond the few limits they have.

	LOYALTY
	DILIGENCE
	TECHNOLOGY
	MAGIC

	5
	3
	3

<b>"COMFORTS OF LIFE"</b> Undead do not need to eat, but if you do pay their food cost they will have +2 loyalty.	<b>"UNRELENTING"</b> Diligence cannot be lowered. Diligence cap of 10.	<b>"MIND, BODY &amp; SOUL"</b> <b>*Optional*</b> Undead may be torn apart to make both Skeleton & Ghost monster at the cost of Undead. Obedience caps at 2.
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# DUNGEON FEATURES

**Dungeon Features** are buildings and improvements you can have constructed within your dungeon.

- Features do not **supersede** tiles, they **compliment** them.
- Features come in **two \*varieties**: ones that only affect & occupy **one tile** and others that affect as occupy an entire **row** or **level**.
- You may **purchase** as many Features as you desire as long as you have the **space** and **resources** for them.
- Features need to be **purchased** with the **Technology & Magic** produced by your **Minions**.
- \*However, some unique Features affect **adjacent tiles** as well.

**Income** is commercial wealth created by this feature.

**Material** are the processed goods produced by this feature.

**Food** is sustenance produced by this feature.

**Hazard** is how dangerous this feature is to operate.

**Magic** represents the Arcane knowledge nessecary to operate this feature.

**Technology** represents the Technical skill nessecary to operate this feature.

DUNGEON FEATURE:




INCOME

MATERIAL

FOOD

HAZARD

## DUNGEON FEATURE: ALCHEMY LAB




INCOME

MATERIAL

FOOD

HAZARD



The Alchemy lab isn't some paltry hobbyists chemistry set- The Alchemy lab is an industrial scale laboratory equipped to provide an overlord with all their alchemical production needs and requirements. The alchemy lab is capable of producing a constant supply of constructed minions or monsters as well as providing synthesized materials and medicines. The Alchemy Lab requires both Magic & Technology literate minions to be operated.

## DUNGEON FEATURE: ANCIENT RUINS




INCOME

MATERIAL

FOOD

HAZARD



Ancient ruins are abandoned or otherwise series of derelict structures that have lost their true purpose- obscured by history. Ancient Ruins can only be placed on the first or last level of your dungeon and act much like the labyrinth feature: turning the entire level into "Ancient ruins". The Ancient Ruins require both Technology and Magic literate minions to have their stats activated and resources understood.

## DUNGEON FEATURE: BLOOD FOUNTAIN




INCOME

MATERIAL

FOOD

HAZARD



The Blood Fountain is truly a morbid dungeon feature; a running body of water connected or corrupted by a demonic source. Blood Fountains convert any adjacent nature terrain into demon terrain and provide vampires with MAXIMUM obedience. Blood Fountains are not entirely dangerous themselves, but they cannot be fully utilized by non-demon or non-dead creatures and this can provide a small hazard in the form of blood-soaked unsanitary conditions within your dungeon.

## DUNGEON FEATURE: BUTCHERY




INCOME

MATERIAL

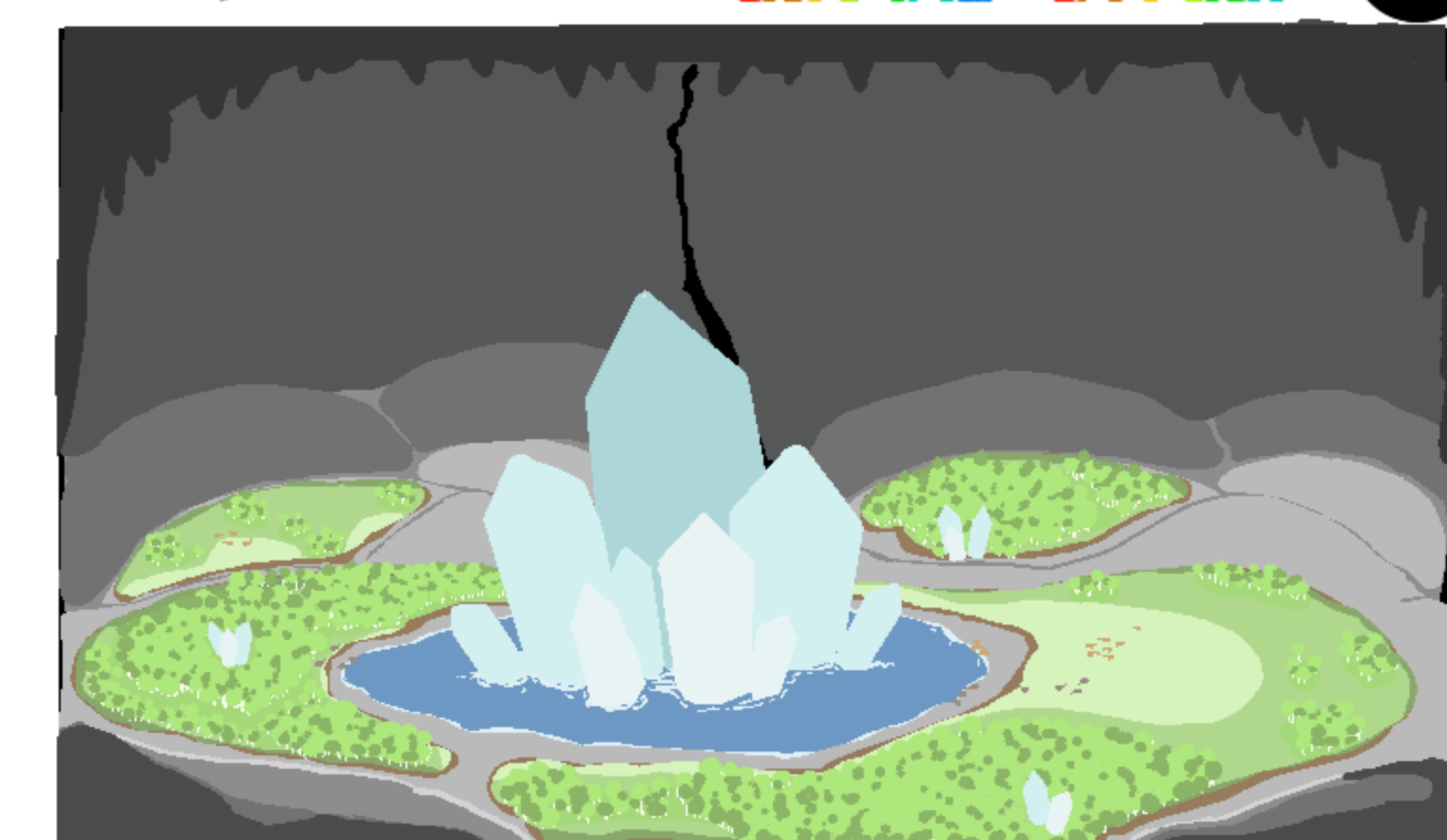
FOOD

HAZARD



The Butchery is not a simple "kosher deli". The Butchery is a large scale, industrial, meat processing and food production feature. The Butchery is capable of processing and butchering mundane & monstrous beasts as well as Dragon type monsters into processed meat for your army. The Butchery will also provide minions & monsters with the "Cannibalism" perk with loyalty/obedience without sacrificing another minion/monster. The Butchery requires Technology literate minions to be operated.

## DUNGEON FEATURE: CRYSTAL CAVERN




INCOME

MATERIAL

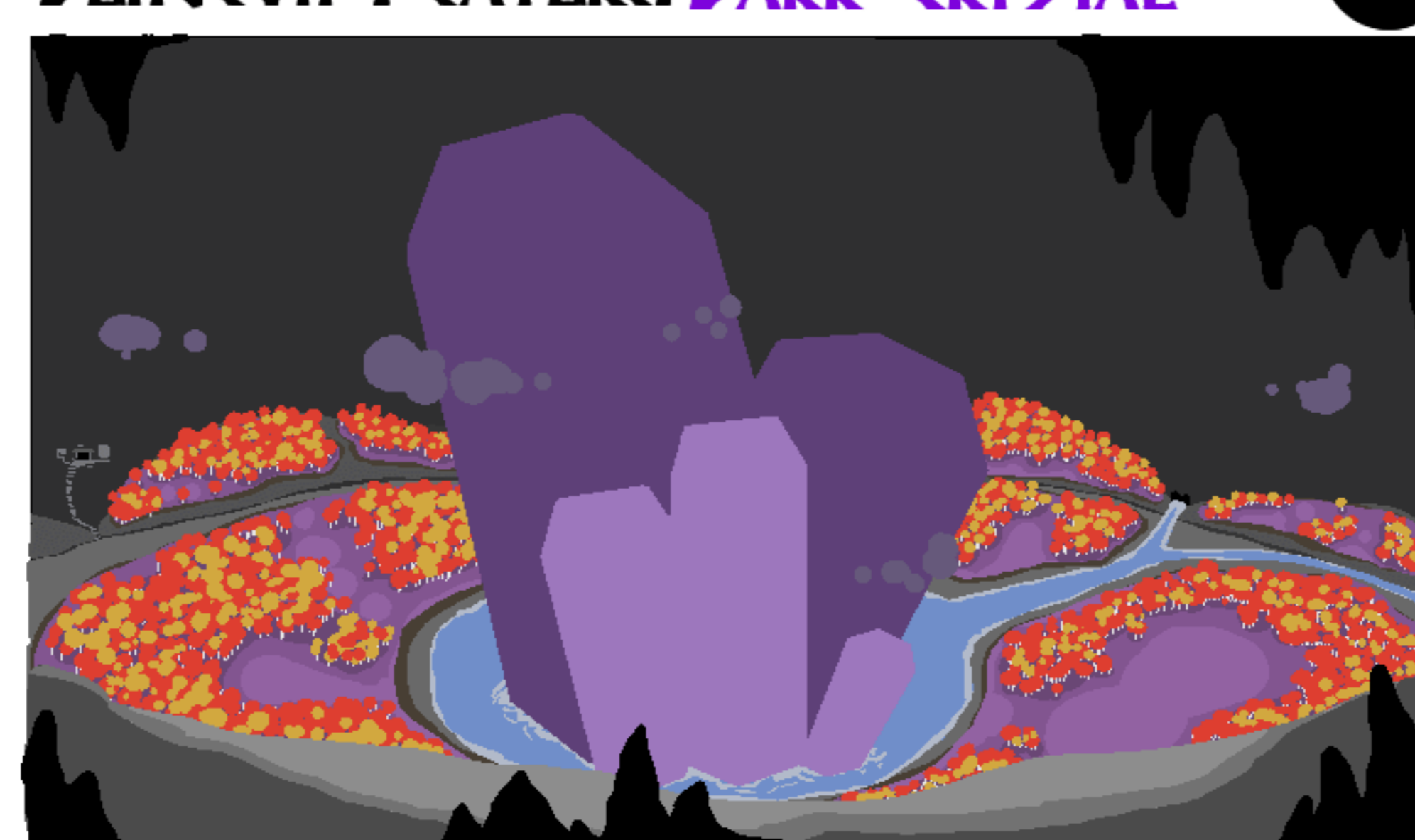
FOOD

HAZARD



The Crystal cavern can be placed on any subterranean dungeon level you have, but it gains 1+ stat increase to magic, income, and material for each subterranean level above it. The Crystal cavern is special in that it will convert the level it's placed on into a surface level due to the light, heat and energy it's magic crystals naturally produce: allowing the placement of surface nature terrain tiles on these levels.

## DUNGEON FEATURE: DARK CRYSTAL




INCOME

MATERIAL

FOOD

HAZARD



The Dark Crystal provides two main features: it produces creeps and it will convert ALL the nature terrain tiles of the level it's placed on into haunted forest- regardless of them being subterranean or above ground. The Dark crystal itself though doesn't provide much in the way of stat coverage beyond income, magic and material in the form of smaller budding crystal formations.

## DUNGEON FEATURE: AVIARY




INCOME

MATERIAL

FOOD

HAZARD



The ideal feature for any Dungeon overlord who wishes to be a true Lord of the Skies.. or is themselves a flying creature. The Aviary is a large enclosure that can be placed on any level and is built with flying creatures specifically in mind. The Aviary negates all flying penalties on the floor it's placed on and provides 1+ to all stats for any minions and monsters capable of flight.

## DUNGEON FEATURE: DUNGEON DORMITORY




INCOME

MATERIAL

FOOD

HAZARD



This is a very basic, but very well designed and efficient dormitory to house your minions and sapient monsters in an organized and pleasant area. The dormitory provides many basic comforts, commodities, acceptable stat coverage and income from it's on-site economy without harming your dungeon. The Dormitory is very utilitarian in it's architecture though and could be considered "Brutalist"- this will annoy some of your more 'refined' minions & monsters.

# DUNGEON FEATURES PART 2

## DUNGEON FEATURE: DUNGEON TOWN



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	2	2

Provided your dungeon is at least "medium" sized you may have a "Dungeon town" inside, around or ontop of it. Dungeon towns are interesting in that they provide a lot of income, material, food as well as housing and provide all the necessities & domestic comforts for your Dungeon's sapient minions and monsters. This however is all obviously at your dungeon's expense: their economy is based on dungeon crawls, their hazard will never be lower than 5 and has no hard cap.

## DUNGEON FEATURE: FAIRY FOUNTAIN



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	5

Fairy fountains are water sources that have been corrupted or taken over by the presence of FAIRIES. Fairy Fountains will ARBITRARILY heal & harm all minions and monsters with a bias towards Fey (which they will always heal and provide fresh water to) & Outsiders (which they will always attempt to destroy). The Fairy Fountain will give +1 obedience to all Fey creatures as well as make all adjacent nature terrain tiles immune to demonic or elemental conversion.

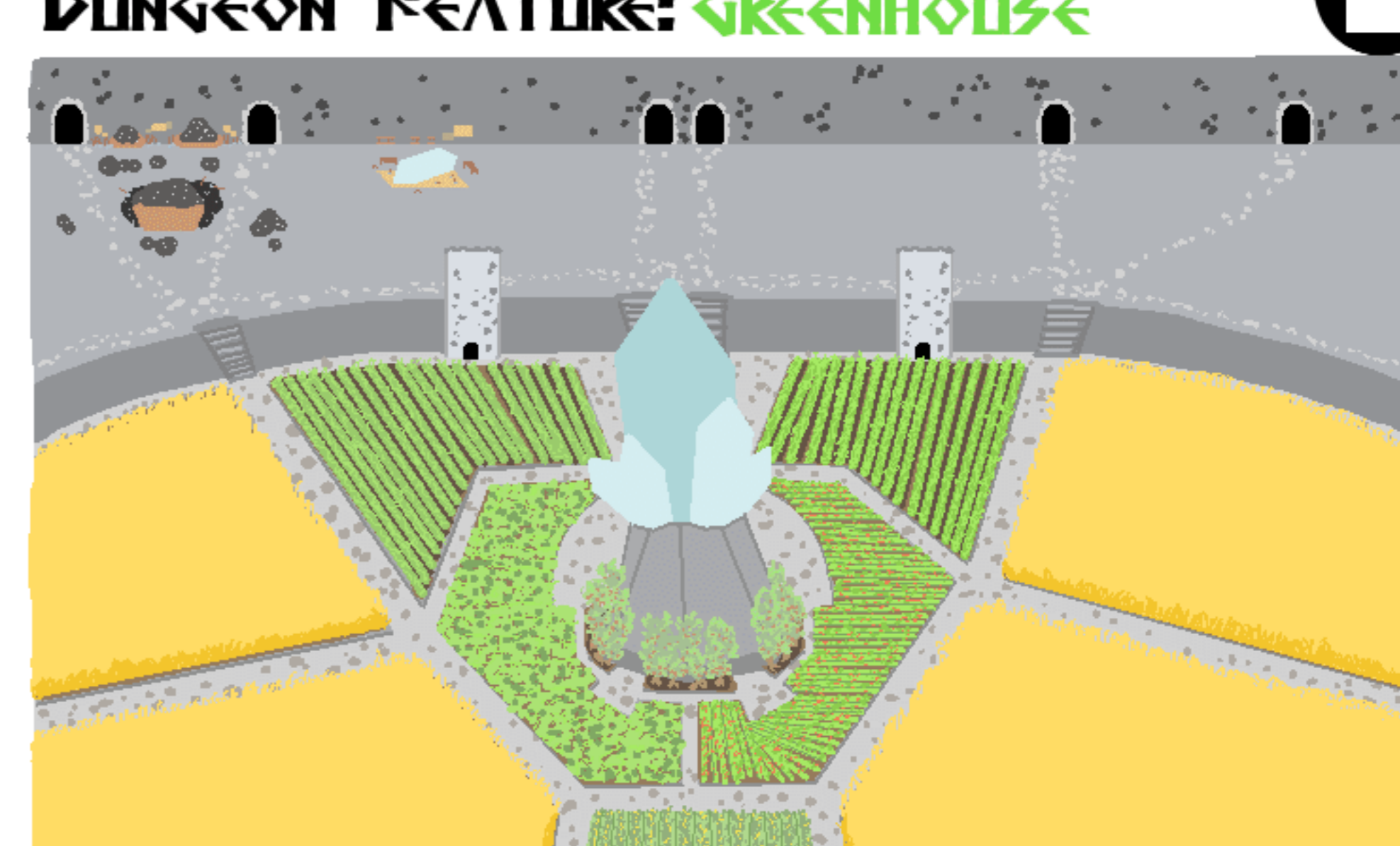
## DUNGEON FEATURE: FORGE



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	5

The Forge is not a simple "blacksmith"- the Forge is an industrial sized dungeon feature capable of mass scale weapons production and ore processing. The Forge provides excellent material, & income but can also be quite hazardous compared to other dungeon features. The Forge can be placed on any level of your dungeon, but it's hazard stat will increase by +1 for each tile separating it from a surface tile due to poor ventilation. The Forge requires Technology literate minions to be operated.

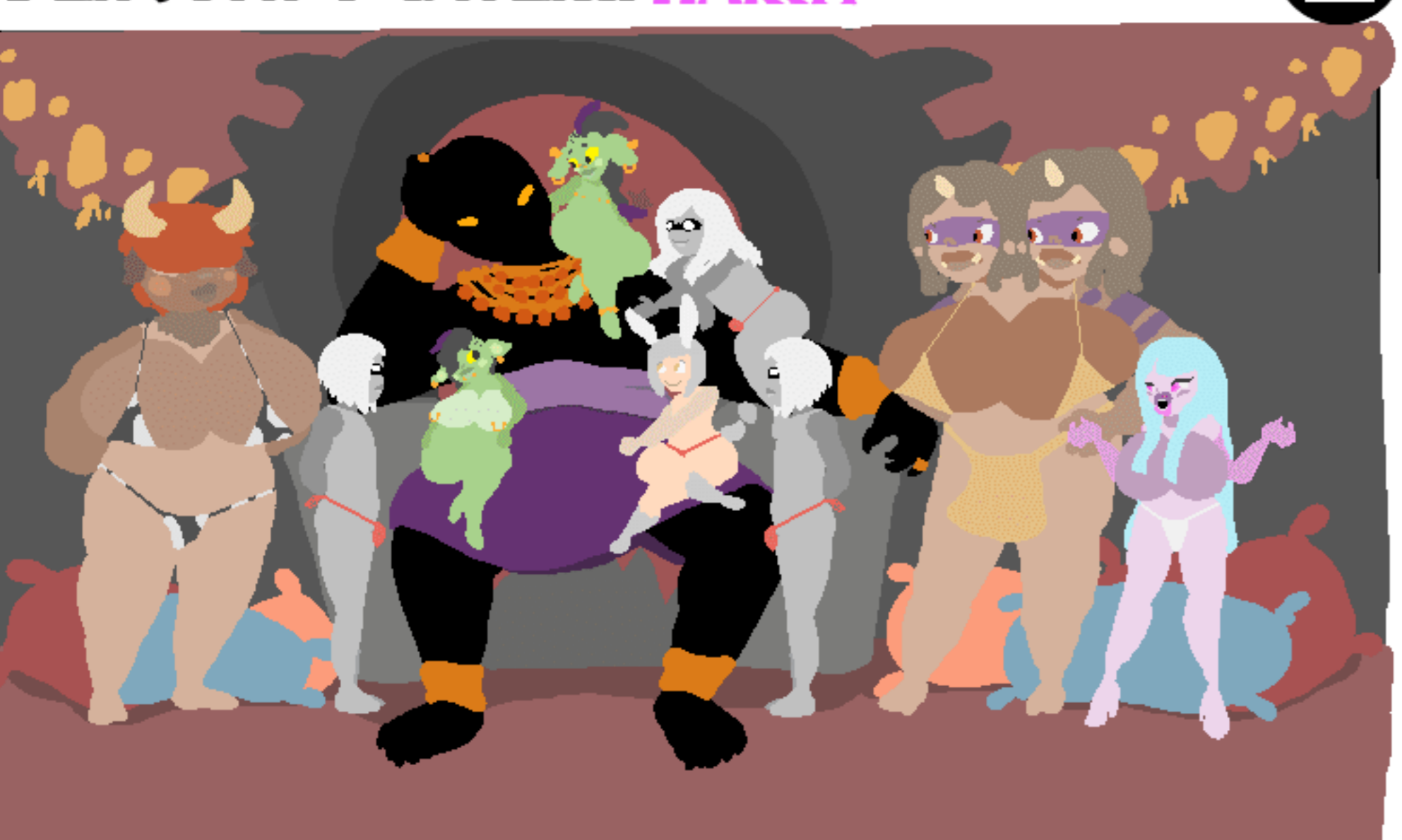
## DUNGEON FEATURE: GREENHOUSE



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	2

The Greenhouse is not a simple "Herb garden"- The Greenhouse is a large industrial scale facility capable of producing large quantities of fresh produce for the consumption of your army. The greenhouse can be placed on ANY interior level and provides excellent stats overall. The greenhouse is also unique in that it provides +2 obedience to all plant monsters & minions. The Greenhouse requires Technology literate minions to be operated.

## DUNGEON FEATURE: HAREM



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	2	2

Providing little to no tactical advantage at all; this feature is entirely for YOU the overlord. The harem can be made up of any race/species of minion or sapient monster you currently possess and can have men, women, transgenders, boys, or girls. You can even have a Bee Queen or Omnibus in it or it could consist entirely of bunny boys- it's YOUR harem, you get to decide who or what goes into it.

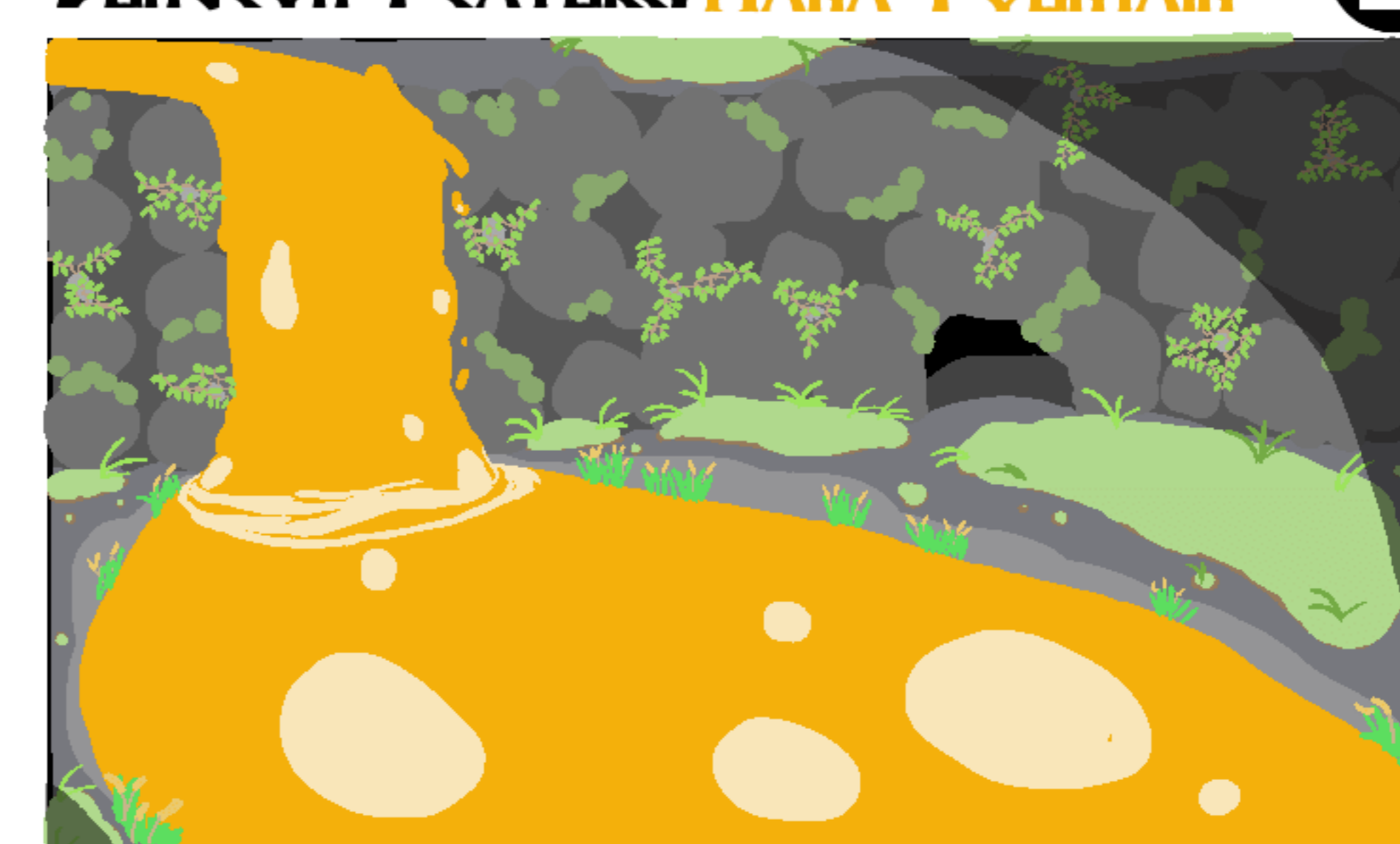
## DUNGEON FEATURE: LABYRINTH



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	1

The labyrinth is a large constructed maze and a pretty standard iconic dungeon feature. The Labyrinth unlike other dungeon features is placed on a LEVEL and will convert the ENTIRE LEVEL it's placed on into a Labyrinth- it will not override any other features or nature tiles, they simply become part of the labyrinth. Labyrinths work best INDOORS to prevent simply climbing or flying over them. Minions & Monsters who can get lost WILL get lost in your labyrinth.

