

Bloodlines

The Bloodlines expansion allows you to create a unique dwarf leader! First, you will randomly determine the dwarf's name! Second, you will determine what unique ability the leader gives your mine.

Dwarf Leader Name

To find out your dwarf leader's name, you'll first need to roll on the prefix/suffix table below. The results of this roll will determine which prefixes and suffixes will be combined to create the name of your dwarf leader.

1d6 Roll	Dwarf First Name	Dwarf Last Name
1	Prefix and Middle	Middle and Suffix
2	Prefix and Middle	Middle and Suffix
3	Prefix and Middle	Middle and Suffix
4	Prefix and Suffix	Prefix, Middle and Suffix
5	Prefix and Suffix	Prefix, Middle and Suffix
6	Prefix, Middle and Suffix	Prefix and Suffix

Once you know how your dwarf leader's first and last name will be created, make the appropriate rolls using the table below!

1d20	Prefix	Middle	Suffix
1	Bel	barth	ak
2	Bil	bel	dal
3	Bul	bol	eft
4	Cal	bro	est
5	Da	dim	fik
6	Dai	du	gom
7	Dwi	dur	gor
8	Dwu	durn	hak
9	Far	fim	heft
10	Gim	gor	hig
11	Go	gri	iack
12	Gri	har	lest
13	Gru	her	malk
14	Nal	nal	mek
15	Nor	or	ode
16	Ov	run	rarr
17	Rag	sim	tek
18	Sto	th	ukr
19	Thin	thor	um
20	Thor	tor	zak

Example first name: First I roll a 3 on the prefix/suffix table. This means my dwarf leader's first name will be created using a prefix and middle. For the prefix I roll a 3, and for the middle I roll a 7. So my dwarf leader's first name is Buldur.

Example last name: I roll a 4 on the prefix/suffix table. This means my dwarf leader's last name will have a prefix, middle and suffix. For the prefix I roll a 19. For the middle I roll an 11. For the suffix I roll a 13. So my dwarf leader's last name is Thingrimalk.

My dwarf leader's name is Buldur Thingrimalk!

Dwarf Leader Ability

Once you have determined the name of your dwarf leader, you'll want to determine their ability. Dwarf leader abilities help your mine grow and prosper – but in unique ways. One leader may deal extra damage to enemies, while another may reduce the cost of rooms.

Roll once on the table below to determine what ability your Dwarf Leader gives your mine!

1d20	Dwarf Leader Ability
1	Rich: Your mine starts with 30 gold, instead of 20 gold.
2	Prepared: Your mine starts with 10 ore.
3	Large Family: Your mine starts with a population of 30, instead of 20.
4	Gemcutter: Your mine starts with 3 gems.
5	Ancient Lineage: Your mine starts with 1 mithril.
6	Lucky: Subtract 4 from each combat roll you make.
7	Mining Lineage: Add 2 to each treasure roll you make.
8	Battle Lineage: Add 1 damage to any combat roll you make.
9	Battle Training: Your attack die starts at d8 instead of d4.
10	Mine Lineage: Rooms that cost 10 or more gold cost 2 less to build.
11	Goblin Hatred: Add 1d6 damage to any combat roll against goblins you make.
12	Stonefolk Hatred: Add 1d6 damage to any combat roll against stonefolk you make.
13	Root Walker Hatred: Add 1d6 damage to any combat roll against root walkers you make.
14	Dragon's Blood: Once per mine level, you can roll 1d6 extra damage on a combat roll. Dragons deal 1d6 less damage to you each time they attack.
15	Mountain's Blood: Once per mine level, you can make a treasure roll twice in one turn.
16	Trading Lineage: On your turn, you may convert any amount of ore into gold.
17	Collector: Your mine starts with 25 gold, 1 gem, and 25 population.
18	Heroic Lineage: Your mines starts with 5 prestige.
19	<p>Allied: Once per game, you may call upon your allies to help with combat! During your turn, add 10 humans and 6 elves to your population. The humans and elves in your population act just like dwarves do.</p> <p>If you have at least 4 or more humans in your population, you can add 1d4 damage to your combat rolls.</p> <p>If you have at least 4 or more elves in your population, you can add 1d6 damage to your combat rolls.</p>
20	Roll again twice on this table. This result can be rolled more than once!