

- 1) **Dungeons:** Dungeons are now supernatural locations, similar to Sinkholes of Evil because in my mind, taking 10 minutes to travel 120 ft is ridiculous. It becomes even more ridiculous because in combat, you can move at your normal 120 ft/round. Thus, it makes more sense that Dungeons exist (as opposed to dungeons). They are supernaturally evil to the point where even time slows down and works against the player characters. Everything in the Dungeon is trying to kill you – stepping on cracks carelessly is likely to break your ankle, your cape will get caught on everything, torches will sputter and flicker out constantly, and that’s just the mundane dangers, never mind the various traps and monsters that become more deadly. As a consequence, the **Adventuring** proficiency lets you always know when you’re inside a Dungeon, identify the Dungeon Heart, and in general helps you identify the dangers found in such an evil place. The following definitions and tables will let you turn a regular dungeon into a Dungeon, making it more challenging but also more rewarding.

A **denizen of the Dungeon** is someone who chooses to serve the Dungeon Heart willingly. In exchange for receiving some powers, they serve it in collecting power for the Dungeon. For every 25 gp they bring into the Dungeon from raiding, the Dungeon Heart gains 1 XP. Whenever the Dungeon Heart reaches the next interval, it can either choose to grow in strength or split into two, creating a copy of itself, where its servants will take it to another place, creating another Dungeon.

Power of the Heart: A colloquial term invented by wise wizards and holy priests to approximately label the strength of a Dungeon. Even an Evanescent Dungeon is dangerous to the unwary adventurer, a Twisted Dungeon is hazardous, and Defiled Dungeons are thankfully quite rare.

XP Value of the Heart: How much XP the entire party receives when they remove the Dungeon Heart from the Dungeon. Each Dungeon has a Dungeon Heart, a crystal or gem that is embedded in the stones of some room in the Dungeon, usually the most secure and well-guarded (though a particularly devious Dungeon could have it hidden behind several secret doors... and then guarded) room. On ripping the Dungeon Heart out of the stones and carrying it outside of the Dungeon, the Dungeon loses all bonuses and benefits, and becomes a mundane structure. Both player characters and henchmen gain full value of this XP. Additionally, once the Heart has been recovered, it can be used to craft magic items, providing an amount of GP equal to its XP in doing magic item crafting.

Henchmen Morale Penalty: Indicates that the fetid and oppressive atmosphere of the Dungeon gnaws away at their morale. If a morale check is called within this Dungeon, they will experience this penalty.

Trap Check Penalty: Traps inside a Dungeon are more devious and well-hidden than those in a regular construction. The person searching or attempting to remove traps suffers this penalty on their rolls.

Monster HP per HD Bonus: The dark energies of the Dungeon empower the monsters and beasts that dwell within. Every monster gains that much more HP per HD.

Monster Morale Bonus: The same dark energies fill the monsters with something closely approximating courage, or at least a certain viciousness. Whenever the monsters make a morale check, they get a bonus equal to this.

Monster AC Bonus: Whether by subtly influencing armor with magic, tougher flesh, or just a protective barrier, the monsters in the Dungeon make the monsters harder to hit.

Monster Attack Bonus: The Dungeon Heart empowers the monsters with a knowledge of war approximating that of humans and demi-humans. Fortunately, this power persists only inside the Dungeon.

Monster Save Bonus: The evil of the Dungeon protects its monsters from hostile magics.

Scrying Defenses: One might ask, why not simply scry on the Dungeon Heart, teleport in, rip out and leave. And the answer is because the Dungeon Heart wards itself. A foolish and unprepared person will have their mind rent asunder by the evil present in the Dungeon Heart. First, the caster needs to make a Save vs Spell at the listed penalty, or suffer the effect listed. This effect is permanent, unless broken with an opposite spell – though in the case of Sleep, they can just be woken up. Assuming the caster manages to not fall prey to the defenses, they still need to make a Save vs. Staff & Wands at the penalty to actually be able to see the Heart.

Special Powers: The Dungeon can also grant the monsters that dwell within terrifying new powers that make them more dangerous combatants.

Monster Combat XP Bonus: The power granted to the monsters that dwell within means that the monsters are worth more combat XP. This value is added to each monster.

Fate Points Recovered: Tearing the Dungeon Heart out also recovers a number of Fate Points to all player characters that participated in the dungeon crawl. This assumes you are using Fate Points.