## DUNGEON FEATURE: MANA FOUNTAIN



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	5

A Fountain directly feeding from on magical ley line causing it to pour out a constant stream of rich, golden, honey-like mana. Mana fountains heal the sick & injured, encourage plant growth and make any adjacent nature terrain completely immune to demonic or elemental conversion. Mana Fountains are a hazard to Undead and Demons- as it will revive the dead and dissolve demons back into mana; gruesomely, so.

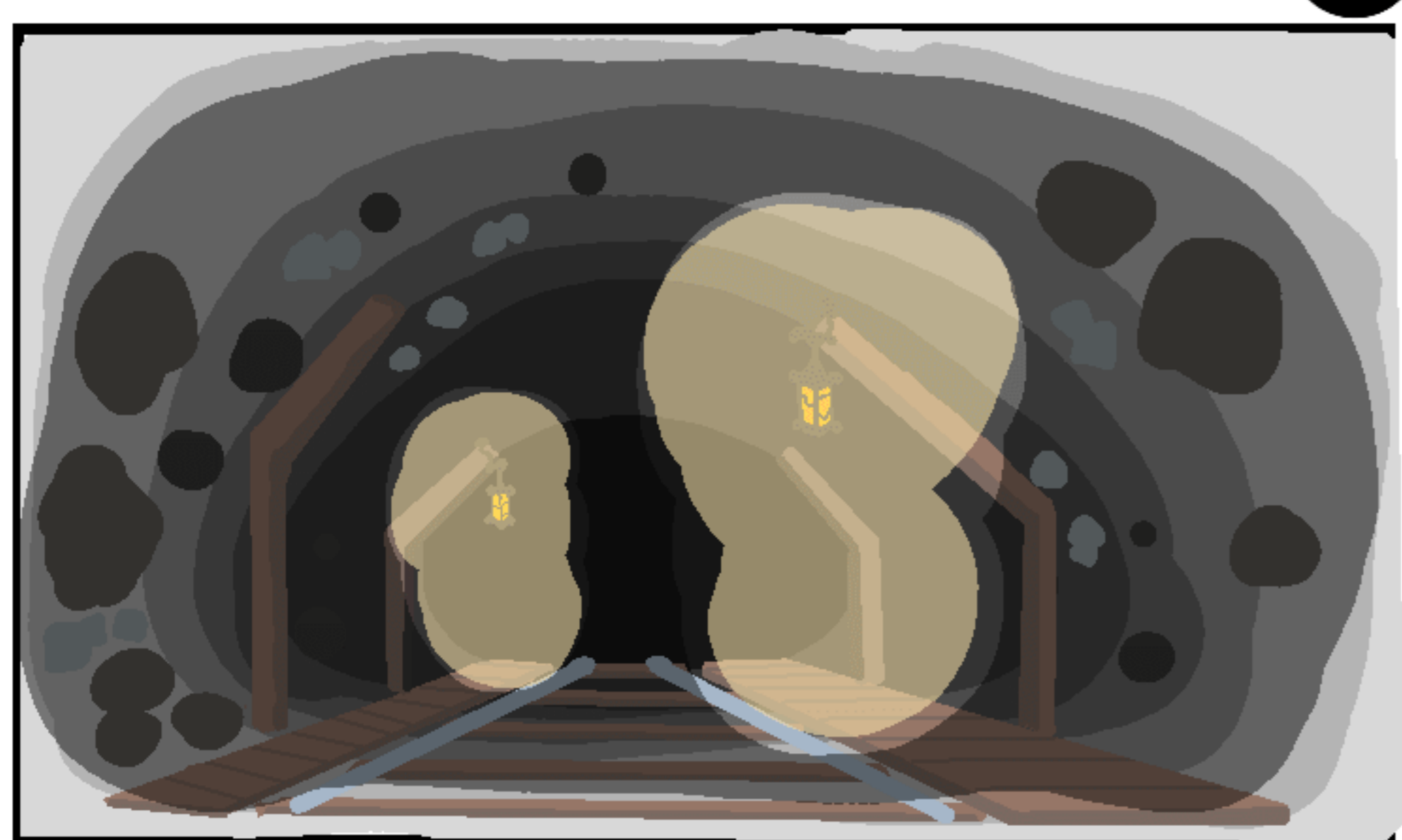
## DUNGEON FEATURE: MILK FOUNTAIN



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	5

Often the product of elemental food contamination- The Milk Fountain is a body of pure, clean, unpasteurized milk that cannot be dirtied or spoiled (though it can be used to make cheese). The Milk Fountain will also convert all adjacent nature terrain tiles into elemental food terrain. All Dragons (except the kobold) are lactose-intolerant and the milk fountain is considered a very mild hazard to them.

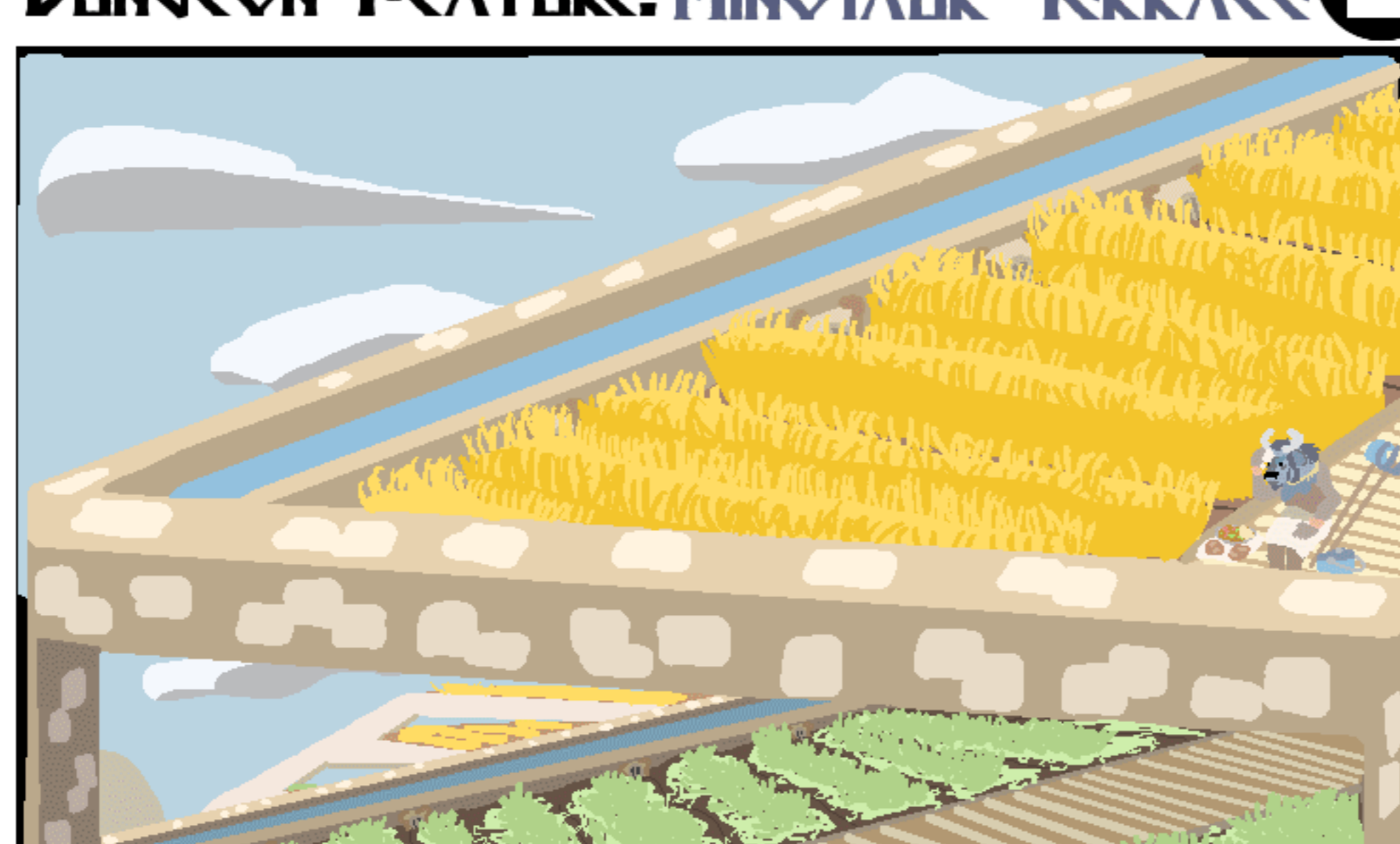
## DUNGEON FEATURE: MINE



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	5	1

What good is a forge if you don't have the raw materials to power and feed into it? The Mine feature will provide you with a constant supply of raw materials that you may use how ever you wish. The stats of the mine are determined by how DEEP your dungeon is with each subterranean level ABOVE it providing +1 in both materials and income -this effect has no cap-. The mine requires Technology literate minions to be operated.

## DUNGEON FEATURE: MINOTAUR TERRACE



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	1

Minotaurian Agricultural Terraces are methodically designed with both function and aesthetic. The Minotaur terrace is unique in that it can be placed in ANY level- regardless of whether or not it's surface or subterranean - and it does NOT need to be placed on nor does it override a nature terrain: the terrace is built complimentary. The Minotaur Terrace requires Minotaurs to be built and operated.

## DUNGEON FEATURE: OMNIBUS DEMON



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	1

A Demon so large and powerful she is her own dungeon feature. The Omnibus is an enormous hermaphroditic demon who will provide your dungeon with three features: She will birth a constant supply of non-portal demons with 4 loyalty and 3 diligence, she will also negate any "matr/patriarchy" penalties of minions or monsters and will allow non-demons/fey minions & monsters to safely consume demon flesh.

## DUNGEON FEATURE: PORTAL



Income	Material	Food	Hazard	Technology	Magic
1	1	1	1	1	1

The portal can be placed on ANY level in your dungeon and provides two-way access to either the outside world or one elemental plane of your choosing: fire, water, earth, air, food, mech & demon. Portals cause cross-contamination and will convert any neighboring tiles into either an elemental themed terrain: Lava, Chasm, Food, Mech, Flooded, & Demon. The Portal requires magic literate minions to be operated.

# DUNGEON FEATURES PART 3

## DUNGEON FEATURE: QUEEN ANT



Income	7
Material	1
Food	1
Hazard	1
Technology	7
Magic	1

The Queen ant is provided when you purchase insect people twice (or four times). The Queen Ant provides two features: The queen Ant will build a HIVE (hives stats listed as this features stats) on the first subterranean nature level you have that isn't ICE or LAVA. The Ant queen will also turn your Ant women into a MINION whom have:  
4 Diligence,  
4 Loyalty,  
2 Magic,  
3 Tech.

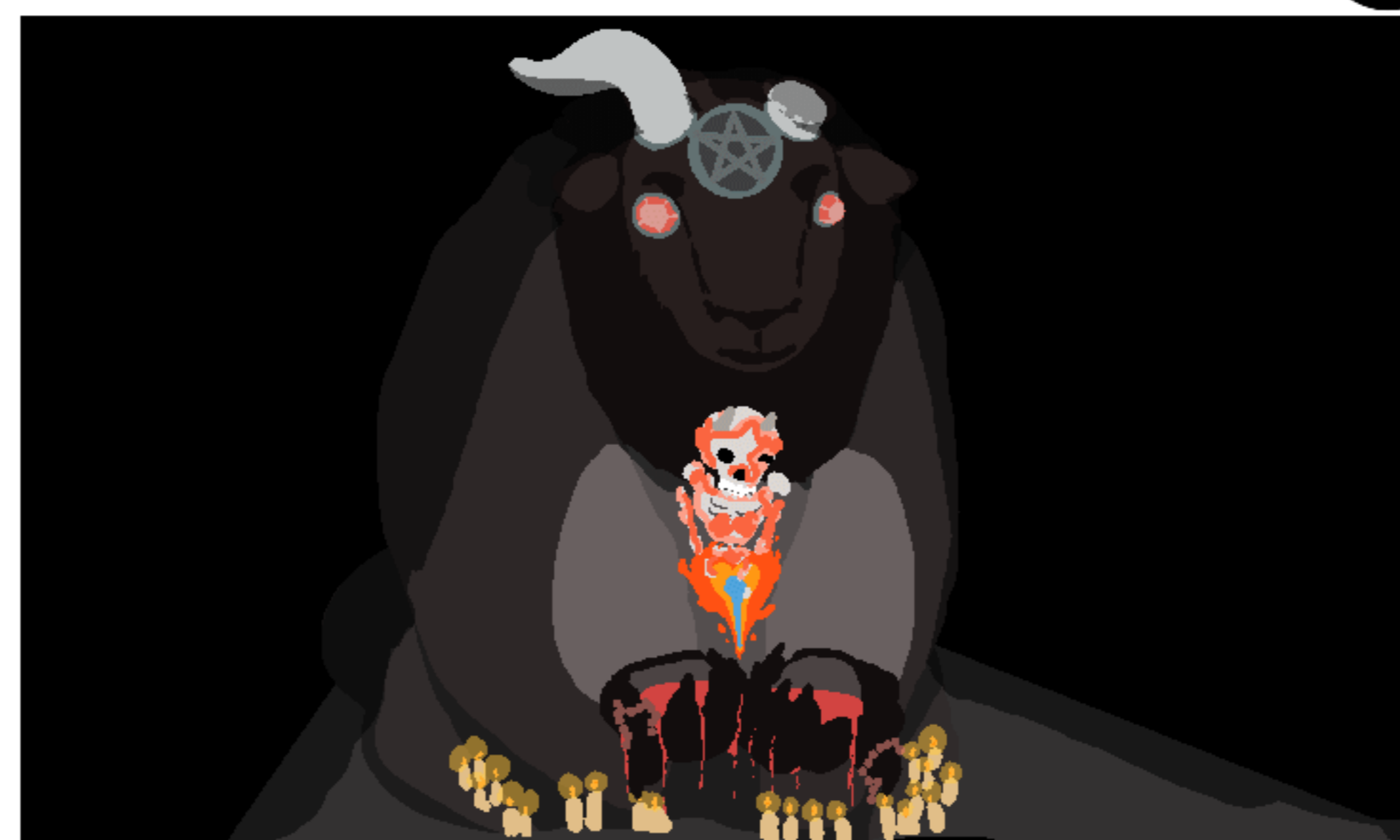
## DUNGEON FEATURE: QUEEN BEE



Income	7
Material	7
Food	7
Hazard	7
Technology	7
Magic	1

The Queen bee is provided when you purchase insect people twice (or four times). The Queen bee provides two features: The queen bee will build a HIVE (hives stats listed as this features stats) on the forest/jungle terrain that's closest to surface level. The bee queen will also turn your bee women into a MINION whom have:  
4 Diligence,  
4 Loyalty,  
2 Magic,  
3 Tech.

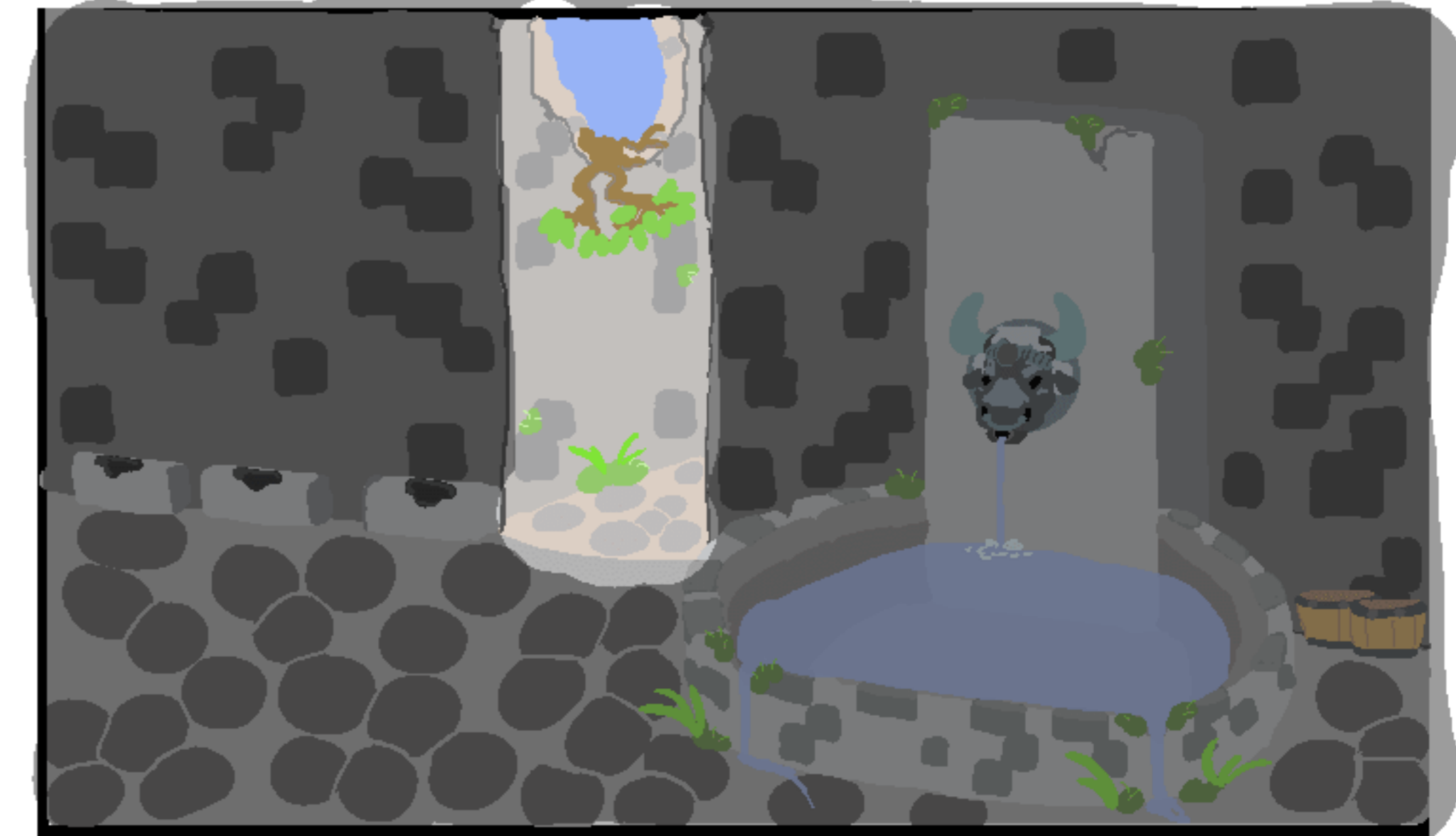
## DUNGEON FEATURE: SACRIFICIAL ALTAR



Income	2
Material	4
Food	4
Hazard	4
Technology	2
Magic	4

Some forces necessitate an offering of blood or flesh: material components from a living creature to facilitate an ethereal being's entrance into the material realm. The Sacrificial Altar operates on sacrifices of living tissue from any source you desire. The Sacrificial altar can provide demonic minions and monsters without the need or risk of a portal. The Sacrificial Altar requires magic literate minions to be operated.

## DUNGEON FEATURE: SEWER & IRRIGATION



Income	7
Material	2
Food	2
Hazard	2
Technology	7
Magic	2

Where does the filth go in your dungeon? What about clean running water for your minions or people? If you don't want your army of darkness to be an army of unwashed hordes- this feature is ideal for you. The sewer and irrigation dungeon feature will keep your domestic areas clean of filth and supplied with potable water. The sewer also has an added bonus of being a HORRIBLE and DISGUSTING hazard to any invading enemies.

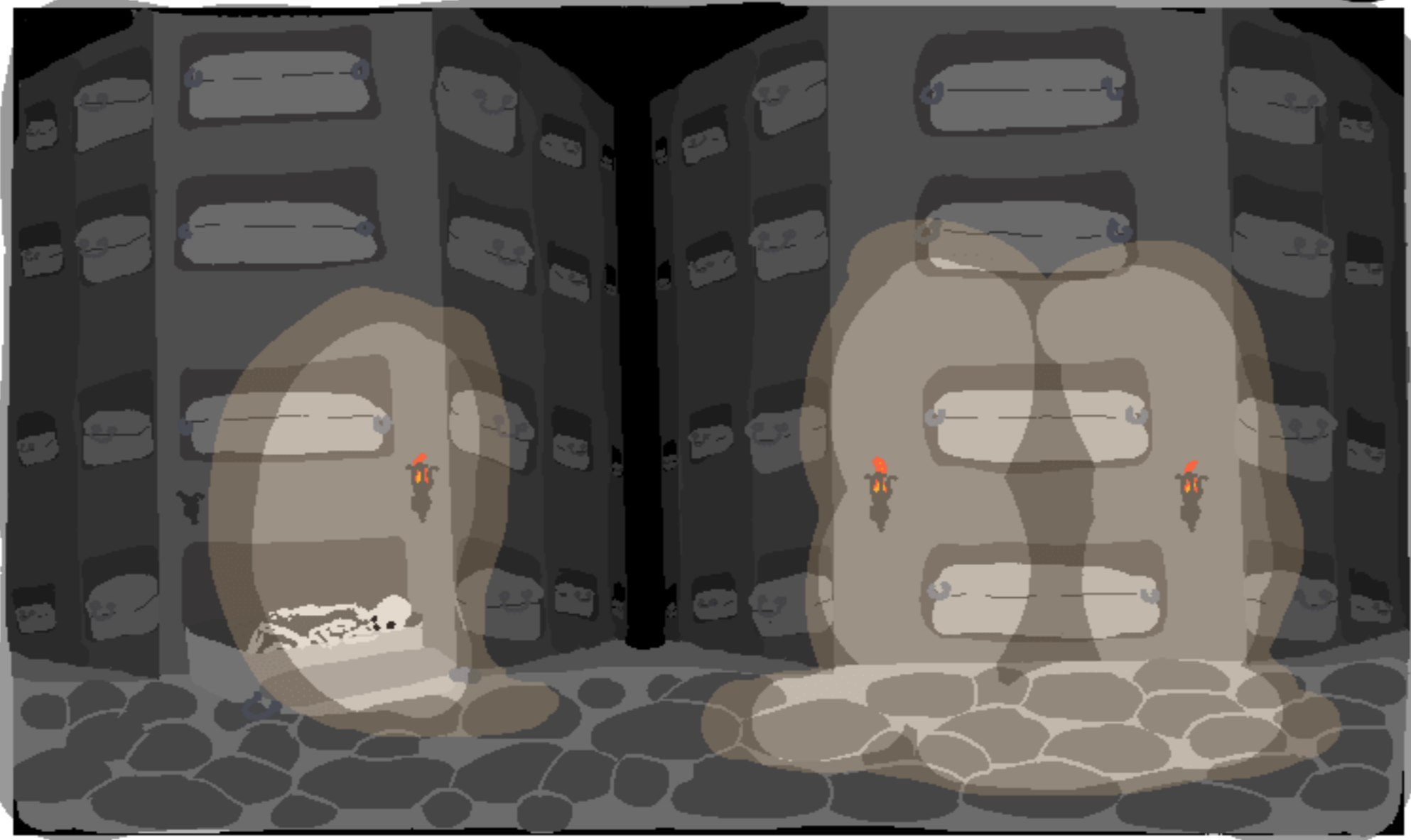
## DUNGEON FEATURE: SHANTY TOWN



Income	1
Material	1
Food	1
Hazard	1
Technology	1
Magic	1

This feature is free- it is NOT a good feature and you'll only have it if you don't properly house your minions by purchasing them some kind of housing feature. Shanty towns are built by your minions to make themselves at home inside your dungeon and they are not afraid of renovating your dungeon to do it either. The shanty town really doesn't provide any benefits and is in general a huge eye-sore due to your minions tearing up your well-built dungeon to build this ugly & ineffective feature.

