

# What Is Dwarf Mine

Dwarf Mine allows you to take control of a dwarf mine, dig where you want, create what you want, and explore the riches (and hazards!) of the deep mountain beneath you.

In Dwarf Mine, you will be drawing your mine out on graph paper. The rooms you create and the depth at which you mine will determine the success, and failure, of your mine.

Eventually your mine will become lost to the powers of evil—as all mines do! But in the process you may become rich (with gold), legendary (with prestige), or a force to be reckoned with (with combat). Above all, your mine will create a story that will be told for generations to come.

## SETTING UP

You will need the following materials to play Dwarf Mine.

- Mountainscape (print)
- Dwarf Mine Sheet (print)
- Pencil and Eraser
- Different Polyhedral Dice (4 sided, 6 sided, 8 sided, 10 sided, 12 sided, 20 sided)

## THE DWARF MINE SHEET

The Dwarf Mine sheet is where you will track the resources, population, and other relevant information for your mine. All Dwarf Mines start with 20 gold, 20 population, and an Attack Die of 1d4.

## MOUNTAINSCAPE

The Mountainscape is where you will draw your mine. The hallways, ladders, and rooms you draw will determine the ultimate success, and failure, of your mine!

## HELPFUL PHRASES

Below are some helpful phrases to know before continuing in reading these rules.

### Polyhedral Dice

Polyhedral dice are dice with different sides—four sides, eight sides, twelve sides, etc. These rules refer to polyhedral dice in a specific way, like “d4”. When you see “d4”, that is referring to a four sided die. “d12” refers to a twelve sided die.

Similarly, “1d4” refers to a single, four sided die. “2d4” then refers to two four sided dice.

### Dice Chain

The dice chain refers to the different polyhedral dice, in order from smallest to largest. A rule may tell you to “move 1 up the dice chain”. This means, you will be rolling one die larger than you otherwise would. For example, if you build a Barracks in your mine, it gives you the benefit of +1 to your dice chain in combat. This means, instead of rolling a d4 in combat, you would roll a d6 in combat. The list below shows the dice chain from low to high.

d4—d6—d8—d10—d12—d20

The lowest you can go on the dice chain is a d4. The highest you can go on the dice chain is a d20.

### Power Numbers

The enemies you encounter while mining all have a power number. A power number is a number you keep track of on your Mine Sheet. Usually, the higher an enemy’s power number, the stronger they are. Different events may use the power number in different ways. Unless otherwise stated, all power numbers start at 0.

### Adjacent

When creating your mine, certain rules will refer to squares that are “adjacent” to one another. Adjacent means directly to the left or right. Squares that are diagonal *are not adjacent* to one another.

# Mountainscape



# Dwarf Mine Sheet

Gold:

Ore:

Other Resources:

Attack Die

Event Depth

Total Population

Goblin Power Number:

Root Walker Power Number:

Stone Folk Power Number:

Dragon Power Number:

Mine Prestige

Mine Name:

Dwarf in Charge:

Enemies Defeated:

Final Prestige:

Final Gold:

Total Rooms:

Final Depth:

# Gameplay

Dwarf Mine is played in four different phases of play. These are listed below, and each is explained in detail in the following pages.

1. Your Turn
2. Gathering Resources
3. Roll Event
4. Persistent Events

## 1. YOUR TURN

There are two actions you will take on your turn—digging, and building rooms.

### **Digging**

Digging is how mines get made! To dig, you will use your pencil to draw hallways, ladders, rooms, and other areas on your Mountainscape. These represent the mine slowly being carved out of the living stone of the mountain.

There are two different ways you can dig in the mountain.

#### Hallways

Hallways are represented by any adjacent squares running horizontally across your Mountainscape. You can dig as many or as few hallways as you wish! Hallways are usually only 1 square tall.

#### Ladders

Ladders are represented by any adjacent squares running vertically up or down your Mountainscape. You can dig as many or as few ladders as you wish! Ladders are usually only 1 square wide. Ladders also allow you to dig deeper into the mountain, which will impact what resources you can gather, and what events you roll!

## Building Rooms

Rooms are open spaces that can be dug into your mine. Rooms are usually 2x2 squares or larger, and cost gold to create. Rooms also benefit your mine in many different ways.