Strength of Dungeon Heart

Power of Heart	<u>Evanescent</u>	<u>Shadowed</u>	<u>Twisted</u>	<u>Forsaken</u>	<u>Corrupted</u>	<u>Defiled</u>
Rank	I	II	III	IV	V	VI
XP Value of Heart	250	1250	2500	3750	6250	12500
Henchmen Morale Penalty	0	-1	-1	-2	-2	-3
Trap Check Penalty	0	0	-1	-2	-3	-4
Monster HP per HD Bonus	0	0	+1	+2	+3	2x
Monster Morale Bonus	+1	+1	+2	+2	+3	+3
Monster AC Bonus	0	+1	+2	+3	+4	+5
Monster Attack Bonus	0	+1	+2	+3	+4	+5
Monster Save Bonus	0	0	+1	+2	+3	+4
Scrying Defenses*	None	-1/Sleep	-2/Bane	-3/Blindness	-4/Confusion	-6/Feeblemind
				2 Lesser or 1	2 Lesser and 1	2 Lesser and 2
Special Powers	None	1 Lesser	2 Lesser	Greater	Greater	Greater
Monster Combat XP Bonus	5	25	50	75	125	250
Fate Points Recovered	0	0	1	1	1	2

*Save vs. Spell with the penalty to avoid the effect, save vs. staffs & wands with the penalty to actually be able to see the thing. The effects of the spell are permanent, unless removed with the reverse of the spell.

Lesser Powers

Infravision 60'	The denizens of the Dungeon get 60' infravision.
Increase Movement	The denizens of the Dungeon move at 1.5x speed, for both combat and exploration movement.
Increase Damage	The denizens of the Dungeon deal +2 damage.
Poison	The denizens of the Dungeon have their melee attacks deal poison damage. On a successful attack, the target makes a save vs poison & death or takes an extra 1d8
Maneuver	The denizens of the Dungeon may perform a specific maneuver at a -2 penalty, as per the Combat Trick proficiency.
Patrols	The odds of having a random encounter are doubled.
Wary	The denizens of the Dungeon have +1 to their surprise and initiative checks.
Spiteful	People who are non-denizens of the Dungeon are at -2 to all reaction rolls towards the denizens of the Dungeon, unless they have Inhumanity themselves.
Precise Shooting	If the monsters have ranged attacks, they can fire into melee as though they had two ranks of the Precise Shooting proficiency.

Greater Powers

Infravision 120'	The denizens of the Dungeon get 120' infravision.
Increase Damage	The denizens of the Dungeon deal an extra +1 damage per 2 HD, rounding up.
Fecund	Double the number of enemies that show up for random encounters.
Healers	Once per 8 hour interval, the denizens of the Dungeon may cast cure light wounds instead of moving.
Emotional Link	The denizens of the Dungeon cannot be surprised.
Lethal Poison	The denizens of the Dungeon have their melee attacks be coated with a lethal poison. On a successful attack, the target makes a save vs posions & death or dies in 1 turn.
Extra Attack	The denizens of the Dungeon can attack twice a round.
Lethal Agility	The denizens of the Dungeon receive the Acrobatics and Ambushing proficiency. The denizens get +1 to the roll per 2 HD.

Taking Care of Your Dungeon Heart

Dungeon Benefits:

- The Dungeon Heart does construction at a rate equal to its XP value per month (possibly more).
- The Dungeon attracts monsters faster by one step (see pg. 142 ACKS Core).
- The Overlord has final say on whether a monster settles in their Dungeon or not. They can always turn away a wandering monster and they can always invite a monster (assuming it can be invited).

Denizen Benefits:

- It empowers the denizens of the Dungeon via the various bonuses (these bonuses only apply in the Dungeon).
- It maintains a "dungeon ecology" making it so that the monsters residing in the Dungeon do not require payment whenever the Overlord commands them while inside the Dungeon or on a raid.
- If the Overlord wishes to use their monsters as an army, the Dungeon Heart provides a percent reduction in cost equal to the rank of the Dungeon Heart.
- A Denizen is not affected by the time dilation effect of the Dungeon – they move and act at regular speed.

Overlord Benefits:

- The Overlord counts as a denizen of the Dungeon.
- The Overlord receives double the bonuses that a regular denizen gets.
- If the Dungeon Heart can grant powers to the denizens, the Overlord may choose them instead of determining them randomly.
- The Overlord gains 1 more Lesser and Greater power than the denizens do (assuming the denizens do). The Overlord chooses these powers.
- Binding:
 - To bind a Dungeon Heart to an Overlord requires a ritual that takes a day, an amount of gold equal to the XP Value of Heart that is consumed, as well as the sacrifice of a Lawful or Neutral sapient creature.