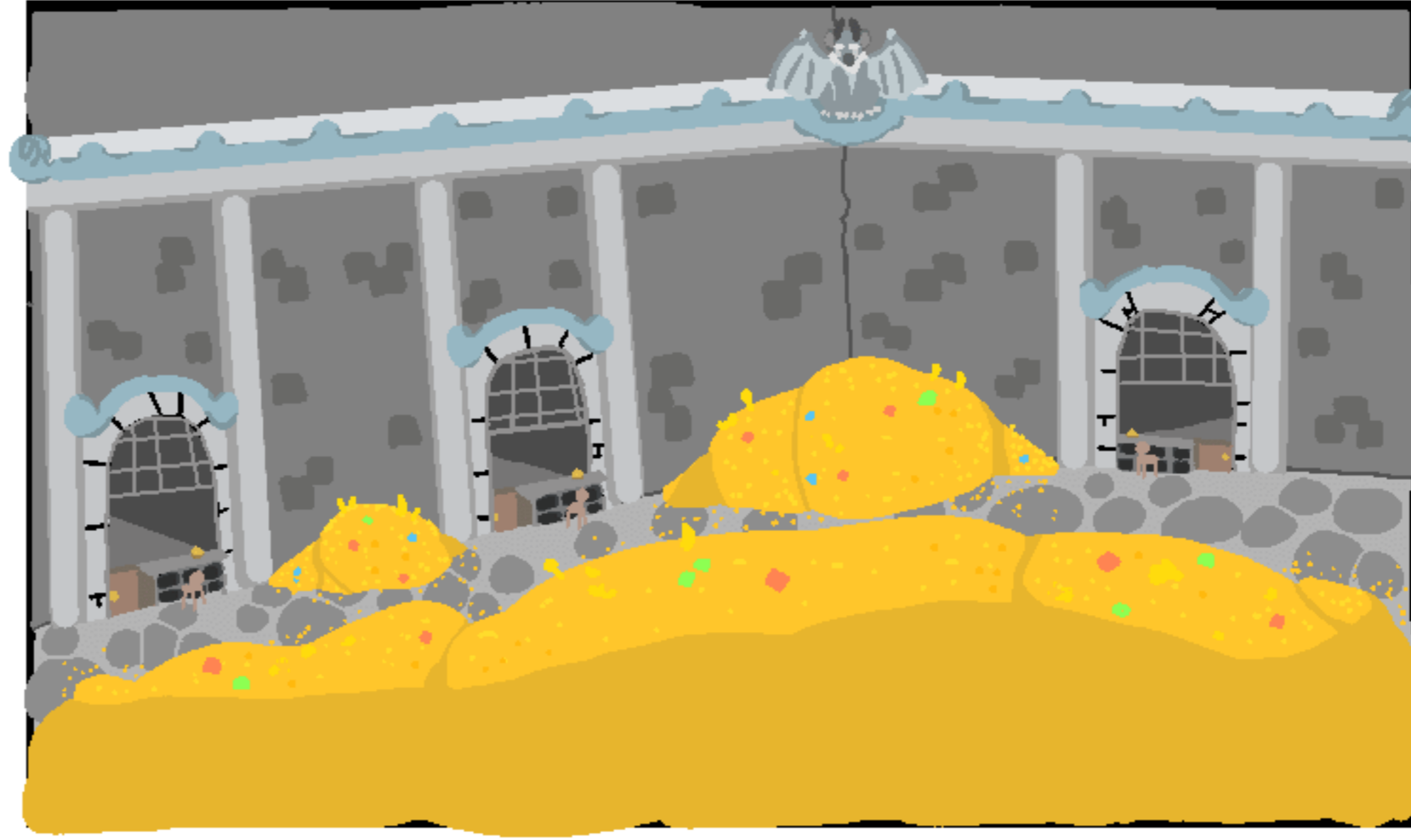
## DUNGEON FEATURE: TOMB



Income	4
Material	5
Food	5
Hazard	5
Technology	4
Magic	5

Where do the dead bodies in your dungeon go? Are you just going to leave them out in the halls to collect dust and maggots? More importantly- where will YOUR dead body go if you succumb to wandering "adventurers"? The Tomb provides an easy and tidy place to store your deceased sapient minions as well as your own Overlord in case of his or her death. You may use these corpses anyway you see fit: undead minions, experiments, etc..

## DUNGEON FEATURE: TREASURE ROOM



Income	7
Material	7
Food	7
Hazard	7
Technology	7
Magic	7

Gold, jewels, or even just accumulated bank notes or deeds to territories and mineral rights- you've got to store it all somewhere! The Treasure room is a large, extensive, storage feature where you can place whatever income or treasure you've come to accumulate. If you do not have a treasure room you can still collect income, but it will be astrewn and piled up haphazardly across your dungeon and significantly easier for your own monsters and minions to hoard and looters to steal.



# DUNGEON MONSTERS

Monsters are the various creatures (and sometimes beings) Overlords stock or accidentally introduce within their Dungeons. There's naught much else to say on the matter.  
 -You may **purchase** as many Monsters as you can afford or desire.  
 -Monsters depending on type can/are **paid with Food, Income, & Material**.

**Danger** represents how lethal a monster is.

**Aggression** represents a monsters desire to attack other entities.

**Obedience** represents the liklehood a monster will listen & obey orders.

**Perks** are the racial abilities and characteristics of your monsters.

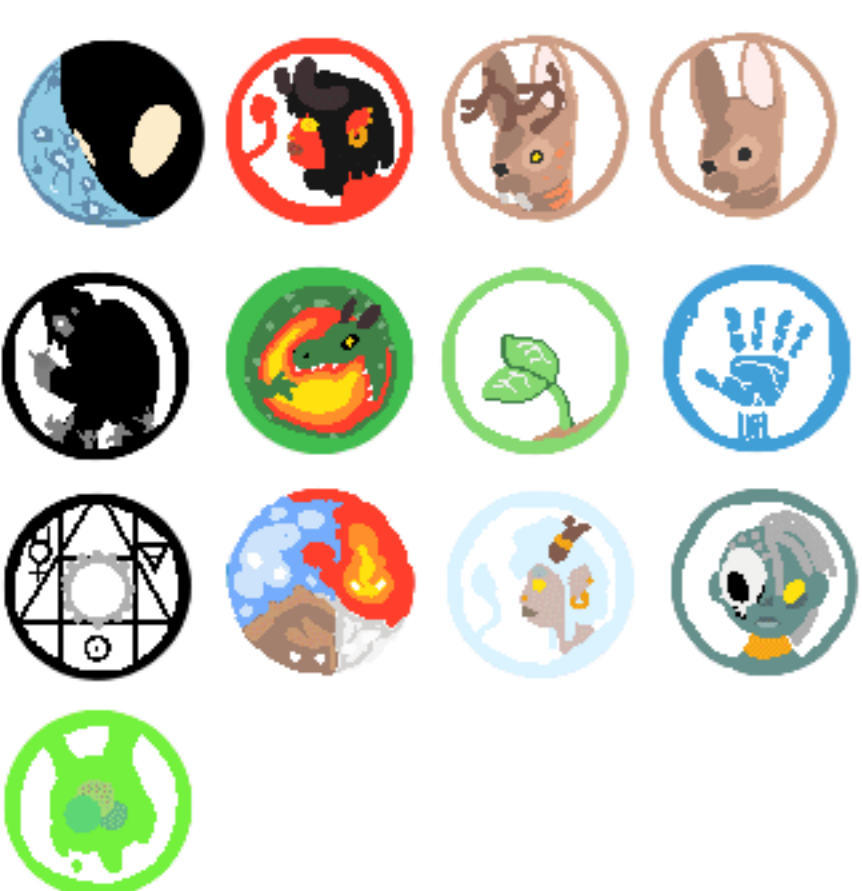
## DUNGEON MONSTER:



**DANGER** [ ] [ ] [ ] [ ] [ ]

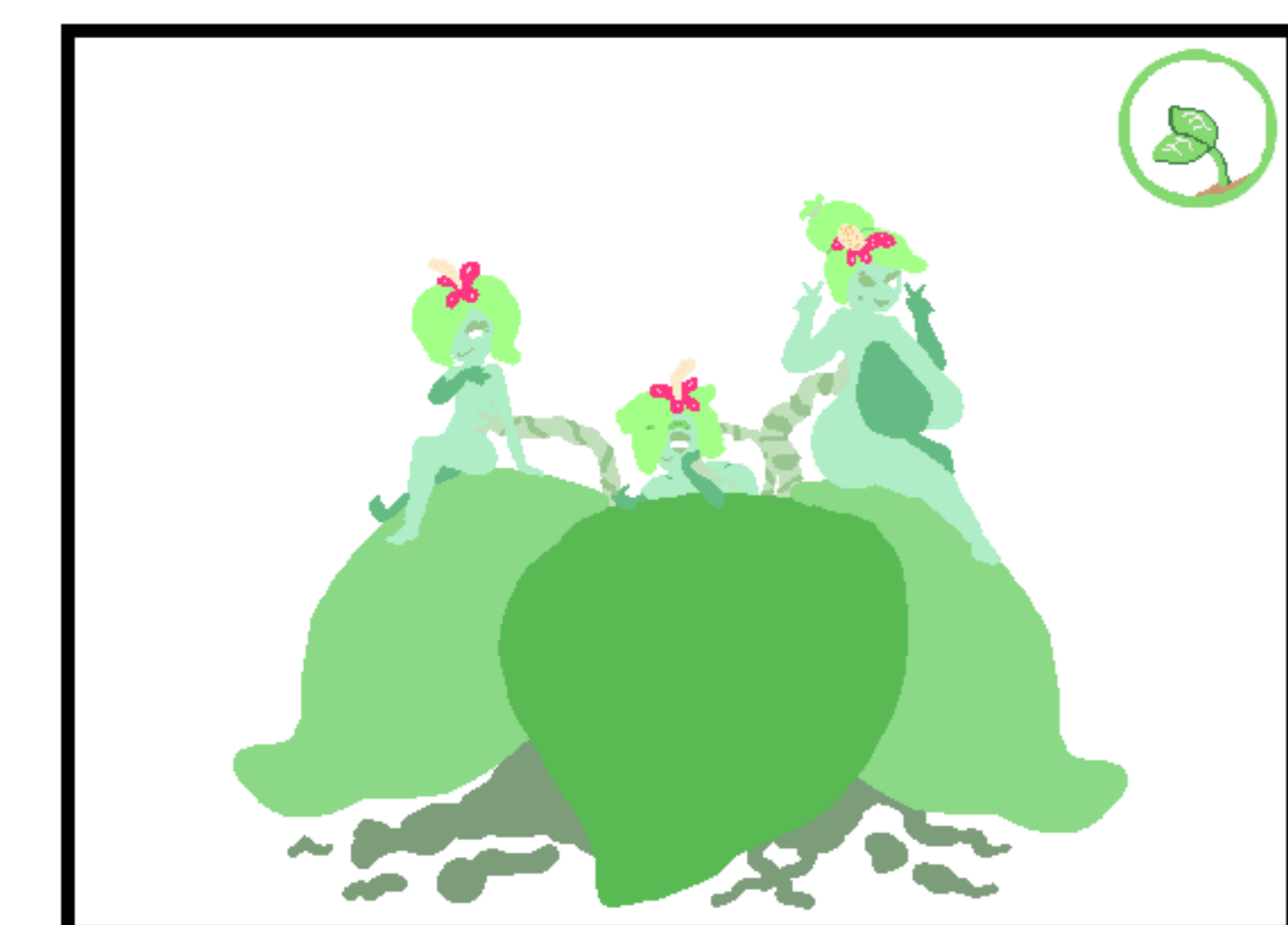
**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



Both Minions and Monsters come in the following types: **Outsider, Demon, Monstrous, Beast, Beast, Giant, Dragon, Plant, Humanoid, Construct, Elemental, Fey, Undead, & Slime.**

## DUNGEON MONSTER: ALRAUNE



Alraune are a particular kind of Plant monster that grow out their labellums in the shape of beautiful women or men in order to trick humanoids into pollinating them and their kind. Alraune are only semi-sapient, but are a hazard to dumb or lonely minions & monsters.

**DANGER** [ ] [ ] [ ] [ ] [ ]

**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



**"FERTILE FIELDS"**  
Alraune need any kind of plant-dense nature terrain to germinate: Lava, Ice Caves, Chasm, & Dungeon terrain provide a -2 penalty on all their stats.

**"IGNORANT TO ANDROGYNY"**  
Alraune grow both male, female, and androgynous labellums; they will distract all genders and tastes.

## DUNGEON MONSTER: "ANIMAL PEOPLE"



A group of primitive animal humanoids including: Rabbit, Bear, Rat, Deer, Mole, Crow, Quaggoth, Aardvark and Tanuki. You may choose one kind of animal person or several- it's up to your discretion.

**DANGER** [ ] [ ] [ ] [ ] [ ]

**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



**"MUNDANE ANIMAL PERSONS"**  
Pig, Rabbit, Bear, Rat, Deer, Crow, & Tanuki people all receive +1 Danger & Obedience for above ground nature terrain.

**"SUBTERRANEAN ANIMAL PERSONS"**  
Aardvark, Quaggoth, Mole and "Cave bear" people all receive +1 danger & obedience for below ground nature terrain.

## DUNGEON MONSTER: BEASTS "MUNDANE"



Deer, Bears, Boars, Wolves, jungle cats, vultures, crows, crocodiles, lizards and or even turtles. Mundane Beasts are simple ordinary beasts- but many heroes and villains alike have been goured and mauled by animals they've underestimated.

**DANGER** [ ] [ ] [ ] [ ] [ ]

**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



**"WILD GAME"**  
Beasts provide +1 food for each above ground nature terrain.

**"FEAR OF THE UNKNOWN"**  
Mundane beasts are a hazard to any "subterranean" minion or monster not acustomed to them.

## DUNGEON MONSTER: BEASTS "DEMONIC"



Mishapen and unusually savage animals native to some demonic realm. Demonic beasts are incredibly aggressive due being in a constant state of consumption and reproduction.

**DANGER** [ ] [ ] [ ] [ ] [ ]

**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

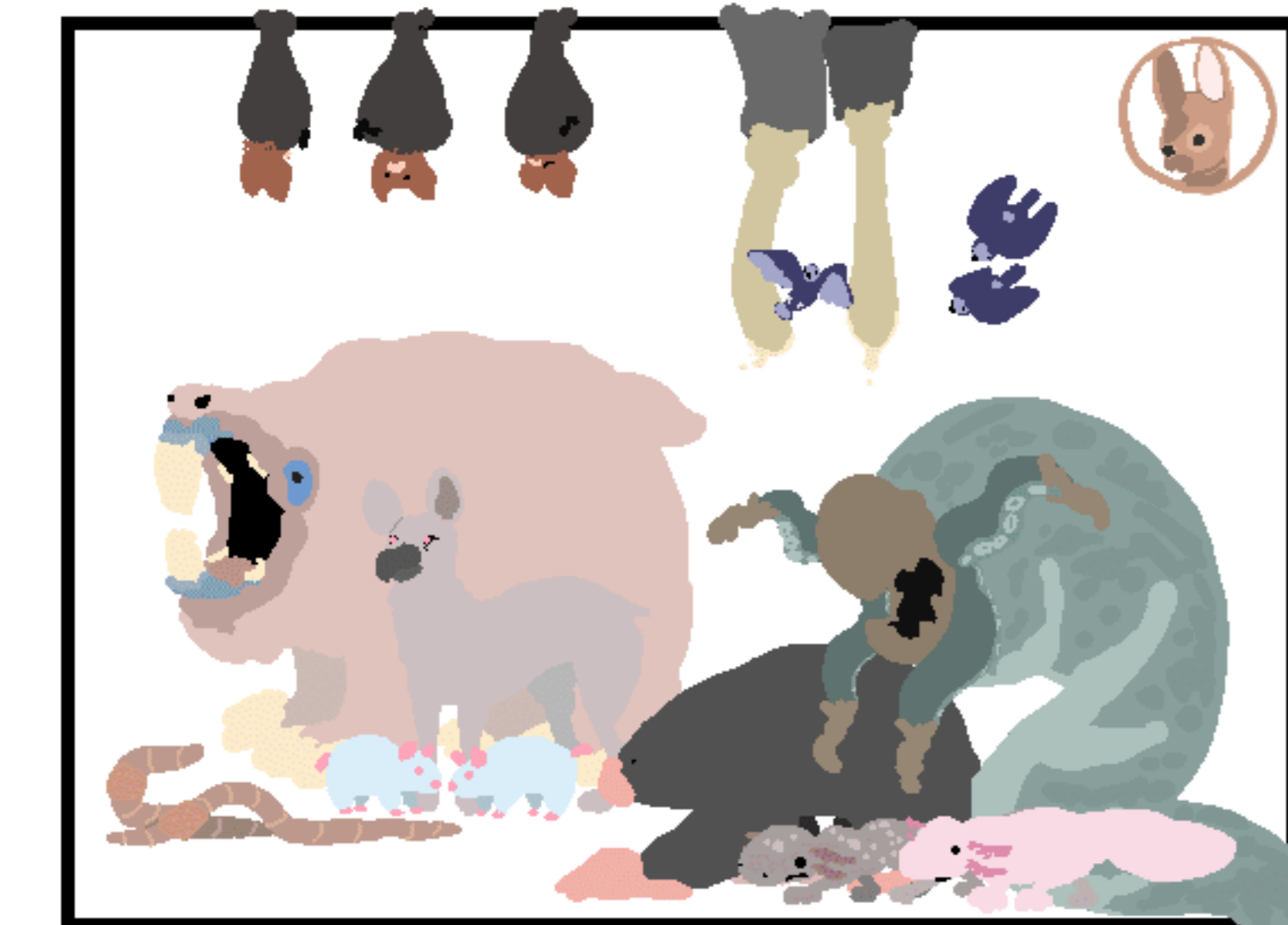
**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



**"DEMON HEART"**  
Demonic beasts provide +1 food for each demonic or haunted nature terrain.

**"DEMON FEARING"**  
Demonic beasts are a hazard to any minion or monster not acustomed to them. Only Demons, Fey and or minions/monsters with the "Cannibalism" feature may consume demonic meat.

## DUNGEON MONSTER: BEASTS "SUBTERRANEAN"



Horrible giant bats, Cave Swallows, cave salamanders, Giant moles, Cave bears and other intimidating and unusual subterranean beasts. Underground beasts frighten those not acustomed to them and feed locals.

**DANGER** [ ] [ ] [ ] [ ] [ ]

**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

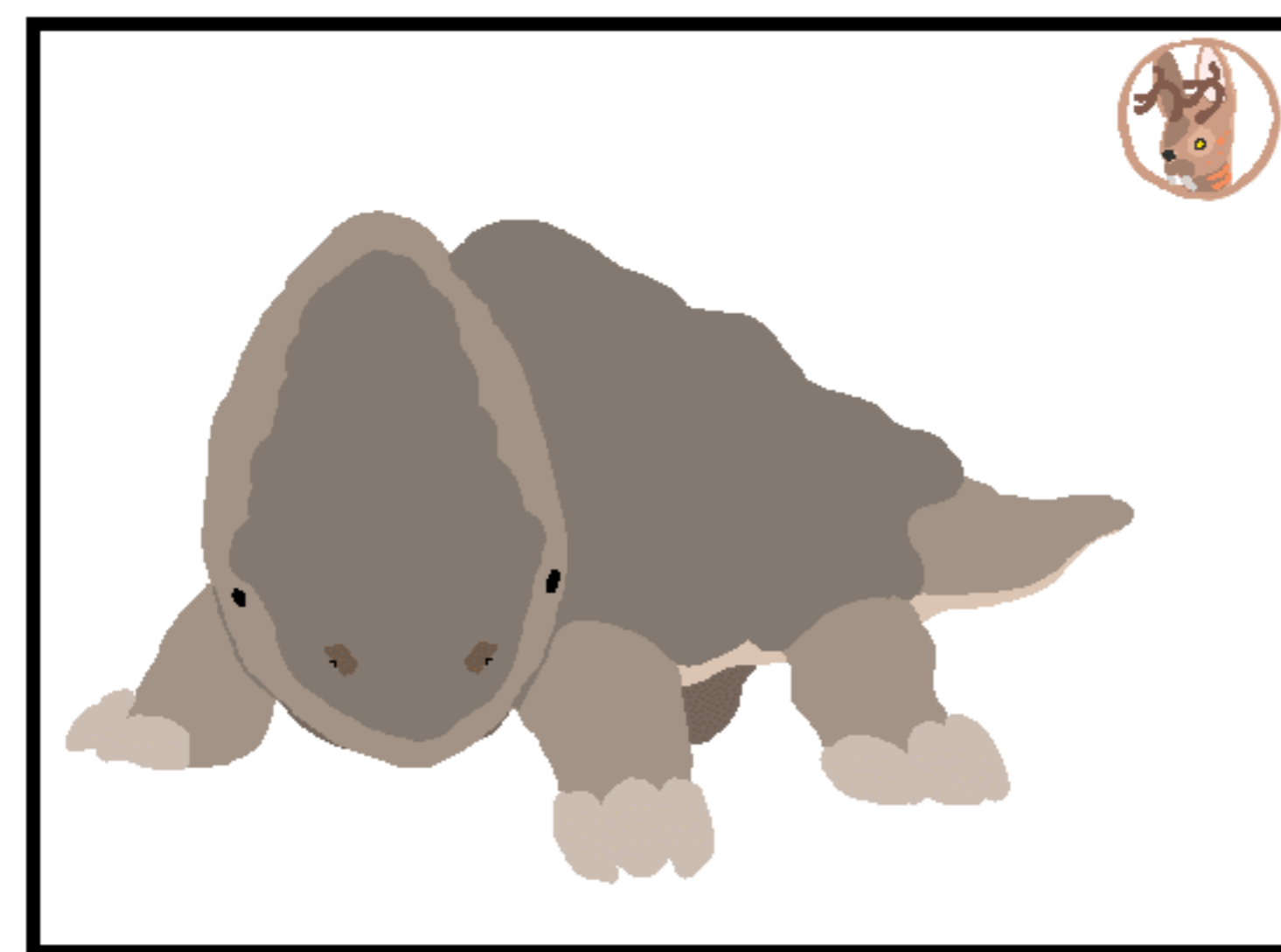
**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



**"WILD GAME"**  
Subterranean beasts provide +1 food for each below ground nature terrain.

**"FEAR OF THE UNKNOWN"**  
Subterranean beasts are a hazard to any "above ground" minion or monster not acustomed to them.

## DUNGEON MONSTER: BULETTE



Bulette are huge reptiles that use their massive claws to burrow and "swim" through soil and rock. Bulette might seem like an ideal "underground" monster, but they can very quickly ruin man-made tunnels and caverns with their constant tunneling.