The room table below will help determine how to build a room in your mine. To build a room, first dig out (draw) enough space, in the right shape, for the room in the mine. Then, subtract the cost of the room from the total gold in your mine. If you do not have enough gold to pay for the room, the room cannot be built this turn. Be sure any other requirements can be met. Then, once the room is built, you may collect the benefits!

Room Name	Size and Shape	Cost	Other Requirements	Benefits
Hovel	2x2	2	n/a	Gain 1 population while gathering resources.
Barracks	3x2	3	n/a	+1 to your dice chain in combat.
Ore Forge	5-3-1	3	n/a	After rolling an attack, you may pay 1 ore to add 1 to the value of your attack.  You can do this once per combat per Ore Forge.
Prestige Room	?x?	1 gold per 5 squares in room	Must be larger than x2x. Cannot be shaped as square or rectangle	Gain 1 prestige for every 5 squares in this room. Give this room a name, like "Hall of Splendor"
Gem Cutting Room	3x3	4	n/a	Pay 1 gold to turn 1 gem into 1 prestige.
Gold Vault	5x5	5	n/a	Pay 10 gold to the vault to gain 1 prestige. Gold paid to the vault may never come out.
Mithril Forge	7-5-3-1	6	n/a	Pay 2 gold to turn 1 mithril into either: 2 prestige, or permanent +1 to your attack value
Tombs	2x?	1 per length	n/a	From now on, keep track of the number of dwarves that have died in your mine. The tomb can hold 10 dwarves per square. As long as your tomb remains big enough to hold the dead dwarves of your mine, gain 1 prestige per square in tomb.

## 2. Gathering Resources

There are three resources to gather during this phase of the game.

### Gold

On your Mountainscape, you will see a Gold Die to roll, based on the deepest dug depth of your mine. Roll this die and add that much gold to your Dwarf Mine Sheet.

### Ore

Roll 1d4 and add that much ore to your Dwarf Mine Sheet.

### Other Resources

As the game continues, you will find other ways to gain resources. Gain these resources now.

For example, if you built a hovel, you will add 1 to your population on your Dwarf Mine Sheet at this time.

## 3. Roll Event

After you have gathered resources, you will roll for an event for your mine. To do this, first determine your Event Depth, based on the deepest square of your mine on the Mountainscape. Then, go to the Mountain Events Page. Roll  $1d20 + \text{your Event Depth}$ , and using the Mountain Events table, determine your event.

The event you roll will explain what happens. Remember, the deeper you dig, the more rewarding, and dangerous, the Mountain Events become!

## 4. Persistent Events

Most Mountain Events just last for the turn, and are done. However, some special (usually dangerous) Mountain Events are persistent—they last until they are defeated killed. If an event is described as persistent, it continues to take place during this phase of the game.

Once the Persistent Events phase is over, begin a new turn of the game!

# Combat

Mining mountains is dangerous. Combat is sure to occur at some point during a Mountain Event. The rules below describe how combat works in Dwarf Mine.

## COMBAT OVERVIEW

Combat is resolved with simultaneous attacks—your mine will attack the enemy, and the enemy will attack your mine.

## ATTACKING

When combat occurs, your mine will attack by rolling your mine's Attack Die. All mines start at the bottom of the dice chain, with an Attack Die of d4. Building barracks can improve your Attack Die.

Certain resources or events may also provide modifiers that add to the result of your Attack Die.

The result of the attack die, plus any modifiers, is the amount of damage that will be dealt to the enemy.

Damage is dealt to an enemy's health.

## BEING ATTACKED

Your enemy will also attack you in combat! Your enemy will deal damage to your mine by rolling an Attack Die. The Mountain Event will explain what type of die the enemy will roll for their attack, and any special abilities the enemy has while attacking.

The result of the Attack Die is the amount of population your mine will lose from the attack.

## ENDING COMBAT

Combat continues until:

- Your enemy's health is 0 or below. You win the battle! Continue to the next phase of the game!
- Your mine's population is 0 or below. Your mine is now lost to the forces of evil! This game of Dwarf Mine has come to an end.

If you are in combat against a persistent enemy, there is another way to end combat.

- You can run away!