Maintenance:

- A Dungeon Heart requires monthly maintenance. It needs 10% of the XP Value of Heart every month, either in sacrifices or raiding. A Dungeon Heart without an Overlord is always going to raid as much as possible.
- A Dungeon Heart that is bound to an Overlord that isn't maintained will either go senescent or attempt to control the Overlord.
- Control:
 - If the previous month went by and no maintenance was done, the Dungeon Heart is going to attempt to control the Dungeon Overlord or go senescent.
 - On the 1st of that month, the Dungeon Heart and Overlord both roll 2d6. The Overlord adds half their level/HD to the roll, and the Dungeon Heart adds twice its rank.
 - If the Overlord's roll is higher, the Dungeon Heart will serve the Overlord for another month, at which point, if no maintenance was done, it will repeat this process.
 - If the Dungeon Heart's roll is higher, the Overlord is considered to be charmed by the Dungeon Heart and will now act in its best interests, which generally means maximizing raiding for growth or spawning.
 - The Dungeon Heart's control is manifested as either an item or a servant creature.
 - If it is an item, it will take the shape of a ring, pendant, crown, or something along those lines. It can be disarmed or sundered by an outside force and break the control of the Dungeon Heart over the Overlord.
 - If it is a creature, it will remain in the same room as the Overlord, whispering the commands of the Dungeon Heart. Slaying this creature breaks the control of the Dungeon Heart over the Overlord.
 - Ties result in the Dungeon Heart becoming senescent.
- Senescence:
 - The Dungeon Heart stops providing its benefits to the Dungeon Overlord and the denizens of the Dungeons.

- The fundamental nature of Dungeons doesn't change, movement is still slower, penalties to non-adventurers still apply, etc.
- The Dungeon Heart may be awoken by repeating the Binding Ritual.

Improvement/Growth:

- For every 33% of XP Value of the Heart that is brought in via raiding or sacrificing, the Dungeon Heart will increase its construction rate by 25% to a maximum of 300%.
- For every 33% of XP Value of the Heart that is brought in via raiding or sacrificing, there is a +1% chance that the Dungeon Heart will grow - either go up in rank or spawn a new Evanescent Dungeon Heart.

Raiding/Sacrificing/Despoiling:

- Dungeon Hearts can only be maintained/improved/grown via Chaotic acts.
- Raiding:
 - Can be done at a distance in hexes equal to the rank of the Dungeon Heart.
 - Use the Pillaging rules from Domains at War: Campaigns, pg. 64, except there is no minimum number of troops - Dungeon Raids are always successful, though they still take the listed number of days.
 - Raids can only be done a number of times per month equal to the Monster Morale Bonus if there is no Overlord. If there is an Overlord, then the number of raids doubles.
 - If there is no Overlord, all plunder is brought back to the Dungeon. If there is an Overlord, they have the final say in how much raiding is to be done.
- Sacrificing:
 - Captive non-denizens can be sacrificed to generate divine favor. This can then be fed into the Dungeon Heart.
- Despoiling:
 - Divine favor generated via despoilment can be fed into the Dungeon Heart.

Consequences of Evil Actions:

- The damage done to domains provokes a response from Adventurer Guilds and other organizations that might take a dim view of rampaging monsters, cruel overlords, and mad archmages.
- Calculate the damage done to a hex by Raiding, Sacrificing, and/or Despoiling at the end of each month, in gp.
- At the start of each month, a group of adventurers/heroes/moralizing busybodies has a chance to show up.
 - There is a flat 1% chance for every level of the Dungeon and rank of the Dungeon Heart, as well as a flat 5% if there is a Dungeon Overlord.
 - For every 10,000 gp in raiding, there is a cumulative 1% chance that the opposition shows up.
 - This number is rolled on the 1st of every month, but the actual raid will happen 2d8+2d6-1 days from day 1.
- The level and number of heroes that is going to show up is going to be based on the Monthly Fee of pg. 51 in ACKS Core.
 - Sum up the total amount of gold raided and XP sacrificed, then figure out based on monthly wages how many NPCs show up to deal with the problem. On average, an NPC is going to have 80% of their XP in gold (and thus items).
- Resolution is going to be determined by Abstract Dungeons or BR or real play.