**DANGER** [ ] [ ] [ ] [ ] [ ]

**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

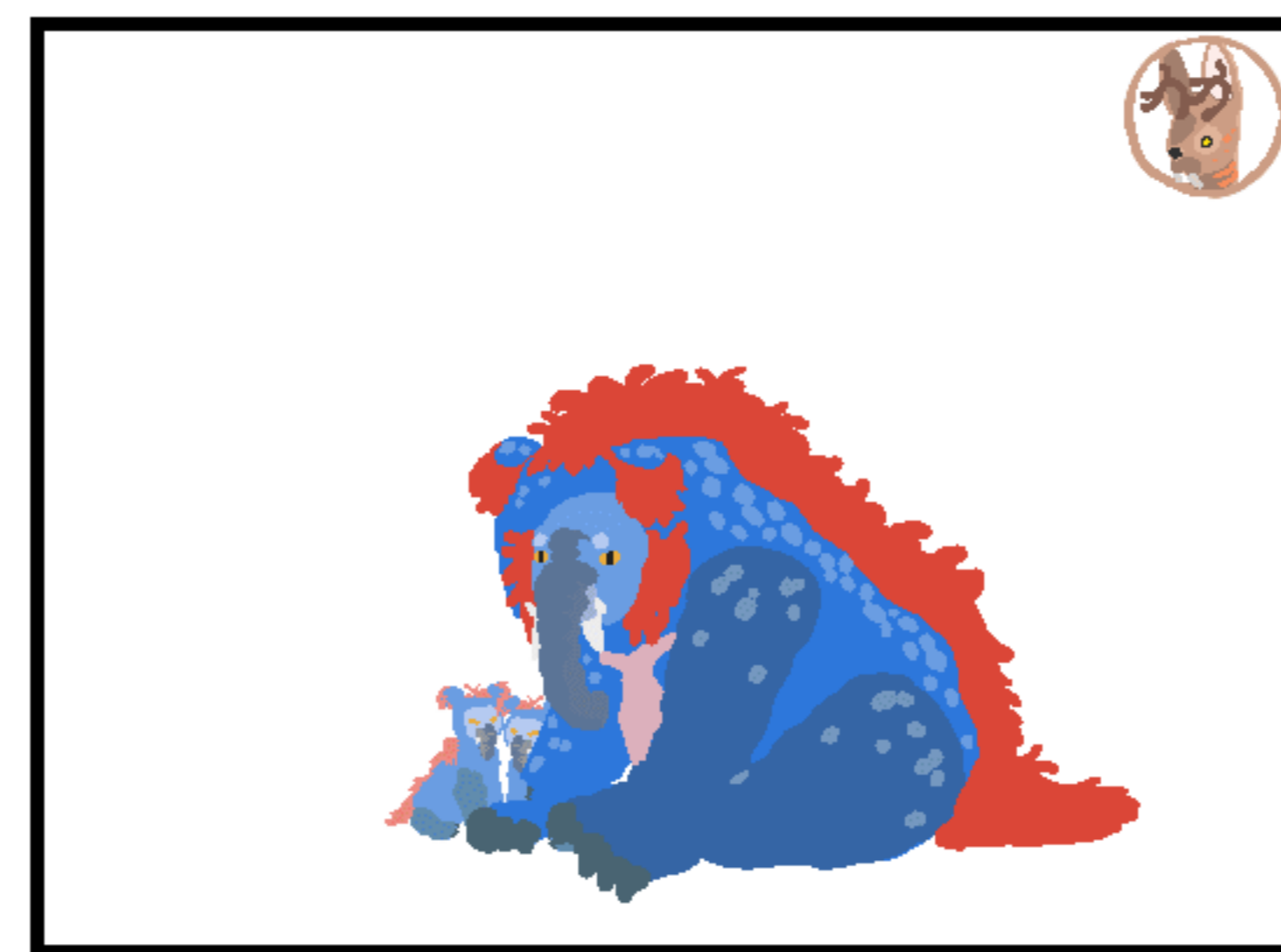
**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



**"STREET SHARK"**  
All domestic and agrarian dungeon terrain and features receive -1 to any stats or stats bonuses provided.

**"TREMORS"**  
Chasm dungeon feature gives -3 Danger, otherwise; Bulette are immune to all other dungeon hazards and cannot get lost. Lava terrain gives +3 Danger, as Bulettes can swim in lava.

## DUNGEON MONSTER: BULGASARI



A monster that is truly feared by adventurers, craftsmen & industrialists alike despite the casual and calm disposition of the creature. Bulgasari EAT metal; the most common metal in their diet defining the colour and thickness of their scales.

**DANGER** [ ] [ ] [ ] [ ] [ ]

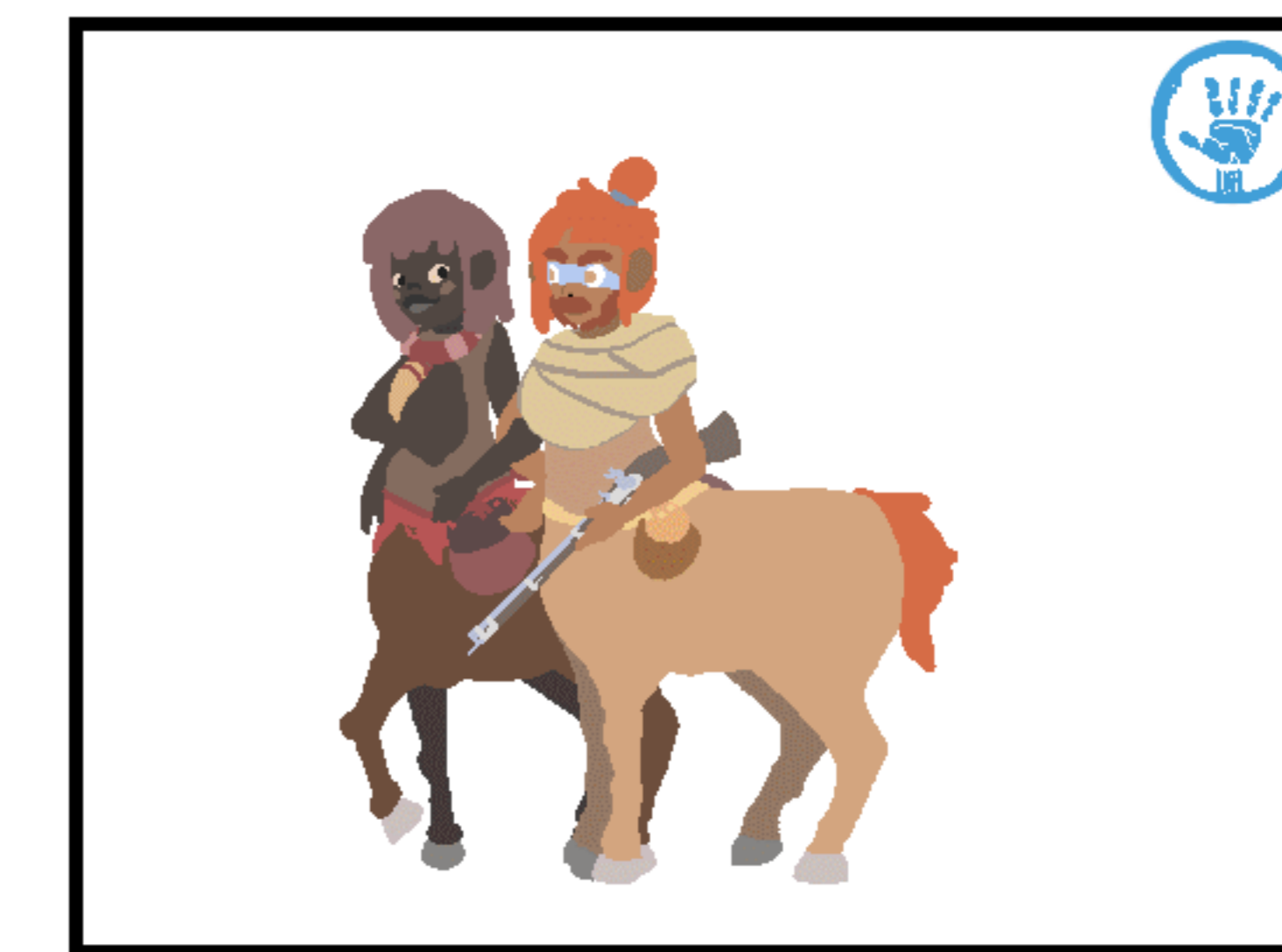
**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]



**"BIOREMEDIATION"**  
Bulgasari may be eaten and their hides harvested. Lava terrain provides +2 food & +1 income. Mine dungeon feature now provides +1 food & income. Bulgasari however will HALF any tech bonus from industrial features if there is no pre-existing lava or mine to provide them with metal to eat.

## DUNGEON MONSTER: CENTAUR



An awkward looking addition to your overlord's army that would seem more fitting on the rolling plains than in a cramped dungeon. Centaurs have subpar stats, but they are regardless an intelligent civilized race possessing excellent chemistry with their human counterparts.

**DANGER** [ ] [ ] [ ] [ ] [ ]

**AGGRESSION** [ ] [ ] [ ] [ ] [ ]

**OBEIDENCE** [ ] [ ] [ ] [ ] [ ]

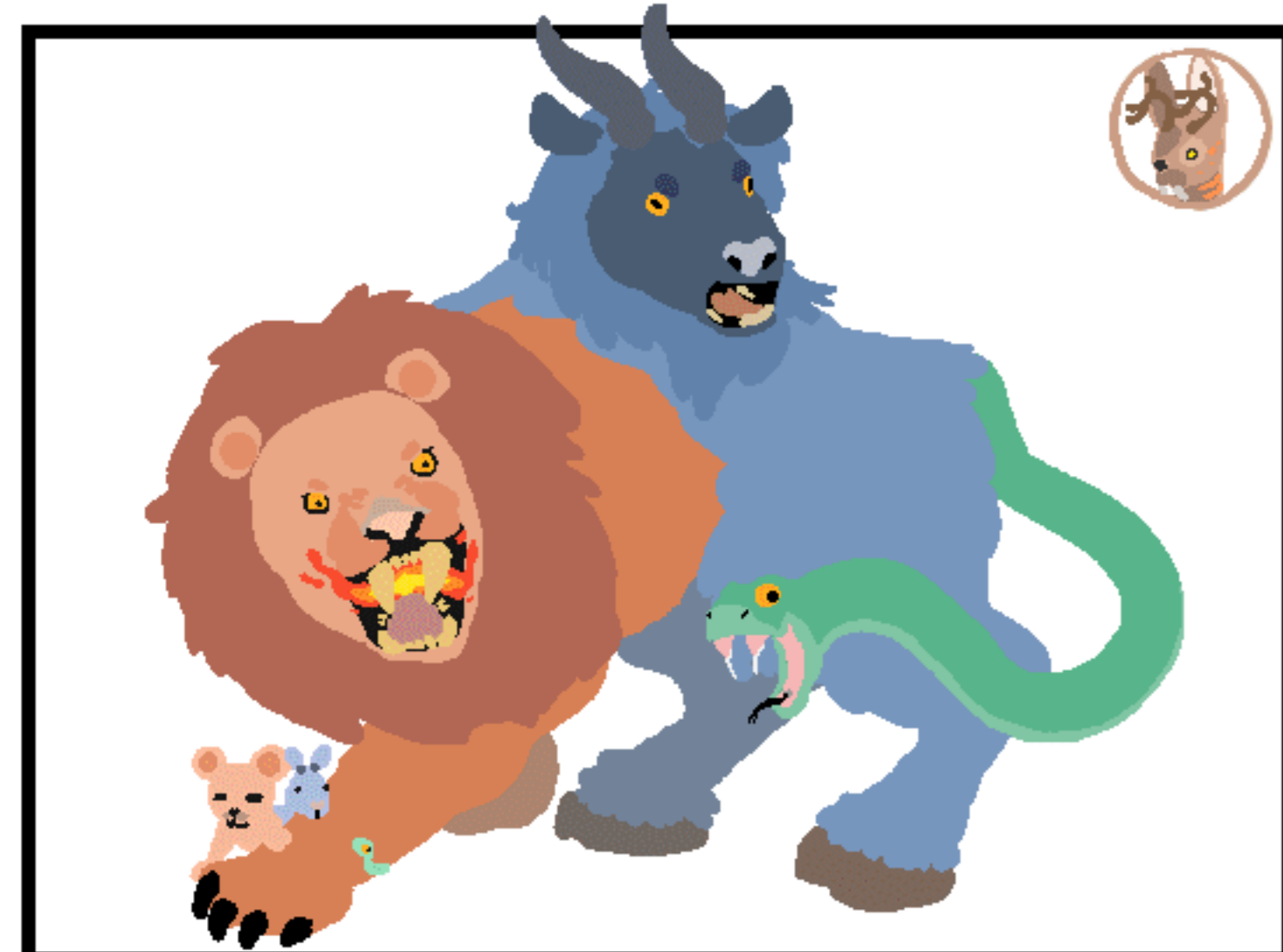


**"HOT TO TROT"**  
Human presence dramatically increase Centaur stats: +2 all stats. Centaurs also increase Human diligence stat by +5 slots, capping them at 10 max potential diligence.

**"CORRALLED"**  
Subterranean terrain provides +2 Danger as the confined space allow Centaurs to kite or run down enemies more effectively.

# DUNGEON MONSTERS PART 2

## DUNGEON MONSTER: CHIMERA



Chimeras possess the upper body and head of a lion, the head and lower body of a goat, an entire venomous serpent for a tail and the ability to breath fire. The Chimera is truly a monster among monstrous beasts and a classic addition to any Overlord's Dungeon.

**DANGER** 7

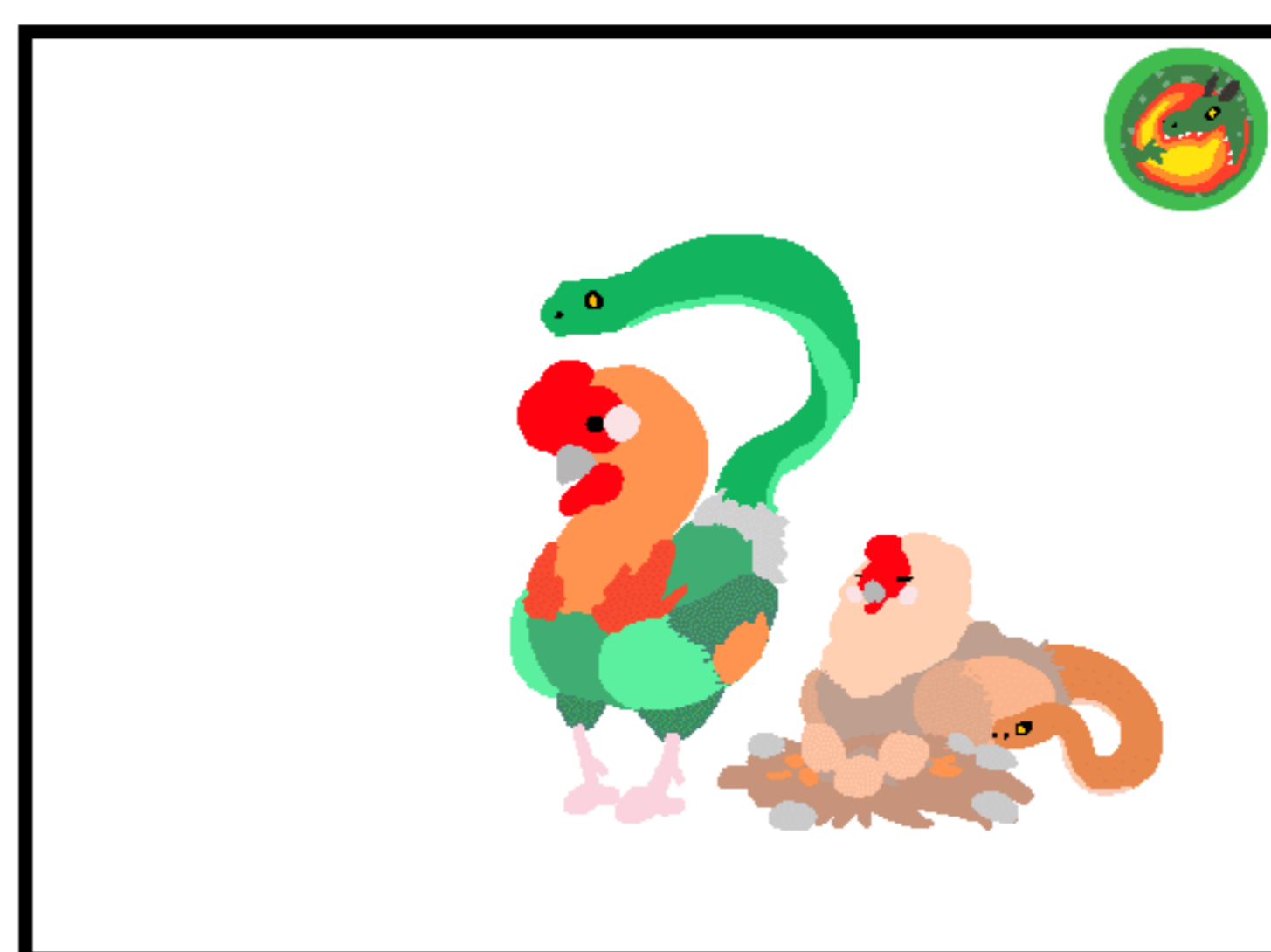
**AGGRESSION** 1

**OBEIDENCE** 1

**"INFLAMMABLE"**  
Despite breathing fire the Chimera is only immune to the heat and flames of it's OWN fire.

**"CATS KILL FOR FUN"**  
You may give the Chimera +2 obedience at the cost of a -2 food penalty on ONE nature terrain.

## DUNGEON MONSTER: COCKATRICE



The cockatrice is a small poultry-like bird feared for the paralyzing venom it possesses. Rumors concerning cockatrice are greatly over-exaggerated and this has led to irrational fears. Cockatrices are only mild hazards as they can be killed and hunted with weasels.

**DANGER** 2

**AGGRESSION** 1

**OBEIDENCE** 1

**"FLUSHED COCKS"**  
Forest and jungle terrain provide +1 danger & +1 Food.

**"FERRETING"**  
"Mundane" beast or livestock of any kind negates the hazard to your own minions and provides +2 food.

## DUNGEON MONSTER: CREEP



Creeps are the standard to which all dungeon monsters are held to: they are born from their dark crystal for the sole purpose to fight, serve and die. They cannot know any other way of life. You may only have the dark crystal dungeon feature.

**DANGER** 0

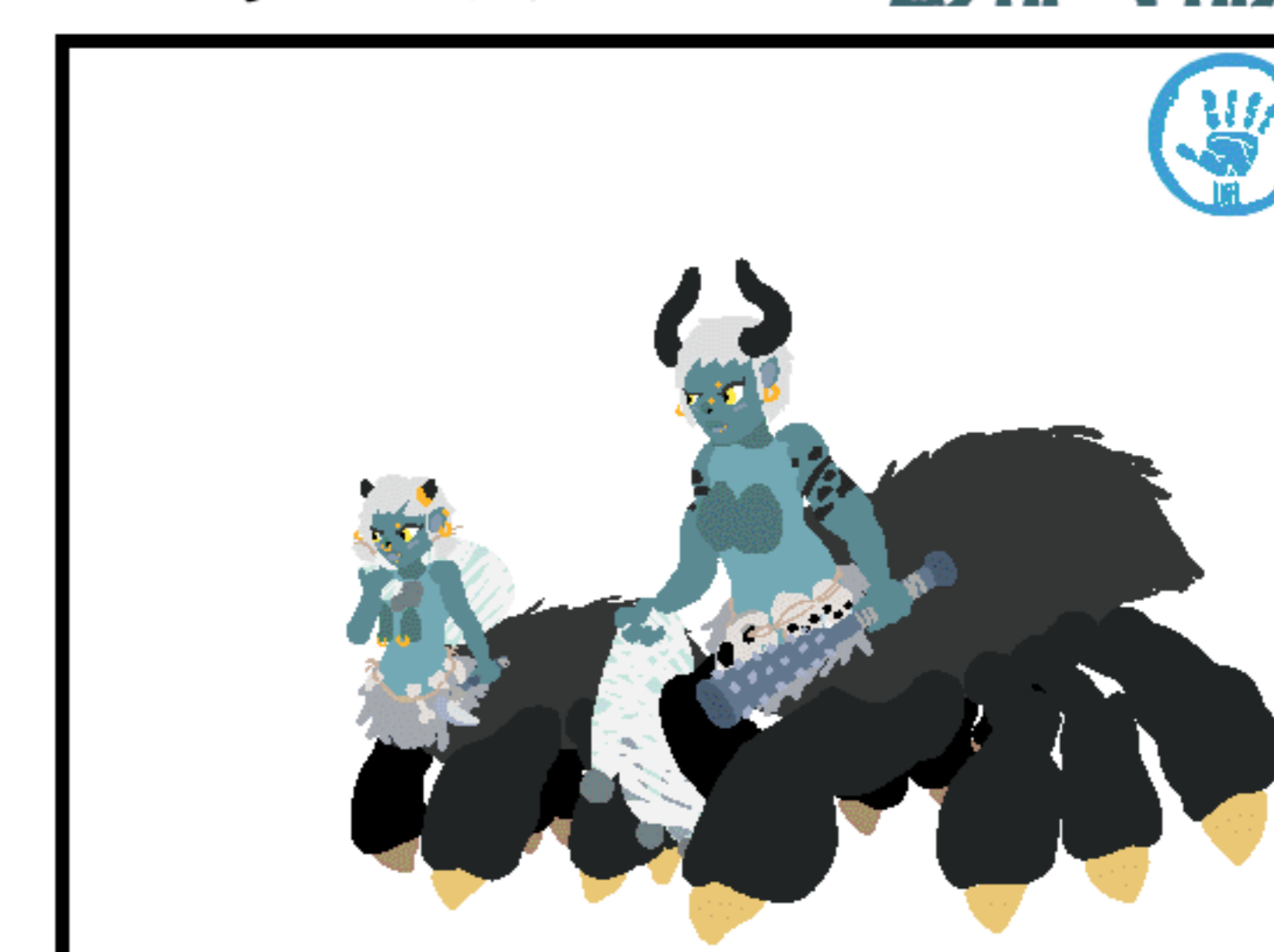
**AGGRESSION** 1

**OBEIDENCE** 1

**"JUNGLE"**  
Creeps are immune to all dungeon hazards, terrain penalties, perks, and cannot get lost.

**"MEGA CREEPS"**  
Dungeon size dictates stats: +1 all stats - medium +2 all stats - Large

## DUNGEON MONSTER: USHI-ONI/DRIDER



Ushi-oni or "Driders" are large, black-furred, centaurian Spider people possessing large bull-like horns and an affinity for being brutish and unkind. Ushi-oni are sexually dimorphic with the females being the more dominant and physically robust of their species sexes.

**DANGER** 4

**AGGRESSION** 3

**OBEIDENCE** 2

**"WEBSPINNER"**  
Ushi-oni/Drider constantly produce spider silk to hunt with. Spider silk is a "hazard", but also provides +1 Food & Income for each subterranean nature terrain.

**"CANNIBALISM"**  
\*Optional\* Sacrifice -3 obedience/loyalty of any monster/minion for +3 food.

## DUNGEON MONSTER: DRYAD



Dryads are a hermaphroditic species of plant-based humanoids. Individual Dryads are linked to a host tree species and can move freely through them, making them excellent guards and surveillance monsters. All Dryads will attack outsider & demon monsters/minions.

**DANGER** 3

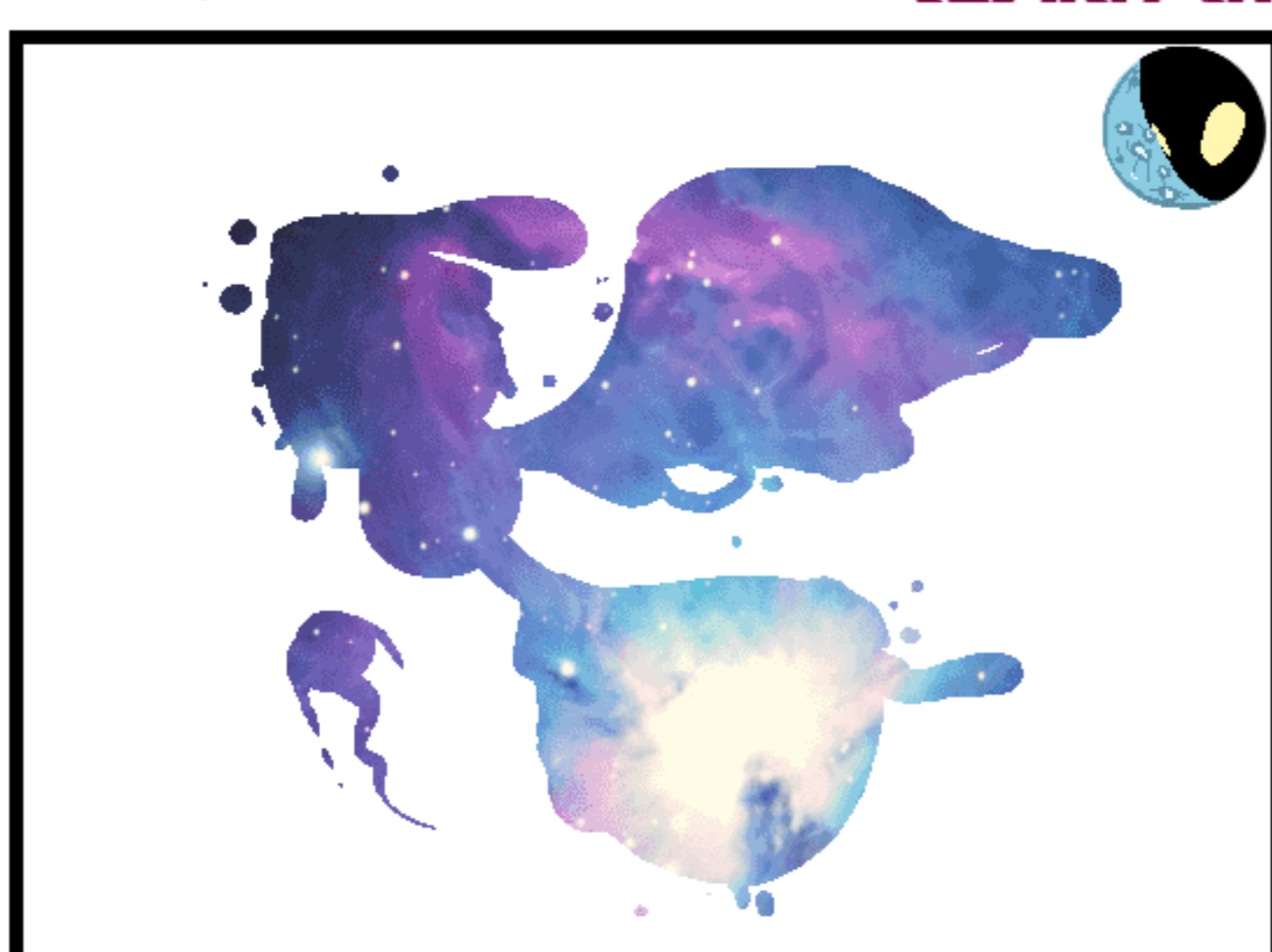
**AGGRESSION** 1

**OBEIDENCE** 1

**"LAMMAS GROWTH"**  
Dryads can only be placed on a terrain tile with foliage. Dryads ignore dungeon hazards and can freely move through any connecting nature terrain tiles.