However, if you run from combat, the enemy's persistent rules apply. Usually, this means they begin to roam around your mine, causing havoc! Be sure to read the specific rules from the Mountain Event about what will happen during the Persistent Event phase of the game.

## COMBAT EXAMPLE

You rolled Mountain Event 1. Goblins attack your mine!

First, check the goblin's health. They have 4 health.

Next, you determine your Attack Die. Your attack die starts at the bottom of the dice chain, at d4. But, since you have already built a barracks in your mine, your attack die has improved to a d6. You roll the Attack Die, and the result is a 3. That would deal 3 damage to the goblins.

But, you also have the room Ore Forge, and a single ore. You decide to use the ore to add 1 to your attack roll. Now, the result is a 4. This deals 4 damage to the goblins, and will kill them!

According to the Mountain Event, the goblins roll 1d4 for damage. The goblins roll a 4—ouch.

The Goblins also add 1 to the Goblin Power Number. The Goblin Power Number starts at 0, but now is at 1. The goblins add the Goblin Power Number (1) to their attack roll (4), for a total of 5 damage.

5 damage is dealt to the population in your mine, and 4 damage is dealt to the goblins.

Congratulations, you've defeated the goblins—but at a stiff cost.

# The Failed Mine

## **ENDING THE GAME**

A game of Dwarf Mine ends when your population falls to 0 or below. When this happens, the final chapter of your mine has been written.

## **PRESTIGE AND GOLD**

After a game of Dwarf Mine has ended, add up your total prestige and gold for the mine. This can serve as a benchmark of success, against which you can measure future mines, or the mines of your dwarf friends!

## **PLAYTESTING AND EXTRA LIFE**

First, I want to thank you for playing and playtesting Dwarf Mine! I hope you had fun.

Because this playtest is occurring at Al's Extra Life event, there is a little extra incentive!

Attached to each player pack is a short survey. For each survey returned to the survey box, I will donate \$5 to Extra Life!

If you are interested in following the development of the game, you can sign up for the mailing list and see other games by me at: [paperdicegames.com](http://paperdicegames.com), or on twitter [@paperdicegames](https://twitter.com/paperdicegames)

# Mountain Events

#	Event	Description
1	Goblin Tunneling Party	4 Health, 1d4 Attack. Add 1 to the Goblin Power Number. Add the Goblin Power Number to their attack.
2	Gold Nugget	Gain 1 gold
3	Lode	Gain 1 ore
4	Small Natural Cave	Draw a 1d4x1d4 cave below and adjacent to your deepest square
5	Wanderer	Gain 1 population
6	Goblin Camp Remnants	Add 1 to the Goblin Power Number.
7	Gold Vein	Gain 1d4 gold
8	Root Tunnels	Add 1 to Root Walker Power
9	A Natural Opening	Find the quickest path (horizontal, vertical, or combination) of squares to the surface. You have found a natural opening here!
10	Gemstone	Gain 1 gemstone
11	Gold Nugget	Gain 1 gold
12	Goblin Tunneling Party	4 Health, 1d4 Attack. Add 1 to the Goblin Power Number. Add the Goblin Power Number to their attack.
13	Ore Deposit	Gain 1d4 ore
14	Cave Bear	6 Health, 1d6 Attack.
15	Natural Drop	Adjacent to the most recent room built, a natural cave is discovered. The cave descends vertically 2d4 squares.
16	Small Natural Cave	Draw a 1d4x1d4 cave below and adjacent to your deepest square
17	Goblin Camp Remnants	Add 1 to the Goblin Power Number.
18	Wanderer	Gain 1 population
19	Root Tunnels	Add 1 to the Root Walker Power Number.
20	Gemstone	Gain 1 gemstone
21	Underground Lake	Draw a 1d8 wide by 1d4 deep underground lake the row below your deepest square
22	Cave Spider	8 Health, 1d4 attack. Persistent - choose a random room. The cave spider is now in control of room. This room cannot benefit the mine until cave spider is killed. Cave spider kills 1 dwarf during each persistent phase.
23	Root Tunnels	Add 1 to Root Walker Power Number.
24	Root Walkers	4 Health. 1d6 Attack. Add 1 to the Root Walker Power Number. Add the Root Walker Power Number to their attack. If they roll 6 on their attack, they gain 1d4 health.
25	Hardened Stone Folk	Add 1 to Stone Folk Power Number.
26	Ore Deposit	Gain 1d4 ore
27	Goblin Tunneling Party	4 Health, 1d4 Attack. Add 1 to the Goblin Power Number. Add the Goblin Power Number to their attack.
28	Medium Natural Cave	Draw a 1d6 x 1d6 cave below and adjacent to your deepest square
29	Gold Vein	Gain 1d4 gold
30	Gemstone	Gain 1 gemstone
31	Goblin Tunneling Party	4 Health, 1d4 Attack. Add 1 to the Goblin Power Number. Add the Goblin Power Number to their attack.
32	Natural Drop	Adjacent to the most recent room built, a natural cave is discovered. The cave descends in vertically 2d4 squares.

# Mountain Events

#	Event	Description
33	Underground River	One square below your deepest square, draw an underground river (starting point). Randomly choose right or left. This is the direction it flows. Roll a 1d4. Each time a 1 or 2 is rolled, the river continues horizontally that many squares. Each time a 3 or 4 is rolled, the river continues vertically downward 1 or 2 squares. Continue until the river runs off the page.
34	Goblin Camp Remnants	Add 1 to Goblin Power.
35	Root Walkers	4 Health. 1d6 Attack. Add 1 to the Root Walker Power Number. Add the Root Walker Power Number to their attack. If they roll 6 on their attack, they gain 1d4 health.
36	Stone Folk	8 Health, 1d6 attack. Add 1 to the Stone Folk Power Number. Add the Stone Folk Power Number to their attack. If they roll a 6, damage cannot be dealt to them this turn.
37	Medium Natural Cave	Draw a 1d6 x 1d6 cave below and adjacent to your deepest square
38	Cave Troll	2d10 Health. 1d8 Attack. Persistent: The Cave Troll's territory is the deepest hallway in your mine, and any connected rooms. These rooms cannot be benefited from until the cave troll is defeated. Cave trolls cannot climb ladders. Troll attacks during each Persistent Phase.
39	Gemstone	Gain 1 gemstone
40	Mithril	Gain 1 Mithril
41	Gold Vein	Gain 1d4 gold
42	Stone Folk	8 Health, 1d6 attack. Add 1 to the Stone Folk Power Number. Add the Stone Folk Power Number to their attack. If they roll a 6, damage cannot be dealt to them this turn.
43	Root Walkers	4 Health. 1d6 Attack. Add 1 to the Root Walker Power Number. Add the Root Walker Power Number to their attack. If they roll 6 on their attack, they gain 1d4 health.
44	Goblin Tunneling Party	4 Health, 1d4 Attack. Add 1 to the Goblin Power Number. Add the Goblin Power Number to their attack.
45	Waterfall	Adjacent to your deepest square, a waterfall sprouts out of the stone. It falls vertically 2d6 squares, into a 1d4 x 1d4 pool of water.
46	Wurm	10 Health, 1d10 attack. Only attacks once. If alive after attack, it continues through mine, destroying any rooms or hallways it crosses. For the wurm's path, randomly choose a direction (left or right). Roll a 1d4. If 1, it continues vertically up. 2, it goes horizontally that direction 1 square. 3 it goes horizontally that direction 2 squares. 4 it goes vertically down. Continue rolling until the wurm has left the map.
47	Medium Natural Cave	Draw a 1d8 x 1d8 cave below and adjacent to your deepest square
48	Gemstone	Gain 1 gemstone
49	Mithril	Gain 1 Mithril
50+	Dragon	<p>Health = 2x your population. 1d20 attack.</p> <p>The Dragon Power Number is now equal to the amount of prestige your mine has, if any.</p> <p>Dragon starts at the deepest hallway, room, or cave in your mine.</p> <p>Persistent. Each Persistent Phase, add 1 to the dragon number. The dragon attacks once.</p> <p>Then, the Dragon will advance up the nearest ladder to the next closest hallway, room or cave. Any rooms on the same level as, or deeper than, the dragon, cannot be benefited from.</p> <p>If the dragon reaches your mine entrance, the mine is lost.</p> <p>There can only be one dragon at a time.</p>