**"MYCELIUM"**  
Fungal terrain provides uniquely themed "fungal" dryads with unique stats: 4 Danger, 2 Aggression, 5 Obedience.

## DUNGEON MONSTER: "ELDIRITCH HORRORS"



Shadows move and darkness falls. Endless light spreads to consume all. This is no mere "monster" and you'd be fool to treat it as such: It is an entity manifest from an angry eternal memory that precedes creation and it's come to end this fantasy.

**DANGER** 5

**AGGRESSION** 1

**OBEIDENCE** 5

**"SWELLING INSIDE, IT ROTTS MY MIND."**  
-3 Danger & -3 Aggression from Fungal forest presence.

**"ANCIENT ALIENS."**  
The Ancient Ruins Feature now gives: +6 Income, +8 Material, But now has 5 Hazard.

## DUNGEON MONSTER: ELEMENTALS



Elementals are spiritual expressions of various elements including: Air, water, ice, fire, magma, mud, earth, and a few more obscure ones. Elementals only exist in areas where their element is expressed.

**DANGER** 1

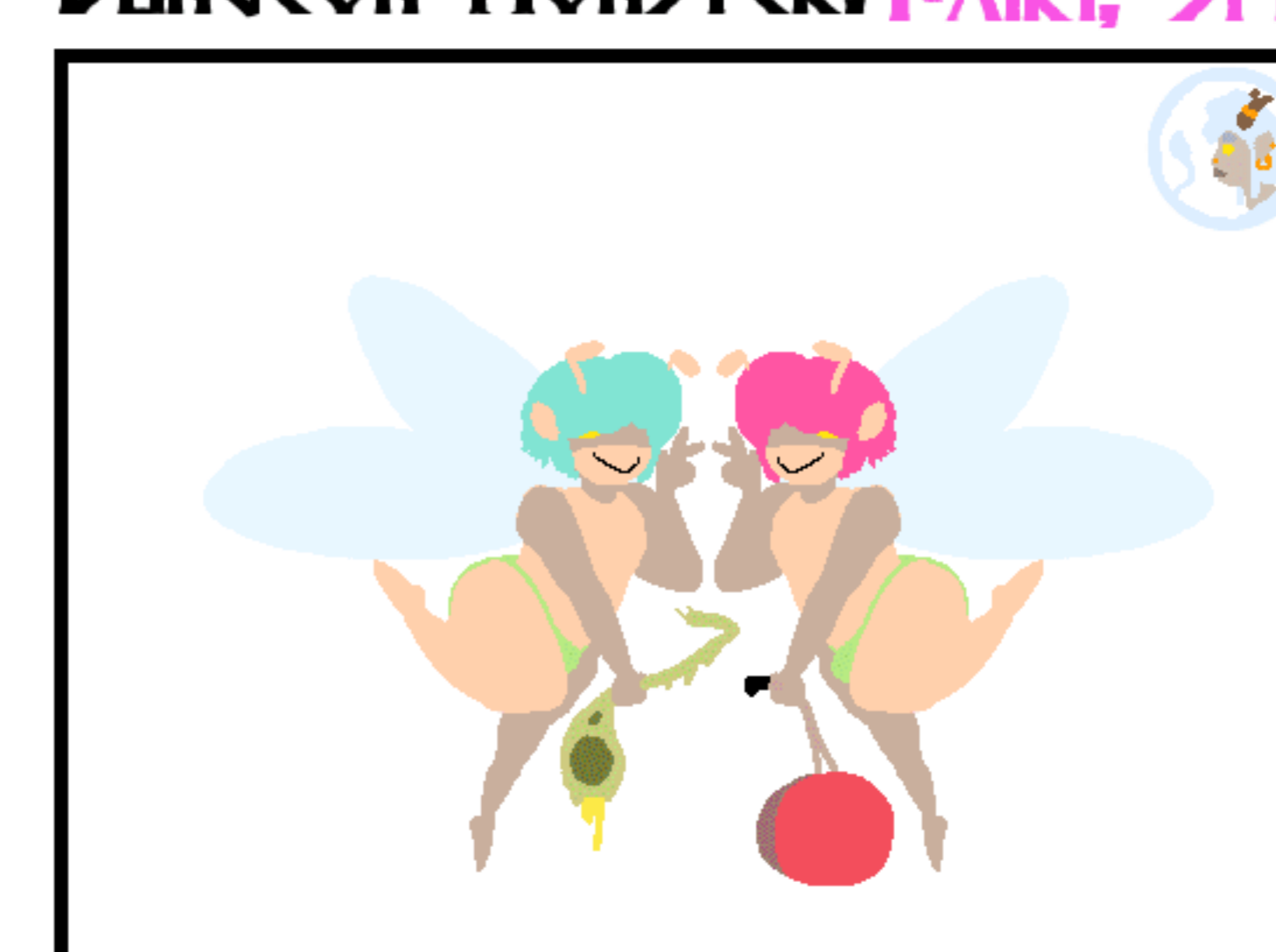
**AGGRESSION** 1

**OBEIDENCE** 1

**"ELEMENTAL EXPRESSION"**  
Terrain and Features dictate elemental Type: Lava: Fire, Magma. Ice: Ice Jungle/Fungal: Mud. Demon: Blood Forest/Chasm: Air. Food: Food Flooded: Water.

**"NATURALIZE"**  
Pick one: Elemental presence gives +1 food to all nature terrain. Elemental presence gives +1 income to all nature terrain.

## DUNGEON MONSTER: FAIRY, SPRITE, PIXIE



Fairies, sprites and pixies are the names for the various little flying humanoid feyish imps that plague old woods and wilderness. Fairies and the like are at the best of times amoral and will be a menace or even a hazard to both your minions and enemies at the worst of times.

**DANGER** 1

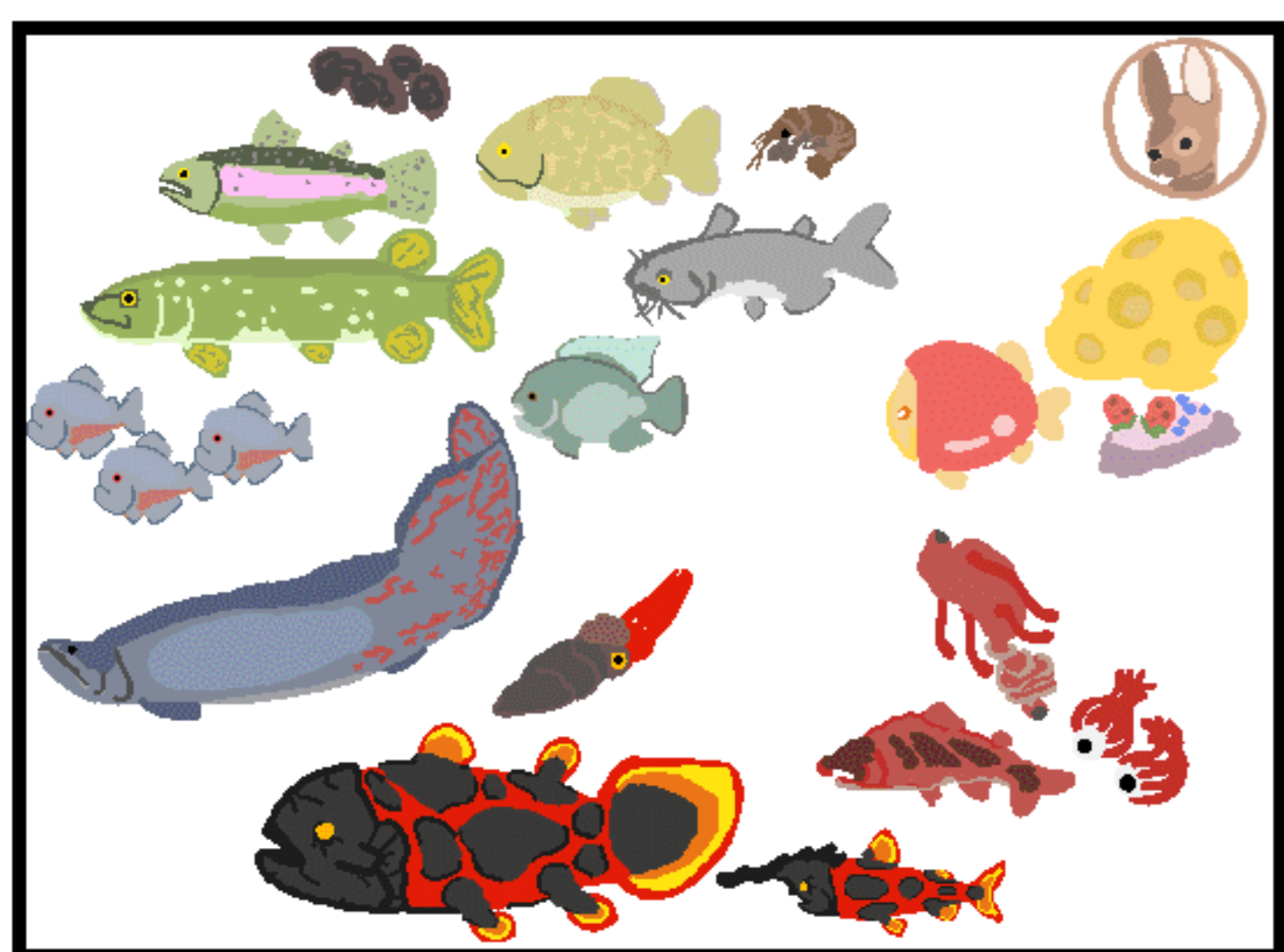
**AGGRESSION** 1

**OBEIDENCE** 1

**"BOTTLED FAIRY"**  
The powder constantly spread by fairy wings have innate magical and alchemical properties. Fairies, etc provide +1 income for each forest or haunted forest terrain you have.

**"DON'T YOU BELIEVE IN FAIRIES?"**  
Fairies provide +1 hazard to all foliage covered nature terrain. Fairies provide +1 danger to all "fey" monsters.

## DUNGEON MONSTER: FISH



Fish are for all intended purposes; mundane, aquatic, seemingly harmless creatures... This is an understatement though: fish can be deadly under the right conditions, can provide food and as well as a distraction for your sapient minions or monsters who enjoy fishing.

**DANGER** 1

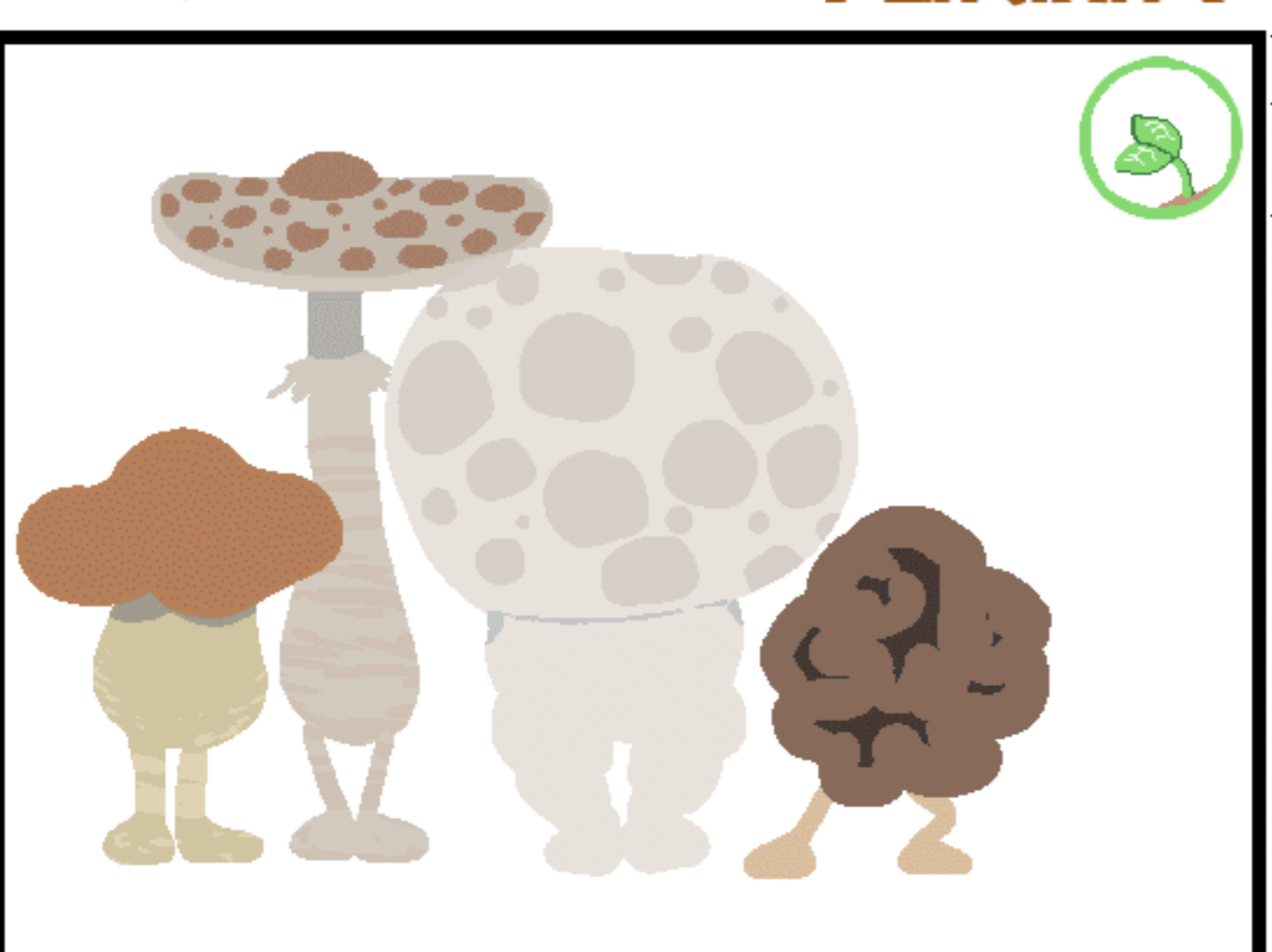
**AGGRESSION** 1

**OBEIDENCE** 1

**"PLENTY OF FISH IN THE '\_\_\_'"**  
Different "water" sources provide very different fish: Blood: +2 Aggression Lava: +2 Danger Milk: +2 Food

**"AQUACULTURE"**  
Fish provide 1+ food for each terrain that possess a water source.

## DUNGEON MONSTER: FUNGIMITE



You'd be forgiven if you thought this was a silly addition to your dungeon, but Fungimites are tougher than they look. Tough, feisty, and knowing no fear; these little guys make excellent and inexpensive dungeon monsters. It is also extremely embarrassing to be beaten by them.

**DANGER** 1

**AGGRESSION** 1

**OBEIDENCE** 1

**"CAMOUFLAGE"**  
Fungimites are obvious on non-foliage covered nature terrain: "Foliage" covered nature terrain activates their danger and provides +1 hazard to the terrain.

**"GARDEN FRESH VEGETABLES!"**  
Fungimite's provide food equal to their obedience stat.

## DUNGEON MONSTER: GARGOYLE



Gargoyles are Simple low-maintenance monsters with impressive physical strength and an easily tamed demeanor. Unlike other flying monsters, Gargoyles thrive and flourish in cramped urban conditions and can make an excellent addition to any dungeon.

**DANGER** 2

**AGGRESSION** 1

**OBEIDENCE** 2

**"STONE SLEEP"**  
Gargoyles will turn themselves to stone when they roost or sleep: making them both hazards and monsters.

**"URBAN WILDLIFE"**  
Gargoyles receive no penalties as flying creatures underground and can obtain food from any dungeon terrain even if they do not provide food.

## DUNGEON MONSTER: GELATINOUS CUBE



Gelatinous cubes are a classic dungeon monster. Unintelligent and more of a hazard than anything, Gelatinous cubes slowly patrol caverns and dungeon hallways absorbing organic matter to consume.

**DANGER** 3

**AGGRESSION** 1

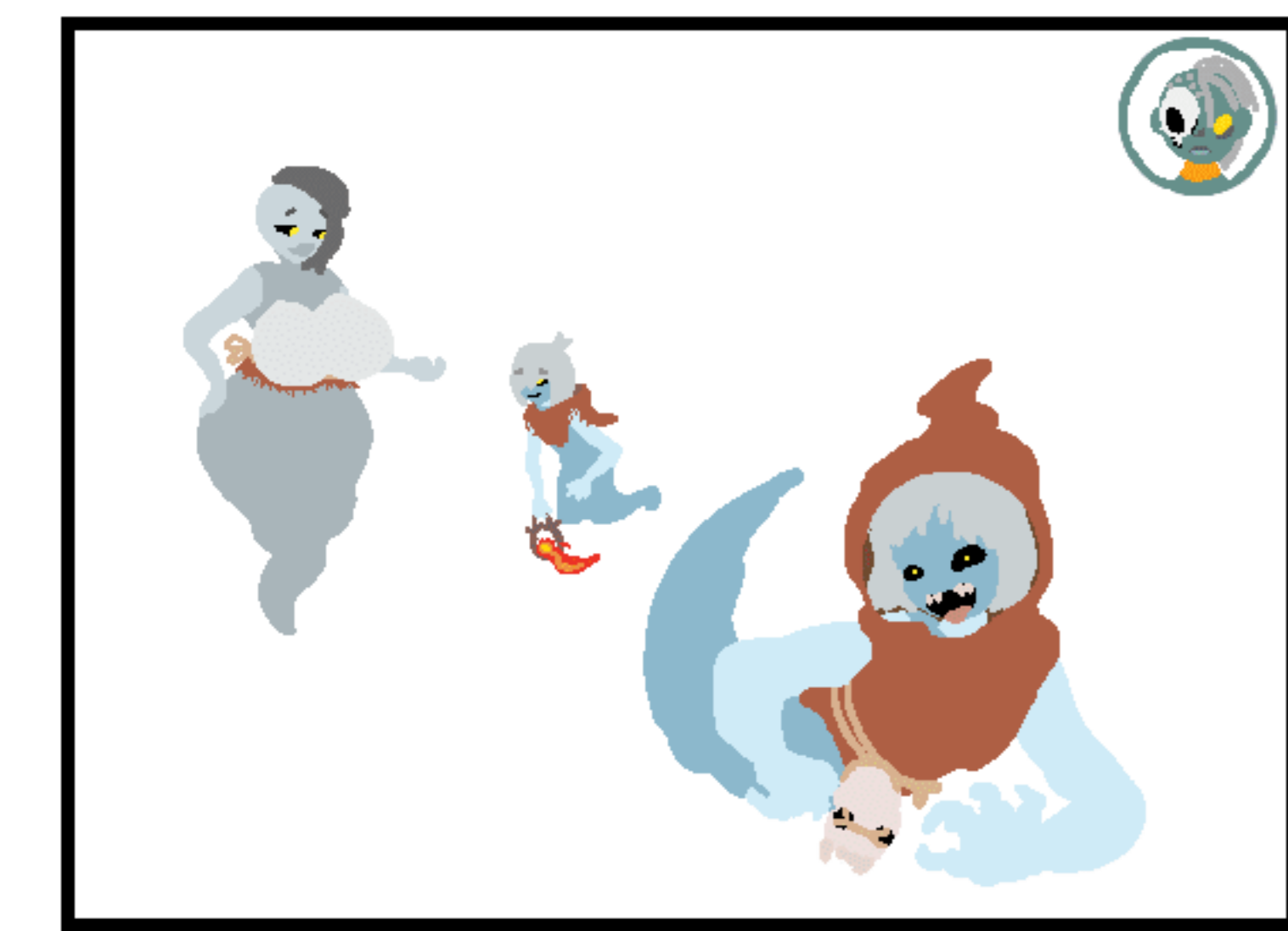
**OBEIDENCE** 1

**"HYGROSCOPY"**  
Gelatinous cubes will die if exposed to fire, salt, or acid and will freeze in cold temperatures. Ice Caves and Lava nature terrain give -3 to all stats.

**"IT'S NOT THE HEAT, BUT THE HUMIDITY"**  
Jungle & Fungal forest nature terrain provides +3 to danger & aggression.

# DUNGEON MONSTERS PART 3

## DUNGEON MONSTER: GHOST



Ghosts are one the single most common form of undead and arguably the least evil. Ghosts are not explicitly hostile or aggressive, but under the right conditions or motivations they can be exceedingly dangerous due to their incorporeal bodies and unrelenting nature.

**DANGER**

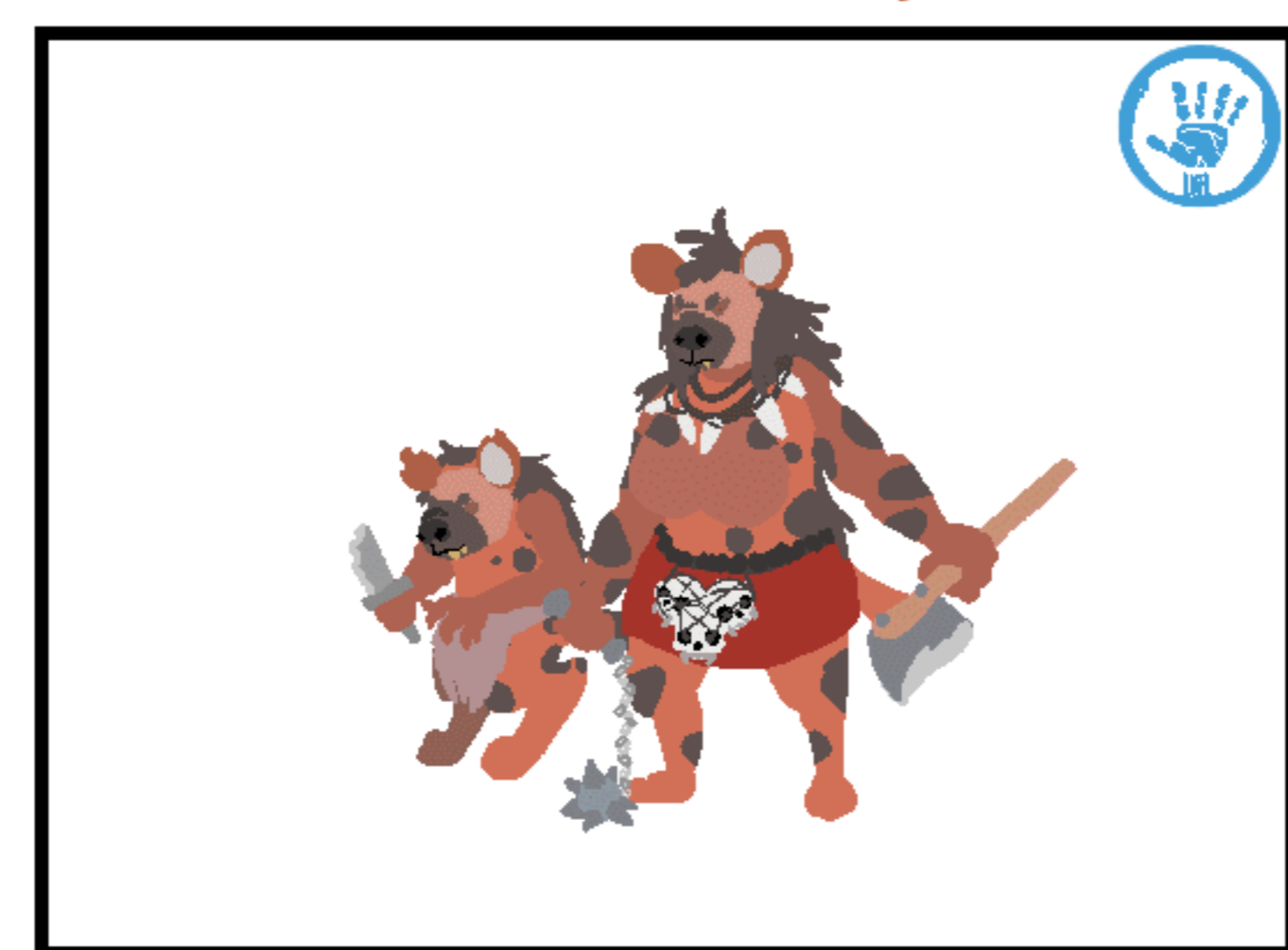
**AGGRESSION**

**OBEEDIENCE**

**"HAUNTED MEMORIES"**  
The Ancient Ruin & Labrynth Dungeon Feature provide +2 aggression & Danger. This effect stacks.

**"SPIRITUAL SYMPATHY"**  
Ghosts do not need to eat, but if you do pay their food cost their obedience stat will be activated.

## DUNGEON MONSTER: GNOLL



Gnolls are a species of cannibalistic, mean, unruly, hyena-humanoids known for their aggression and savagery. Gnolls are very destructive to their environment and difficult to control, but they make excellent monsters.

**DANGER**

**AGGRESSION**

**OBEEDIENCE**

**"DEMON WORSHIP"**  
Gnoll's obedience stat is entirely determined by the amount of different Demon creatures: +1 for EACH Demon-type monster, minion or feature. Caps at 4.

**"CANNIBALISM"**  
**\*Optional\*** Sacrifice -3 obedience/loyalty of any monster/minion for +3 food.

## DUNGEON MONSTER: GOBLIN



What is a Dungeon without a few Goblins? Shortstacked, expendable, constantly reproducing with each generation just as eager as the last to fight, work and die for their Overlord. Goblins despite being monsters can make excellent laborers and workers.

**DANGER**

**AGGRESSION**

**OBEEDIENCE**

**"BOOM, BOOM, BOOM."**  
Goblin bodies can "distract" your minions: Orcs, Humans, Ogres and Trolls all receive -1 diligence, but +1 loyalty. Effect does not (short)stack.

**"SEX, DRUGS AND EXPLOSIONS."**  
If you have the Forge, Harem & Alchemy Lab dungeon feature: Each Goblin Monster will provide +5 Tech.

## DUNGEON MONSTER: GOLEM



Golems are large humanoid constructs made of either clay, soil, stone or metal. They are made made by arcanists to do a variety of tasks or services. Golems can have vegetation grown on them- to the point of even providing food, but excess plant growth will make them docile and compromise their weapon capabilities.

**DANGER**

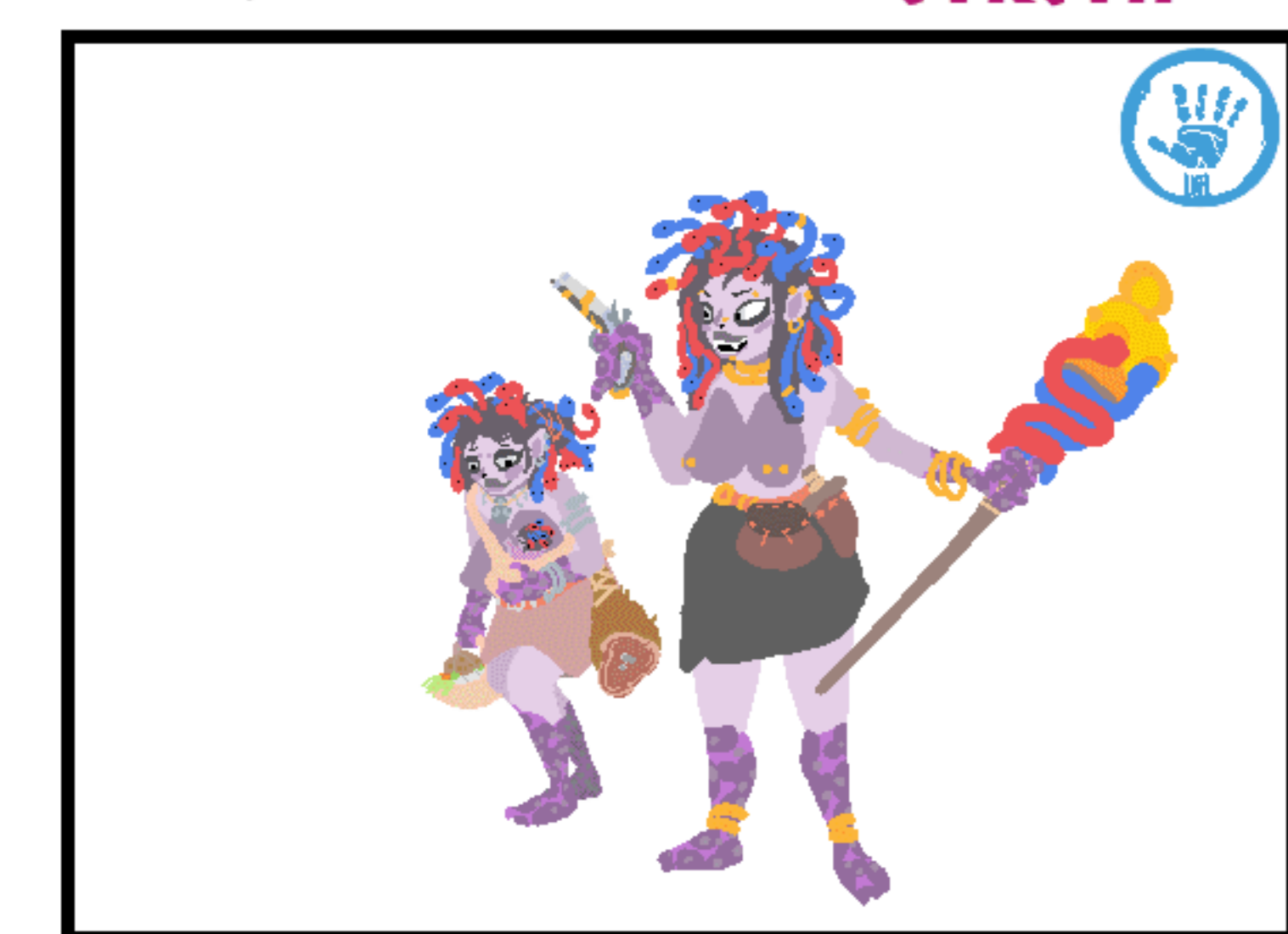
**AGGRESSION**

**OBEEDIENCE**

**"NATURALIZATION"**  
You may sacrifice 2 Aggression or Danger in exchange for 2 food. If you sacrifice BOTH 2 aggression & danger your Golem may count as a Forest or Farm terrain- regardless of level.

**"PARTICLE-BEAM WEAPONRY"**  
The ancient ruin dungeon feature will activate your golems energy weaponry. They now have a maximum 5 danger stat that cannot be lowered.

## DUNGEON MONSTER: GORGON



Beautiful Women with paralyzing gazes an affinity for archery and embroidery and snakes in their hair. Gorgons are often too dangerous to cooperate well with others beings or even creatures, but they can make excellent self-sufficient hazards.

**DANGER**

**AGGRESSION**

**OBEEDIENCE**

**"Matriarchy"**  
Gorgons are an all Female Monster. "All male" monster presence give +2 Aggression & Danger. Effect does not stack.

**"NO DEPTH PERCEPTION."**  
Monocular vision is immune to Gorgon's paralyzing stare. Cyclopes presence gives +4 obedience.

## DUNGEON MONSTER: HARPY



Harpies are bright and colourful birds of prey with the unsettling bust, collar, and heads of beautiful women. Harpies are unintelligent, but they can make startling effective monsters and hazards towards those who underestimate them.

**DANGER**

**AGGRESSION**

**OBEEDIENCE**

**"JUNGFRAUKNADLER"**  
Harpies do not actually eat people, but their alluring call and appealing looks make them hazardous to stupid or lonely minions & monsters.

**"SEA HAWK"**  
Any nature water terrain provides +1 danger & obedience.

## DUNGEON MONSTER: HELMASAUR



A completely subterranean species of Dinosaurs; the Helmasaur grazes on moss, fungi, and lichen while using it's steel-thick shielded crest to block off cavern channels. An excellent non-aggressive living dungeon hazard.

**DANGER**

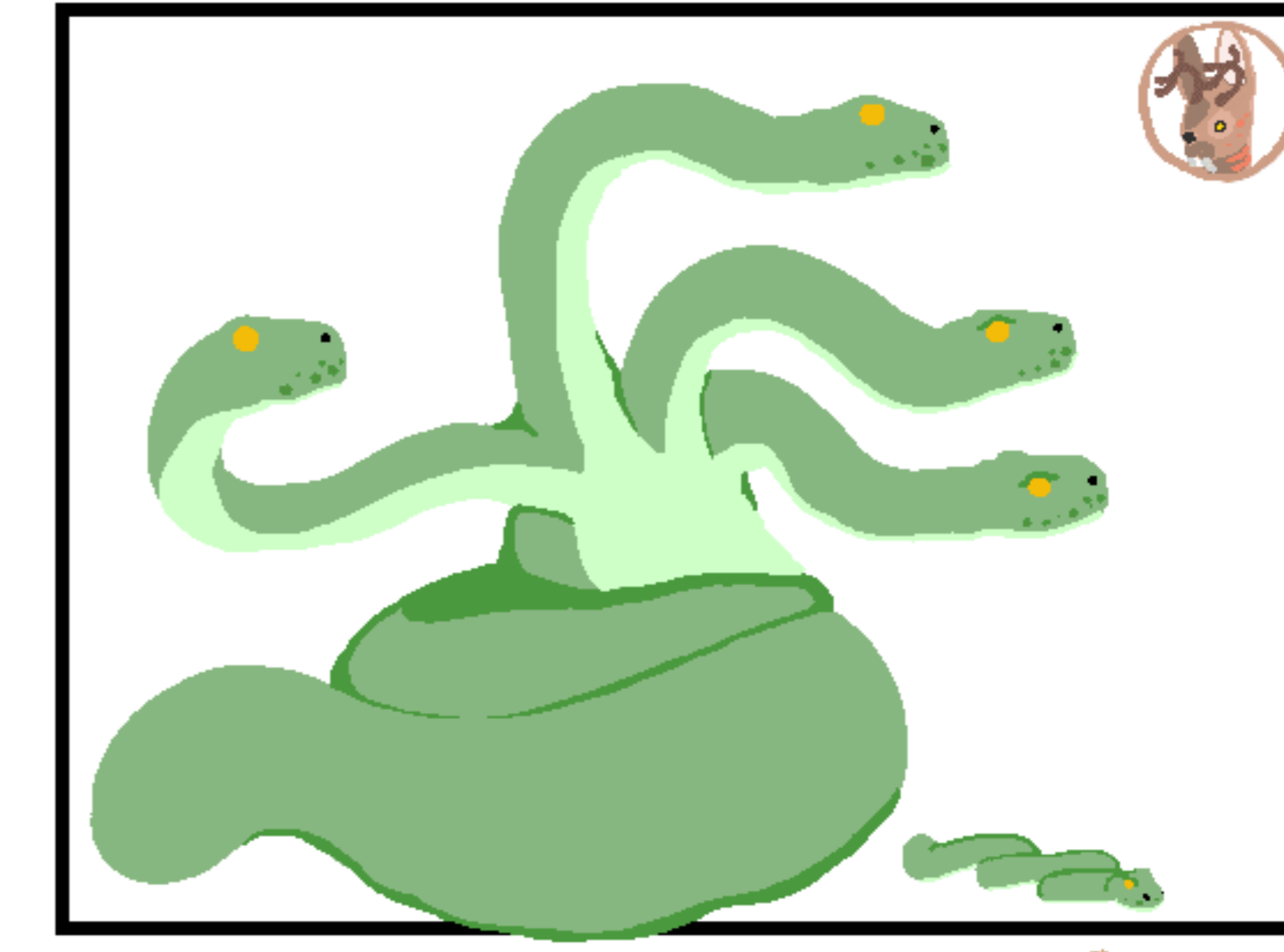
**AGGRESSION**

**OBEEDIENCE**

**"SEALED PASSAGE"**  
May temporarily give any non-nature dungeon terrain "Maze" perk.

**"GEMESAUR"**  
The Crystal Cavern dungeon feature will turn Helmasaurs into Gemesaurs. Gemesaurs provide income equal to their obedience as Gems can be harmlessly harvested from their backs.

## DUNGEON MONSTER: HYDRA



Hydras are enormous aquatic serpents famous for their ability to regenerate and grow additional heads. Hydras need nature terrains with water sources to be an adequate threat. Hydras make an excellent monster and a surprising food source.

**DANGER**

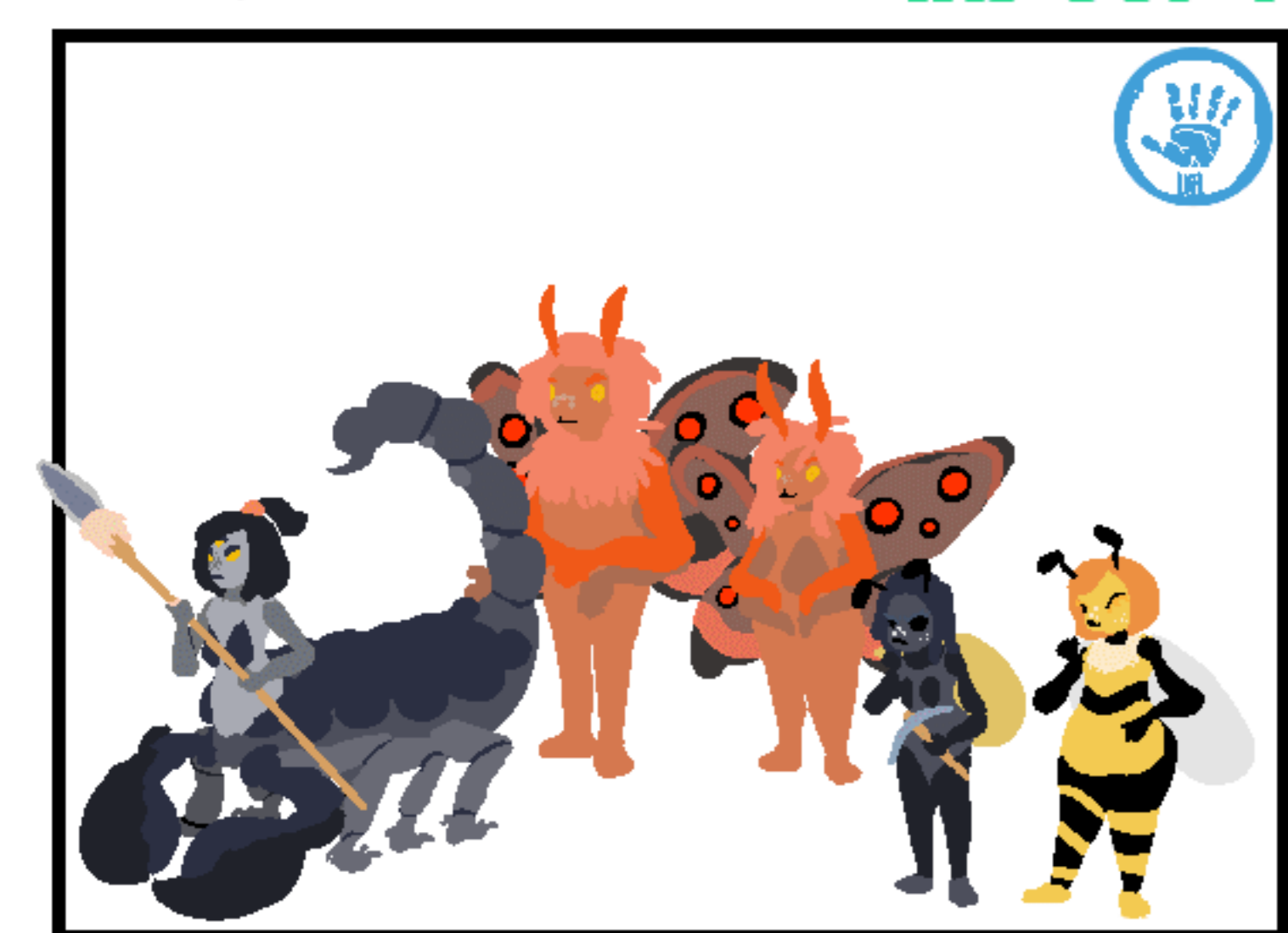
**AGGRESSION**

**OBEEDIENCE**

**"VIRULENT GROWTH"**  
The Hydra's size, stats & bonus food provided are reliant on dungeon size: Small +1 Danger, Food, Aggression Medium +2 Danger, Food, Aggression Large +3 Danger, Food, Aggression

**"SEA SERPENT"**  
Any aquatic terrain or dungeon feature activates the Hydra's Danger and Aggression stat block.

## DUNGEON MONSTER: "INSECT PEOPLE"



A group of primitive Insect humanoids including: Scorpion, Moth, Ant & Bee. You may choose one kind of Insect person or several- it's up to your discretion.

**DANGER**

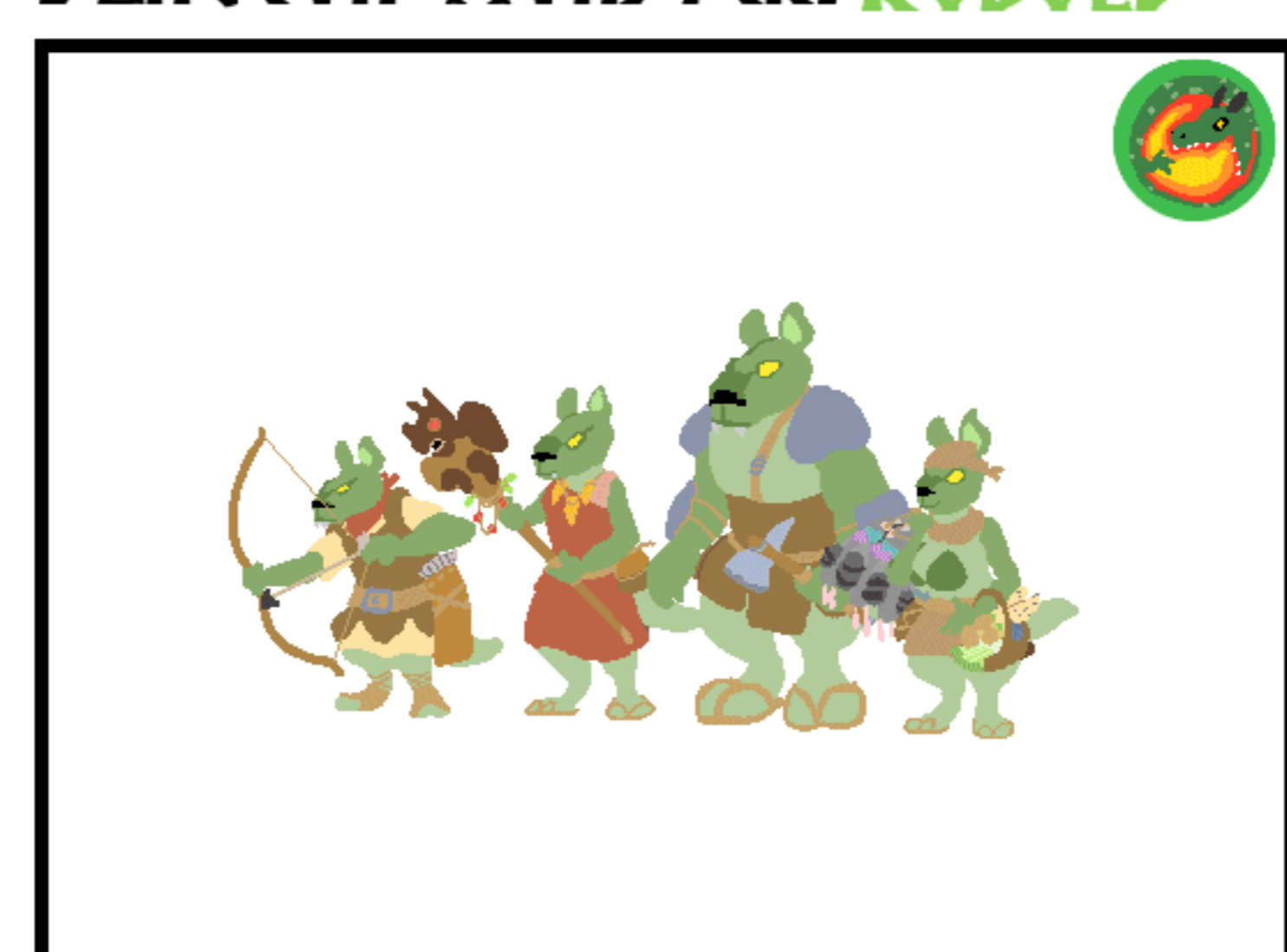
**AGGRESSION**

**OBEEDIENCE**

**"QUEEN ANT/BE"**  
If you purchase this monster at least twice you will receive the dungeon feature "Queen bee" or "Queen ant". If you purchase this feature FOUR times you may have both.

**"LIKE A MOTH TO A FLAME"**  
Insect people are very easily pleased and made content by domestic features. Give +1 obedience for each domestic dungeon feature available.

## DUNGEON MONSTER: KOBOLD



Small synapsid humanoids with an obsession towards all things draconic. Kobolds are obedient and willing monsters, so long as you have some kind of Dragon within your army; otherwise they're horrible, irredeemable pests.

**DANGER**

**AGGRESSION**

**OBEEDIENCE**

**"DRAGON WORSHIP"**  
Kobold's obedience stat is entirely determined by the amount of dragons: +1 for EACH dragon-type monster or minion.

**"TRAP MAKER"**  
Kobolds are immune to all dungeon hazards and cannot get lost. Kobolds also give +1 Hazard to normal dungeon terrain. Kobolds also provide +2 Tech.

## DUNGEON MONSTER: LIVESTOCK "MUNDANE"



Pigs, Chickens, Goats and maybe some sheep, cattle, or even a turkey or two- This may seem like a silly addition to a Dungeon overlord's army, but an army runs on Meat, Milk, & Eggs.

**DANGER**

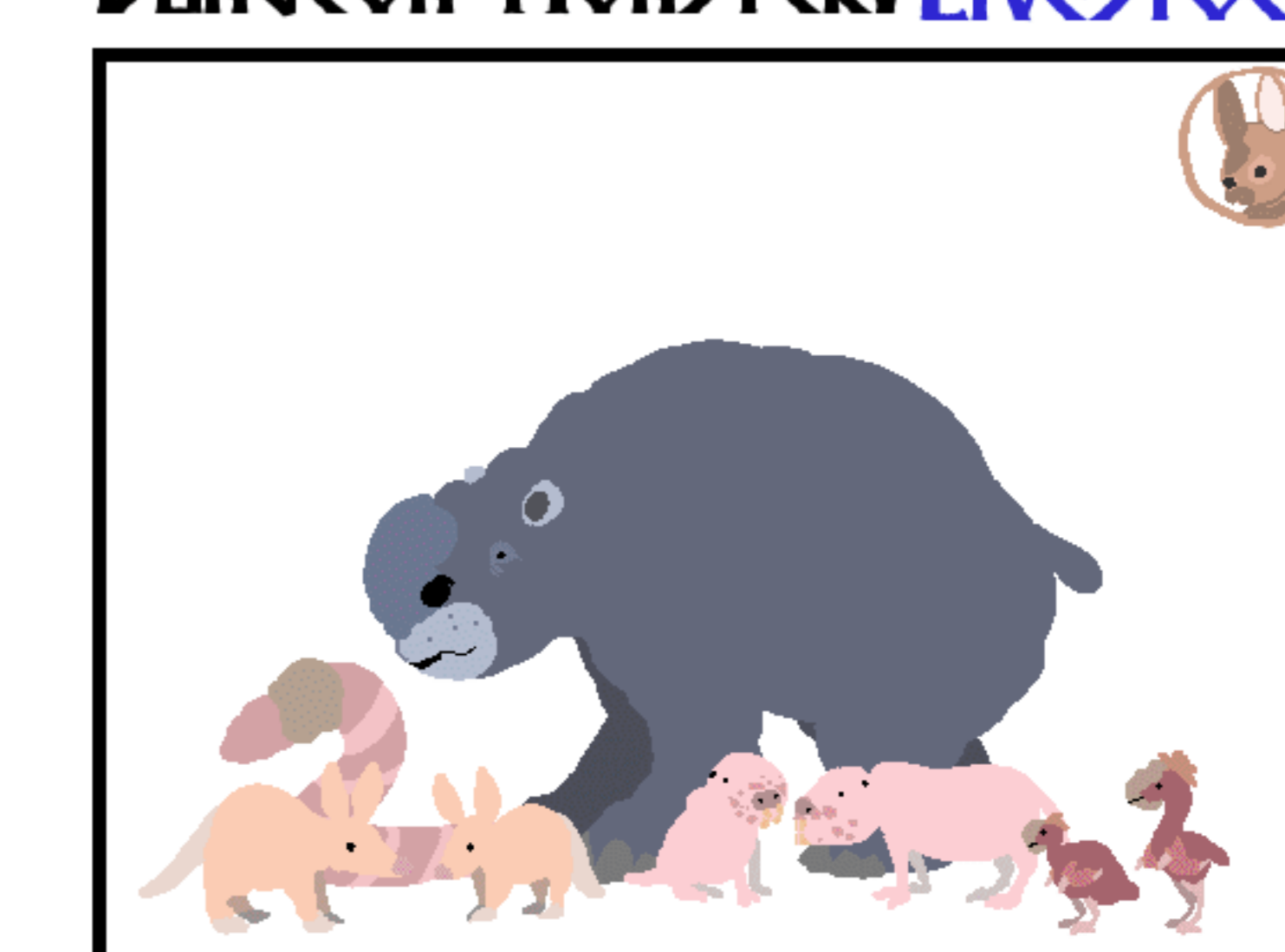
**AGGRESSION**

**OBEEDIENCE**

**"PASTORAL"**  
Livestock provide +2 food for any above ground nature terrain.

**"KOSHER"**  
Animal people will refuse to eat or raise their base "animals". Minotaurs will not raise cattle, Centaurs & Humans will not raise horses, etc.. etc..

## DUNGEON MONSTER: LIVESTOCK "SUBTERRANEAN"



Giant Wombats, Aardvarks, Mole Rats, Worms and other unusual hairless quivering docile creatures. This may seem like a silly addition to a Dungeon overlord's army, but an army runs on Meat, Milk, & Eggs.

**DANGER**

**AGGRESSION**

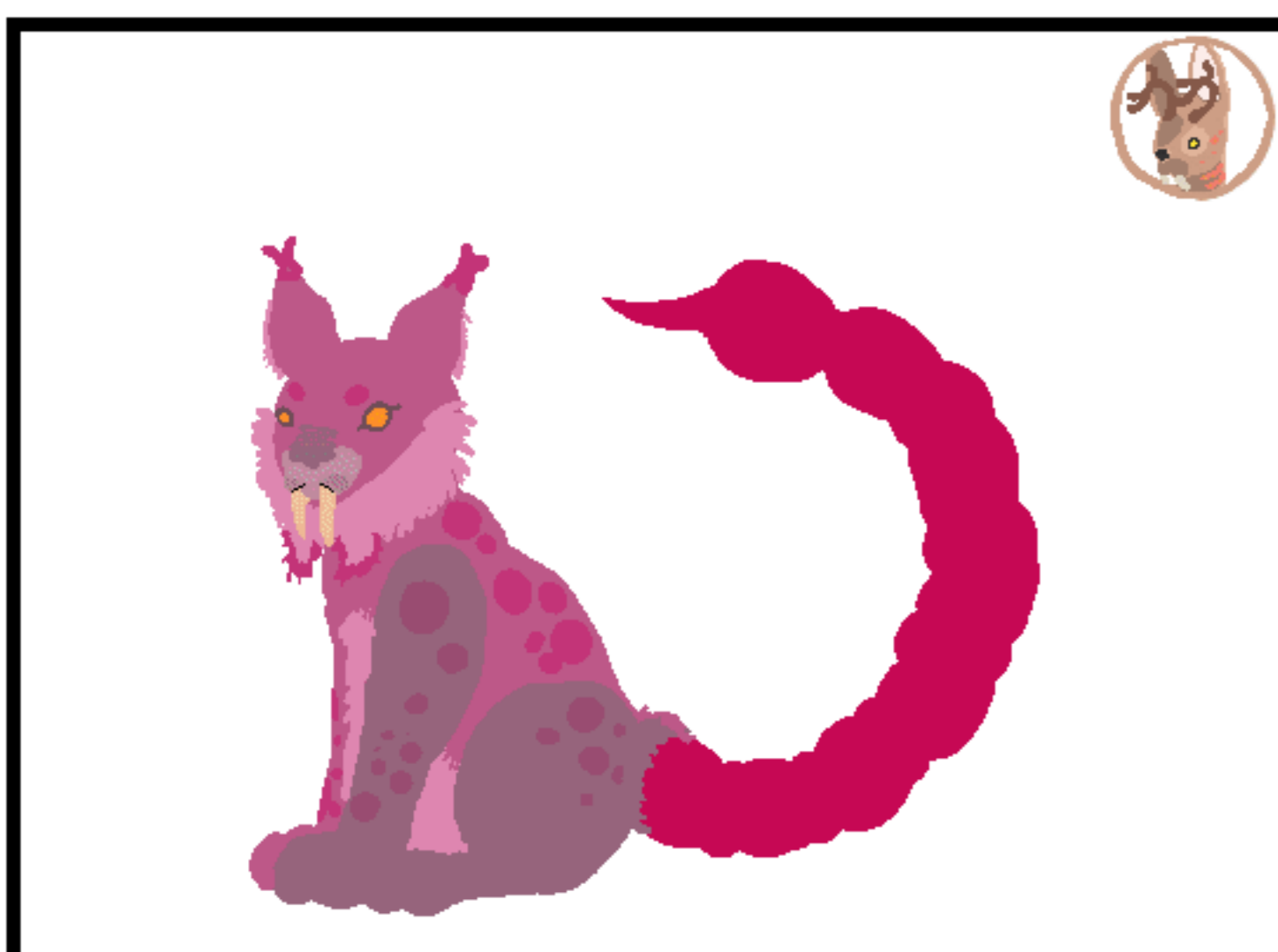
**OBEEDIENCE**

**"PASTORAL CAVERNS"**  
Livestock provide +2 food for any below ground nature terrain.

**"KOSHER"**  
Animal people will refuse to eat or raise their base "animals". Aardvark people will not raise aardvarks, etc..

# DUNGEON MONSTERS PART 4

## DUNGEON MONSTER: MANTICORE



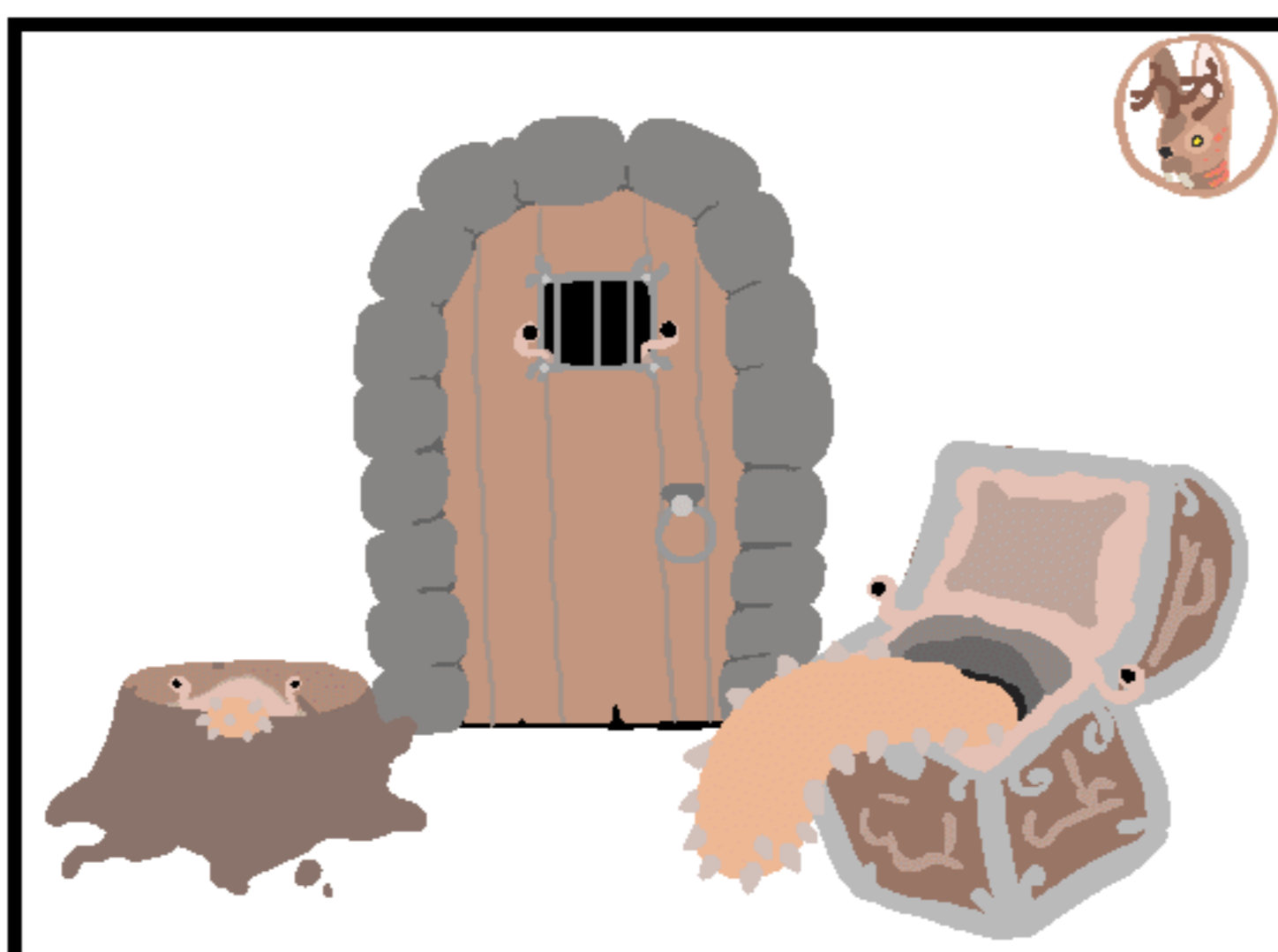
The Manticore is far from an ordinary feline: lynx-like cats with purple fur, enormous sabre-toothed jaws that can open 120 degrees and a scorpion-like tail. Manticores are vicious and incredibly deadly monsters that are difficult to tame.

**DANGER** 5  
**AGGRESSION** 4  
**OBEIDENCE** 4

**"JUNGLE CAT"**  
 Receive +2 danger with any Jungle tile presence.

**"CATS KILL FOR FUN"**  
 You may give the Manticore +2 obedience at the cost of a -2 food penalty on ONE nature terrain.

## DUNGEON MONSTER: MIMIC



Mimics are molluscs infamous for their ability to shapeshift into inanimate objects in order to catch prey items. Mimics are a classic dungeon monster as they can turn into chests, doors, tree stumps, carpets or even hollowed out logs in an effort to trap prey.

**DANGER** 4  
**AGGRESSION** 4  
**OBEIDENCE** 4

**"DOUBLE TAP"**  
 Mimics are considered both a monster and a hazard. Your enemies as well as your minions and other monsters are just as likely to fall victim to them.

**"CAN SMELL THEIR OWN KIND."**  
 Changelings can identify and tame Mimics: Remove "Double Tap" penalty towards your own minions/monsters. Mimics now provide +1 Food. Mimics have +1 Obedience.

## DUNGEON MONSTER: MONSTROUS PLANTS



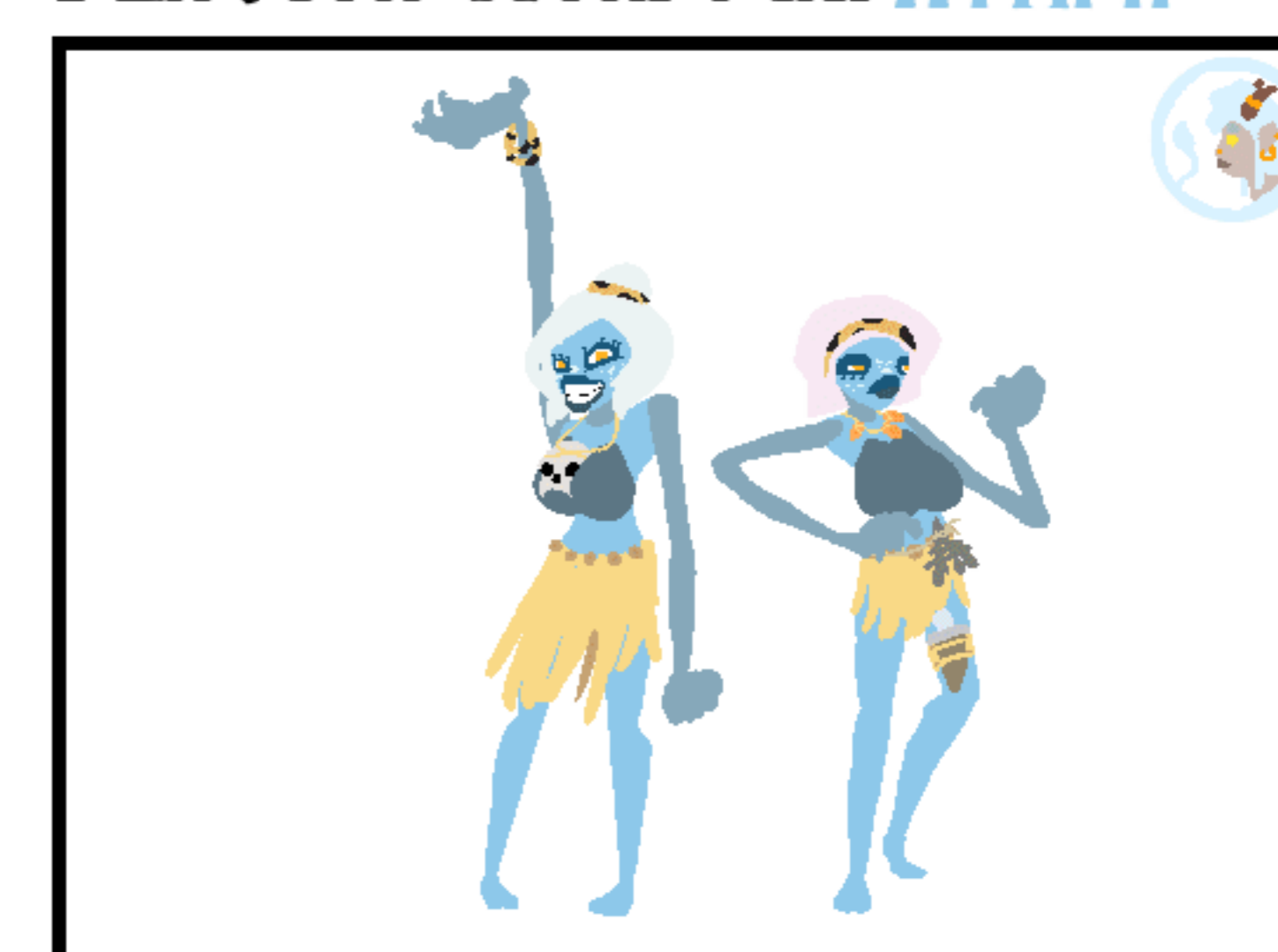
Adventurers and many people alike often underestimate plants as an enemy, they are fools to do so. Monstrous plants are a group of carnivorous plants -both mobile and non-mobile- that you can transplant within your dungeon. They make excellent unassuming monsters and hazards.

**DANGER** 5  
**AGGRESSION** 4  
**OBEIDENCE** 4

**"CAMOUFLAGAGE"**  
 Monstrous plants are obvious on non-foliage covered nature terrain: "Foliage" covered nature terrain activates their danger and provides +1 hazard to the terrain.

**"DIRT PLANTS"**  
 Monstrous plants give all plant monsters +1 to all stats.

## DUNGEON MONSTER: NYMPH



A mysterious, tempting, soft-spoken and incredibly dangerous species of plant-based feyish demons. Nymphs use their alluring looks and voices to lure Male humanoids to rape and murder them- they will not spare your minions or enemies.

**DANGER** 4  
**AGGRESSION** 2  
**OBEIDENCE** 3

**"MATRIARCHY"**  
 Nymphs are an all Female Monster. "All male" monster presence give +2 Aggression & Danger. Effect does not stack.

**"OBLIVIOUS TO ANDROGYNY"**  
 Nymphs will not target androgynous minions or monsters: Cyclopes, Changelings, Homonculi, & Bunny people.

## DUNGEON MONSTER: OWLBEAR



A classic monster if ever there was one. Owlbears are territorial, ferocious, possess keen night vision and excellent hearing they use to stalk and maul prey items. Owlbears can be tamed, but you can also simply let them loose into your dungeon.

**DANGER** 4  
**AGGRESSION** 4  
**OBEIDENCE** 4

**"BEAR IN THE WOODS"**  
 Owlbears receive +1 Danger for any forest terrain.

**"HIBERNATION"**  
 Owlbears receive -2 Danger for any Ice Cavern Terrain.

## DUNGEON MONSTER: PISACA

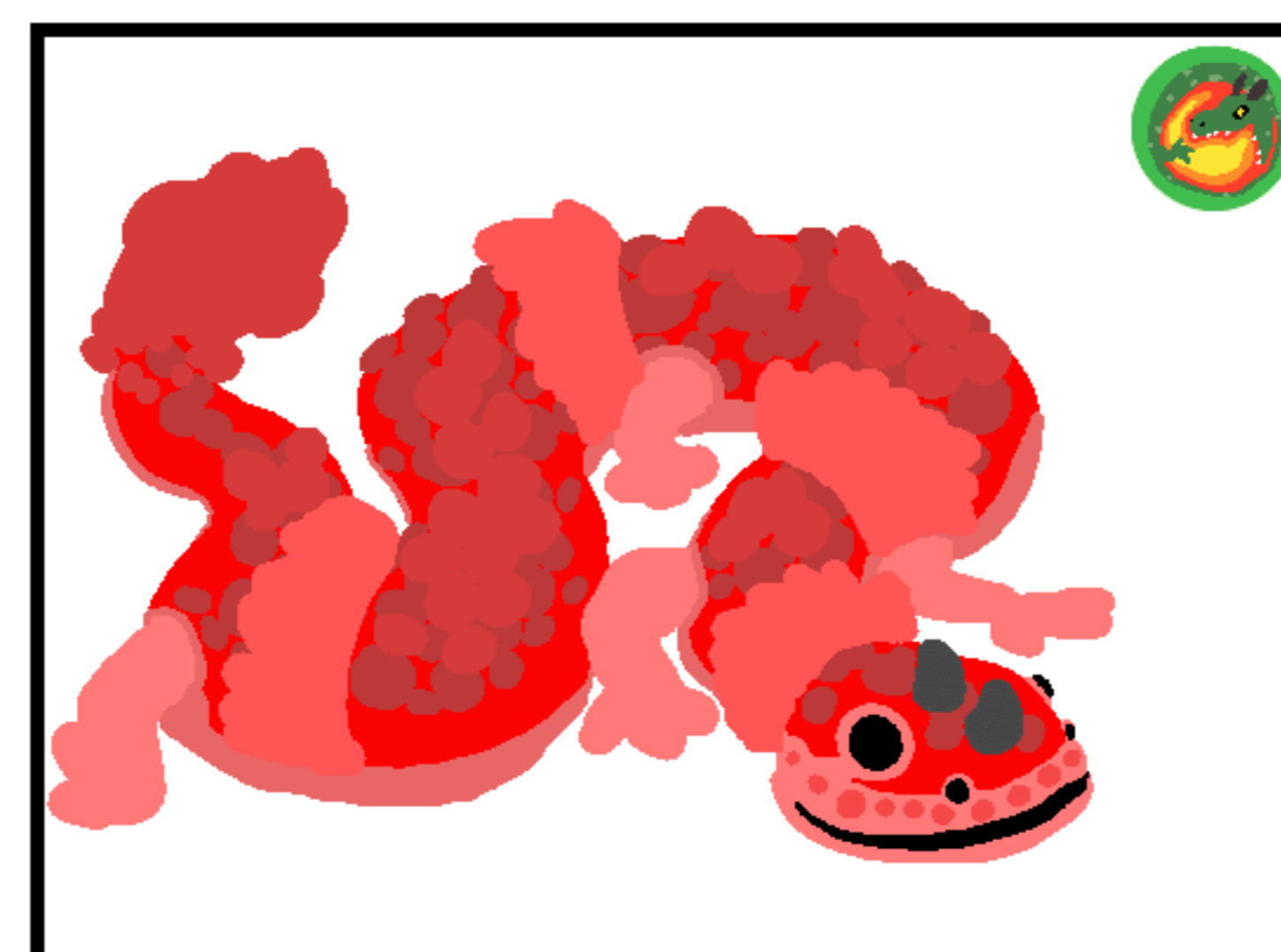


Magic is pervasive in all living things; it is an intentional expression of the soul reaching out to affect the world around it. Pisaca are monsters created when Souls forget what their bodies look like; they are sad, lonely and schizophrenic- simultaneously aware of everything, but unable to comprehend it.

**DANGER** 5  
**AGGRESSION** 4  
**OBEIDENCE** 5

**"ARCANE PHYSIOTHERAPY"** "I KNOW YOU, WHO YOU USED TO BE."  
 Alchemy lab, Crystal Cavern, Dark Crystal & or Mana Fountain provide -1 Aggression. Effect stacks. Ghosts, Wisps & Cyclopes can "see" through the Pisaca, pacifying them. Pisaca receives +1 Obedience for each respective Monster or Minion. Effect Stacks.

## DUNGEON MONSTER: SALAMANDER



Salamanders are large, ferocious, synapsids distantly related to wyverns and Dragons- evident by their six legs. Salamanders are incredibly dangerous due to their aggressive nature, magma breath and ability to swim in lava.

**DANGER** 7  
**AGGRESSION** 4  
**OBEIDENCE** 4

**"HOT BLOODED"**  
 Lava terrain provides full maximum danger stat of 5. Ice cave terrain however caps Danger and aggression at 2.

**"IGNEOUS FAUNA"**  
 Salamanders can be hunted for their fur and hide: Sacrifice -3 Danger for +3 income and +2 food.

## DUNGEON MONSTER: SATYR



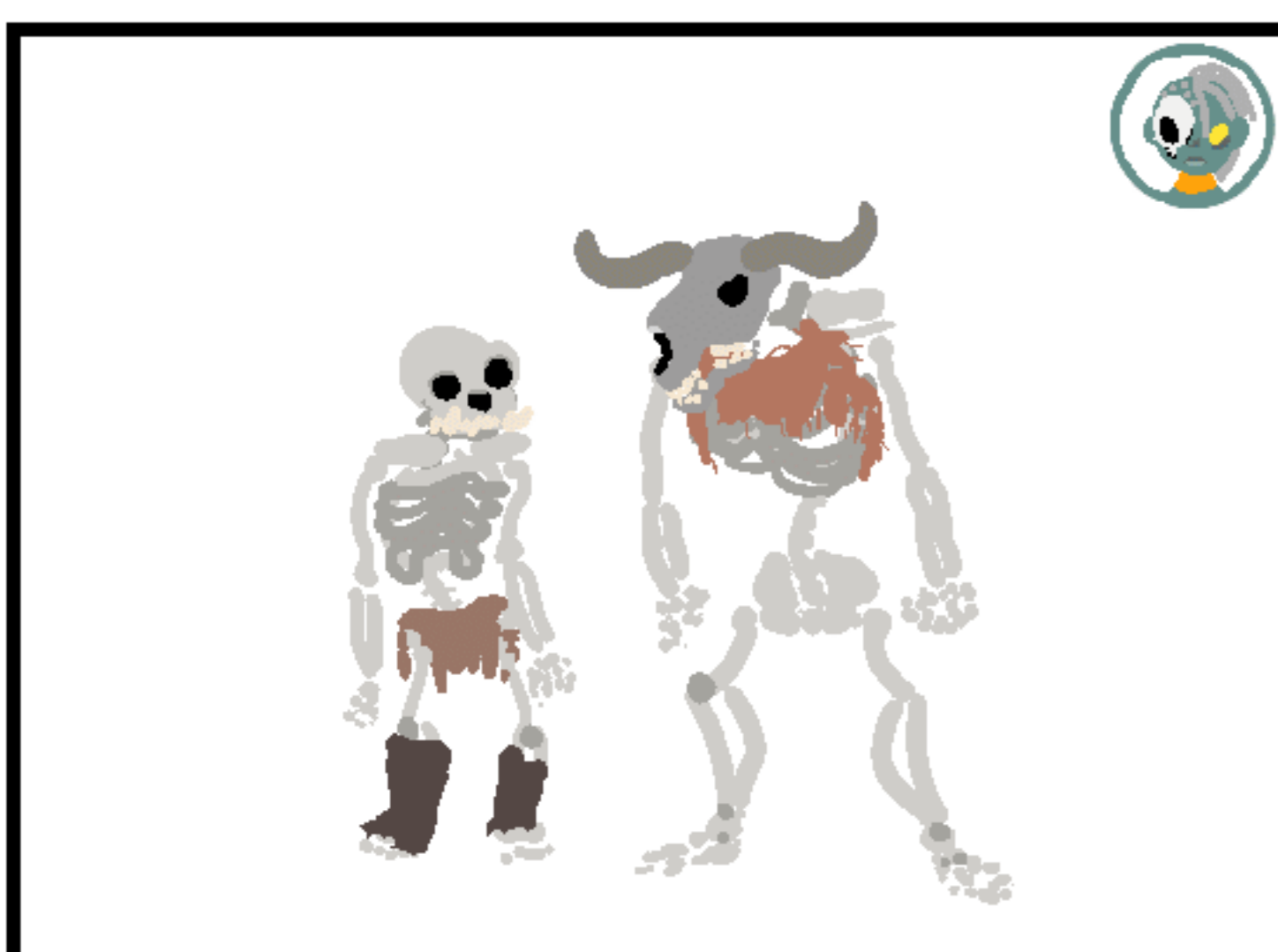
A spirited, charming, and handsome monstrous race of Goat-like feyish Demons. Satyrs use their charm and masculinity to kidnap and rape female humanoids to reproduce- they will not spare your minions or enemies.

**DANGER** 4  
**AGGRESSION** 2  
**OBEIDENCE** 3

**"PATRIARCHY"**  
 Satyrs are an all Male Monster. "All Female" monster presence give +2 Aggression & Danger. Effect does not stack.

**"OBLIVIOUS TO ANDROGYNY"**  
 Satyrs will not target androgynous minions or monsters: Cyclopes, Changelings, Homonculi, & Bunny people.

## DUNGEON MONSTER: SKELETON



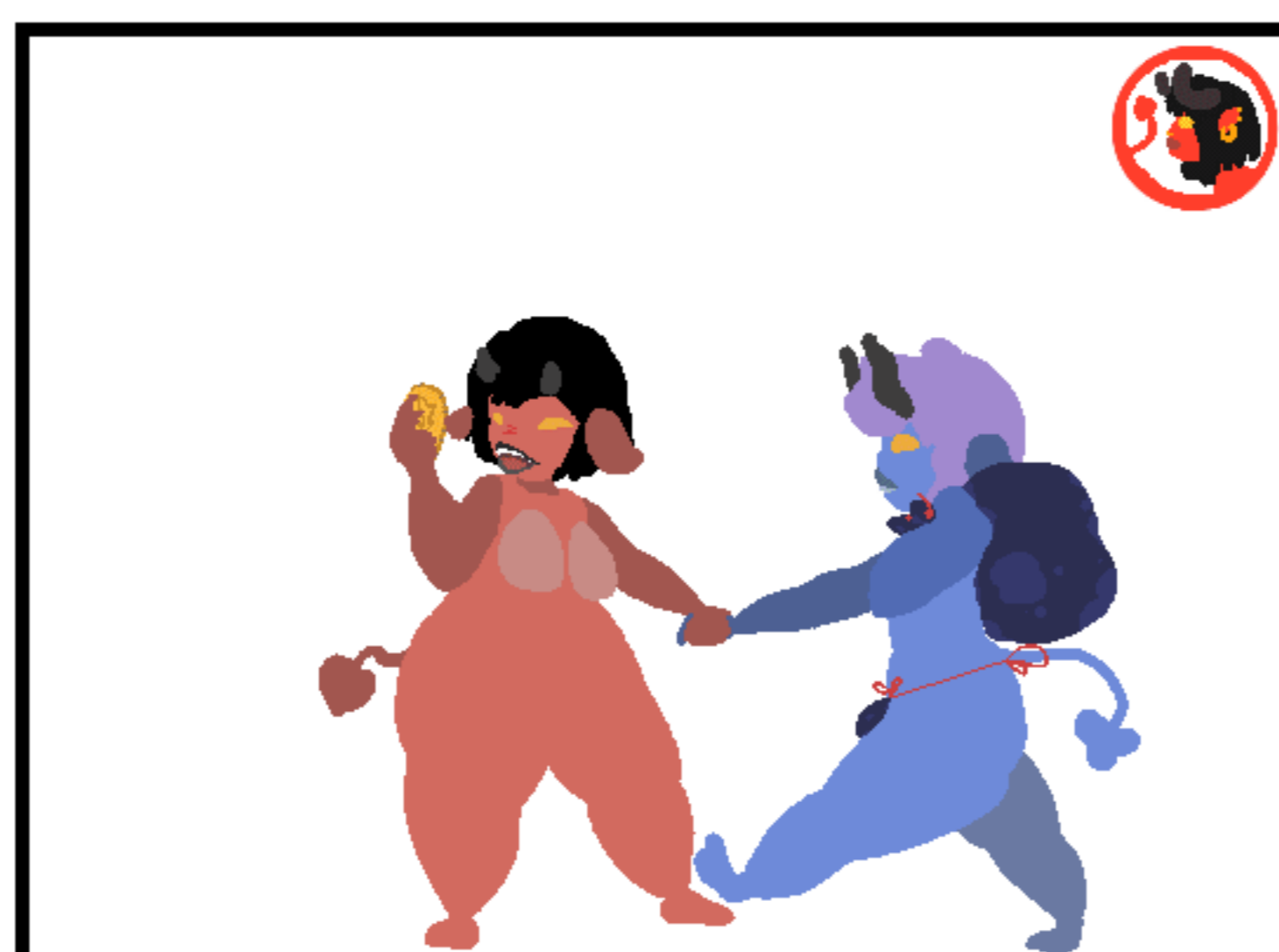
What is a dungeon without a few Skeletons? Skeletons are more of an "archetype" than an individual kind of monster: skeletons are MADE from the bones of OTHERS monsters & minions and because of this their states can vary wildly.

**DANGER** 4  
**AGGRESSION** 4  
**OBEIDENCE** 3

**"CRYPT KEEPER"**  
 You may give yourself one free skeleton for each Dark Crystal or Tomb Dungeon feature you have. This effect stacks.

**"SKELETAL DIVERSITY"**  
 Skeleton's Danger & Aggression stat are copied from the minion or monster they're created from. You can only make Skeletons from the Humanoid creatures you've purchased. Except Changelings.

## DUNGEON MONSTER: TREASURE IMP



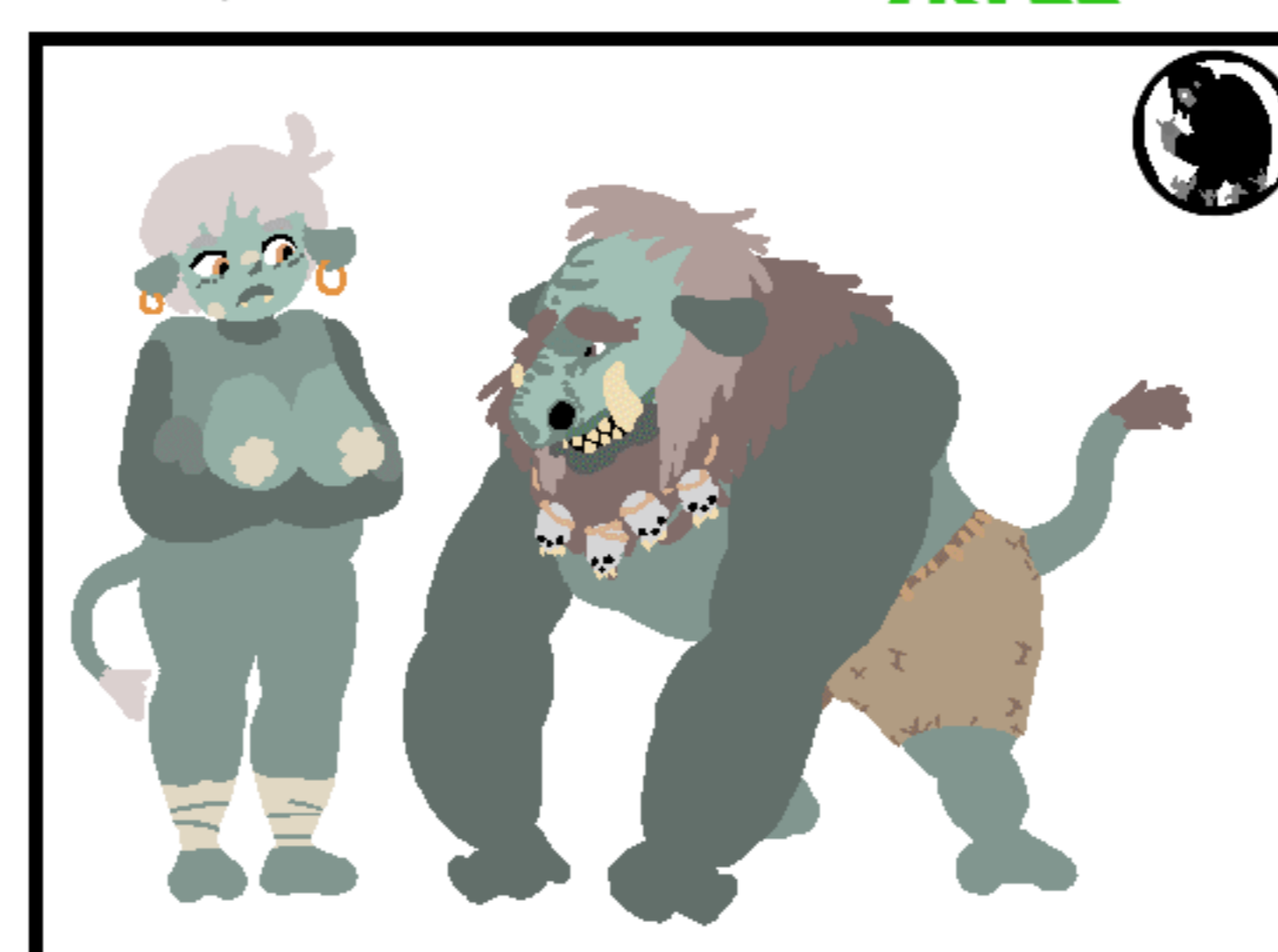
Treasure Imps are a small, benign sort of demon with a compulsive obsession towards stealing, hoarding, collecting and managing any sort of wealth: gems, coins, paper bills- all are fair game. Treasure Imps can be a plague upon a dungeon if not properly managed.

**DANGER** 1  
**AGGRESSION** 3  
**OBEIDENCE** 1

**"UNDECLARED INCOME"**  
 If you do not have the Dungeon Feature "Treasure room", The Treasure Imp steals -1 income from every terrain tile. Warlock Overlord Removes Ability.

**"BLOOD MONEY"**  
 The Treasure Imp gives +1 Income for EACH Demon & Fey type Minion or Monster you have. Warlock Overlord doubles this effect.

## DUNGEON MONSTER: TROLL



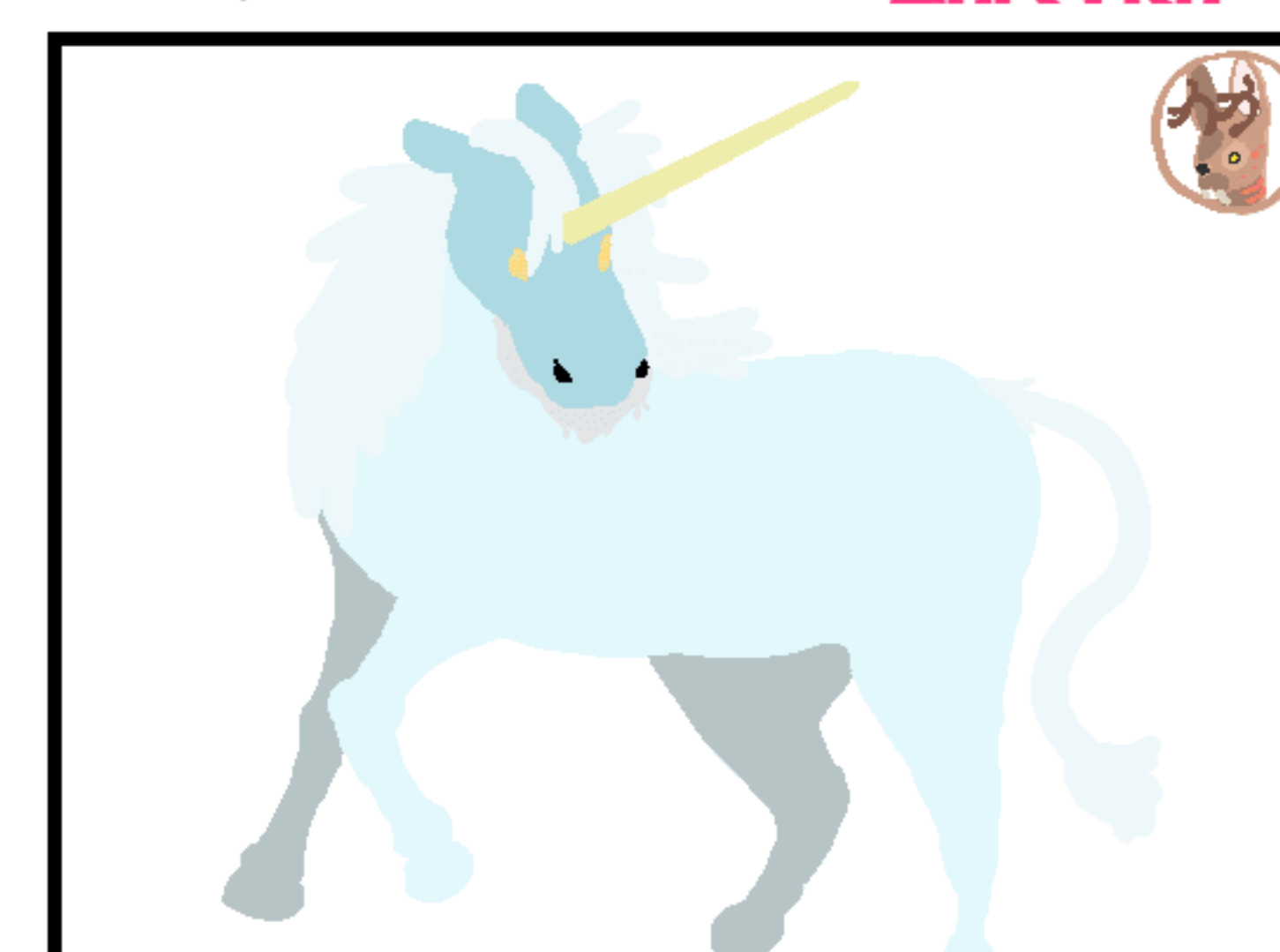
Trolls are a species of knuckle-dragging, tusk-bearing, hairy, giant with a predilection for cold climates & cannibalism. Trolls possess astounding regenerative properties, but flesh that will combust upon exposure to sunlight. They're unpredictable brutes that many people fear.

**DANGER** 7  
**AGGRESSION** 4  
**OBEIDENCE** 4

**"CANNIBALISM"**  
 \*Optional\* Sacrifice -3 obedience/loyalty of any monster/minion for +3 food.

**"JSTUNHEIMR"**  
 Danger and Aggression dictated by dungeon size:  
 +1 Small  
 +2 Medium  
 +3 Large

## DUNGEON MONSTER: UNICORN



Not an obvious choice for most evil overlords. The Unicorn is an incredibly stubborn, aggressive, and powerful horse with a 2-3ft horn. Unicorns can be a welcome hazard to nature loving overlords, but they despise demons, outsiders and undead.

**DANGER** 4  
**AGGRESSION** 4  
**OBEIDENCE** 4

**"HEART OF THE WILD"**  
 All beasts and nature terrain provide unicorn +1 obedience. Any Demon, Undead and outsider minions or monsters give -1 obedience & +1 Aggression & Danger.

**"TURNED"**  
 Unicorns will turn demon animals back into "Mundane/subterranean" animals and the blood fountain dungeon feature into mana fountain.

# DUNGEON MONSTERS PART 5

## DUNGEON MONSTER: VAMPIRE



The iconic creature of the night; Vampires are humans, dwarves or very rarely centaurs whom have been infected with vampirism and now must subsist off of blood. Vampires are intelligent and sophisticated, but they have their own agenda.

**DANGER** 5

**AGGRESSION** 7

**OBEDIENCE** 5

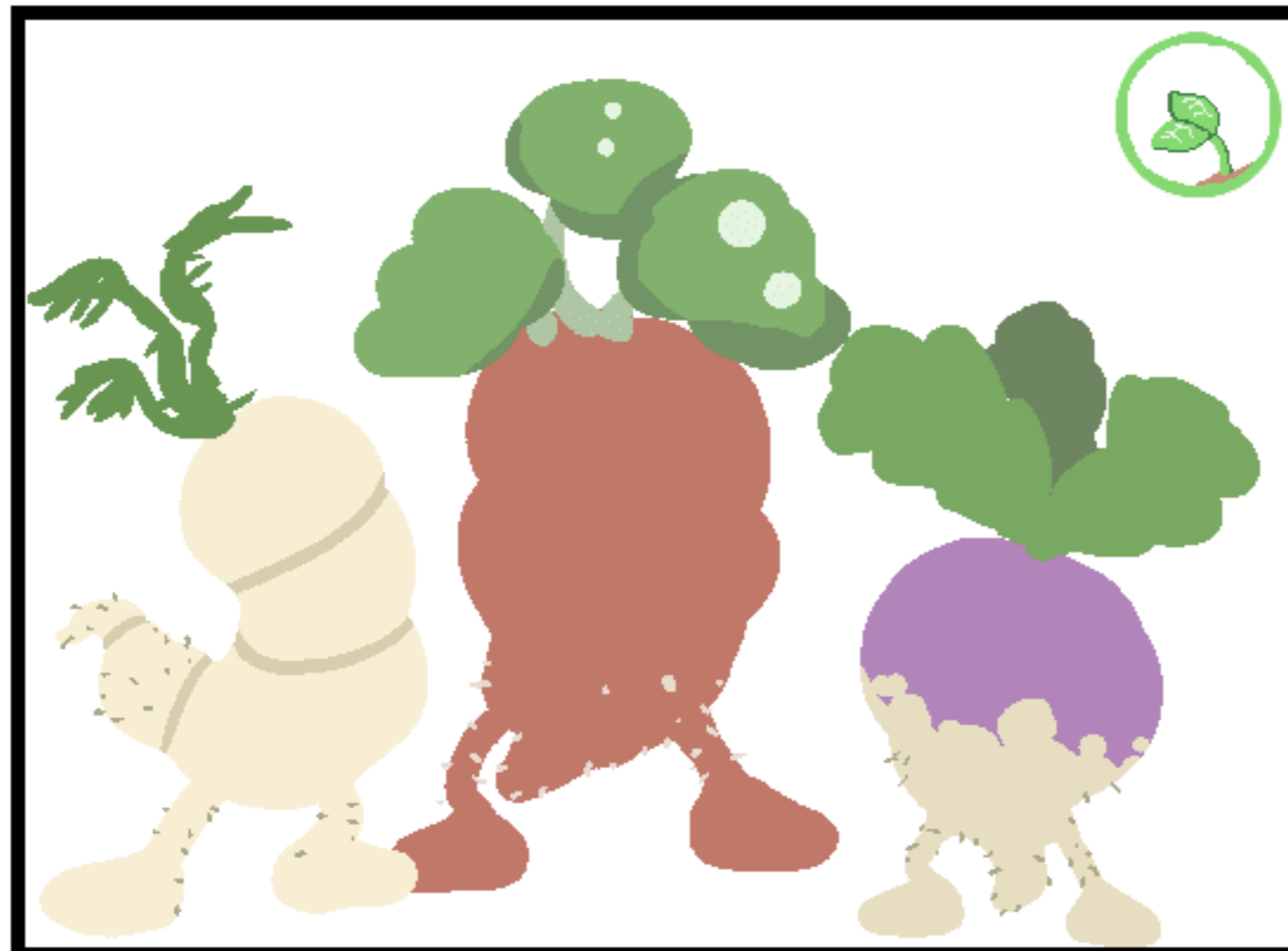
### "AFFINITY FOR THE OCCULT"

Vampire Obedience increased +1 for every demon minion or monster present. Necromancer and Warlock overlord provide +3 obedience.

### "REFINED TASTES"

Vampires require at least one domestic dungeon feature or their obedience will be capped at 1.

## DUNGEON MONSTER: VEGIMATE



You'd be forgiven if you thought this was a silly addition to your dungeon, but Vegimite are tougher than they look. Tough, feisty, and knowing no fear; these little guys make excellent and inexpensive dungeon monsters. It is also extremely embarrassing to be beaten by them.

**DANGER** 1

**AGGRESSION** 7

**OBEDIENCE** 1

### "CAMOUFLAGE"

Vegimite are obvious on non-foliage covered nature terrain: "Foliage" covered nature terrain activates their danger and provides +1 hazard to the terrain.

### "GARDEN FRESH VEGETABLES!"

Vegimite's provide food equal to their obedience stat.

## DUNGEON MONSTER: VERMIN "MUNDANE"



Rats, Moles, and a host of other Giant varieties of worms, insects, spiders and scorpions. Vermin may seem like an odd choice, but they can be a food source for some minions and a gradual, biting, constant threat to your enemies.

**DANGER** 1

**AGGRESSION** 7

**OBEDIENCE** 1

### "AN ACQUIRED TASTE"

All subterranean minions and monsters receive +1 food from vermin. Everyone else receives -1 food.

### "KOSHER"

Animal people will refuse to eat or raise their base "animals". Rat people will not eat rats, Ant women will not eat ants, etc..

## DUNGEON MONSTER: WEREWOLF



Both good and Evil Men and Women; bitten and infected with the magical disease of lycanthropy. Werewolves can be either unsatiable bloodthirsty wolves or loyal and dependent lapdogs- it's up to their overlord to bring out the best in them.

**DANGER** 6

**AGGRESSION** 7

**OBEDIENCE** 2

### "BLOOD HOUND"

Demon, Vampire or Undead presence gives +2 Aggression & Danger. Effect does not stack.

### "PEACE AND TRANQUILITY."

Each above surface level nature terrain gives +1 obedience. Effect stacks.

## DUNGEON MONSTER: WISP



Strange, hovering, ominous orbs of flickering light that move with an unsettling awareness. Wisps may look feeble, but their synergy with feyish creatures can make them an appealing addition.

**DANGER** 1

**AGGRESSION** 7

**OBEDIENCE** 2

### "FAIRY FIRE"

Wisp fire will burn any "unnatural" minions & monsters: Constructs, Undead & Outsiders all receive -1 loyalty/obedience. Effect does not Stack.

### "MOOD LIGHTING"

For each Wisp remove "patriarchy" & "matriarchy" perk from 1 monster or minion.

## DUNGEON MONSTER: WYVERN



Large flying four limbed synapsids whom are distantly related to Dragons. Wyverns can be tamed and kept as flying mounts and can be made into quite obedient monsters under the right conditions. Wyverns are very adaptable and come in a variety of species and sub-species.

**DANGER** 7

**AGGRESSION** 7

**OBEDIENCE** 7

### "CHROMATIC ADAPTATION"

Terrain determines Wyvern species & Breath weapon:  
Jungle/Fungal - Poison  
Ice Cave - Frost  
Lava - Lava  
All other/default - Fire

### "DRAGON RIDER"

All minions and monsters eligible for the "DragonFlight" perk may use Wyverns as mounts. Wyvern's have the same obedience as their riders obedience or loyalty stat.

## DUNGEON MONSTER: ZOMBIE



Zombies are shuffling, mindless, undead monsters that can only follow basic commands and are extremely aggressive towards all living creatures. Zombies are easy to mass produce, durable, frightening monsters, but they hold no loyalty in their soulless hearts.

**DANGER** 7

**AGGRESSION** 7

**OBEDIENCE** 4

### "BRAINS!"

Zombies Aggression is capped at 5 so long as you have any living minions. If you have no living minions it's capped at 2.

### "SHUFFLING HORROR"

Zombies cannot get lost and are immune to dungeon hazards. They will "eventually" get to where they need to be.