

LEVEL

1

2

3

4

Dwarf Mine

A mapping game of adventure by James Hron.

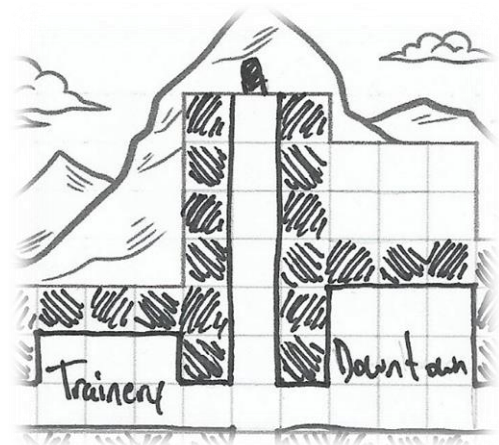


Paper Dice Games

What Is Dwarf Mine

Dwarf Mine is a game about drawing and designing a mine, uncovering treasure, and surviving the dangers of the mountain. In Dwarf Mine, you will draw your mine on graph paper, roll dice to determine what gold, gems, or other treasure you've discovered, and (hopefully) defeat monsters in combat, keeping your mine alive and thriving!

By the end of the game, you'll have created a rich and unique history for your mine – no two games are the same!



Materials

You will need the following materials to play Dwarf Mine:

- Mountainscape (Found at <https://paperdicegames.com/dwarf-mine/>)
- Dwarf Mine Sheet (Found at <https://paperdicegames.com/dwarf-mine/>)
- Pencil and Eraser
- Different Polyhedral Dice (4 sided, 6 sided, 8 sided, 10 sided, 12 sided, 20 sided)

The Dwarf Mine Sheet

You will need to print the Dwarf Mine sheet. This sheet is where you will track 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

You will need to print the Mountainscape. The Mountainscape is the graph paper where you will draw your mine. The hallways, ladders, and rooms you draw will determine the ultimate success, and failure, of your mine!

The Story of Your Mine

A game of Dwarf Mine is played on graph paper over a series of turns by drawing, and rolling dice. But Dwarf Mine is much more than tracking gold, population, and prestige.

Dwarf Mine tells a story.

The placement and unique names of your rooms are a part of that story. Where your ladders and hallways lead into the mountain are a part of that story. The fate of your mine, whether it falls or not, is a part of that story.

When you play, be sure to track the history of your mine on your Dwarf Mine sheet. If you really want to explore some role playing, write journal entries as if you are the leader of the dwarf mine yourself! Remember, every great mine has a story, and every story has a beginning and end.

Get ready for the story of your mine to be told!

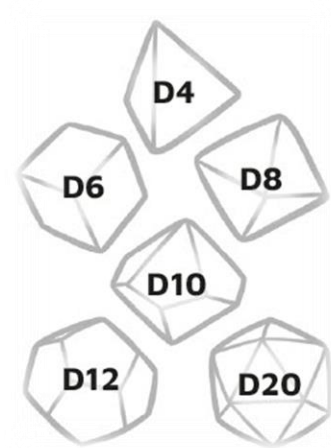
Helpful Phrases

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

Polyhedral Dice

Polyhedral dice are special dice with different amounts of sides – four sides, eight sides, twelve sides, etc. These rules refer to the different types of polyhedral dice in a specific way. For example, the rules may say, “roll a d4.” When you see “d4,” that is referring to a four sided die. “d12” refers to a twelve sided die.

Similarly, “Roll 1d4” is instructing you to roll a single four sided die. “Roll 2d4” then refers to rolling two, four sided dice.



Dice Chain

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 tells you to move up one die in the dice chain for your attack roll. This means, instead of rolling 1d4 in combat, you would roll 1d6 in combat. The dice chain is laid out in the graphic below, from low to high.

d4 – d6 – d8 – d10 – d12 – d20

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

Adjacent

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

Mine Age

Your Mine Age starts at 1. Your Mine Age increases by 1 on each turn except your first.

Mine Level

Your Mine Level is tracked by how deep you dig in your Mountainscape. To find your Mine Level, find the deepest square in your mine. Track that square’s row horizontally across to the right side of your Mountainscape, to find out your Mine Level.



Gameplay

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

1. [Your Turn](#)
2. [Treasure and Combat Rolls](#)
3. [Persistent Events](#)

1. Your Turn

At the beginning of your turn, add 1 to your Mine Age. Your Mine Age is 1 on your first turn.

On your turn, there are two actions you will take on your turn – building rooms, and using rooms.

Building Rooms

Throughout the game of Dwarf Mine, you will be building hallways, ladders, and rooms, and adding them to your mine.

This is done by **drawing** the different types of rooms into your mine, and connecting them with hallways and ladders.

Hallways and Ladders

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 only 1 square tall.

Ladders are represented by any adjacent squares running vertically up or down your Mountainscape. You can dig as many or as few hallways as you wish! Ladders are only 1 square wide.

Ladders also allow you to dig deeper into the mountain. This will impact what treasure you will mine, and what enemies you might fight!

Rooms

Rooms are open spaces that can be dug into your mine. Rooms benefit your mine in different ways.

[The room tables at the back of the rulebook](#) will help determine how to build a room in your mine.

To build a room, first draw out enough space, and in the right shape, in your graph paper. Most rooms cost gold to build, so be sure you have enough gold to pay for the room. All rooms must be connected to a previously built part of your mine by a ladder or hallway. Some rooms have additional requirements that must be met. Rooms must be built in the orientation shown.

Once the room is drawn, paid for in gold, connected to the mine with a ladder or hallway, and any additional requirements met, the room has been built!

The walls of rooms, hallways, and ladders must all have at least a 1x1 square separating them.

Using Rooms

Each room gives your mine a benefit. Some rooms give your mine a one time benefit. Other rooms give your mine a benefit each turn. Rooms can be used to claim benefits during your turn. The order in which these rooms are used is up to you.

2. Treasure and Combat Rolls

After your turn, you will make a treasure roll, and a combat roll.

Treasure Roll

To make a treasure roll, you must have added at least 1 square to your mine in the form of a hallway, ladder, or room, during your turn.

[At the back of the rulebook are four different treasure tables](#), all based on your Mine Level. You will roll on the table that is equal to your Mine Level. For example, if your Mine Level is 2, you will be rolling on the Level 2 Treasure Table.

To make a treasure roll, roll 1d8, and add your Mine Age to the roll. Then, look at the corresponding number on the treasure table to determine the result. You have mined this from the mountain, and can collect whatever the result is!



Combat Roll

Combat rolls are made the same way that treasure rolls are – by finding the table that corresponds with your Mine Level, then rolling 1d8 and adding your Mine Age to determine the result.

Once the result is determined, your mine will enter combat. [See the Combat page](#) for combat rules.

3. Persistent Events

The results from most combat rolls are done once combat is complete. However, some special (usually dangerous) combat rolls are persistent. This means they last until they are defeated, killed, or otherwise leave. If an enemy in combat is described as persistent, the enemy continues to impact your mine during this phase of the game.

The rules for persistent enemies are listed in the combat table for which they are rolled.

You may attack persistent enemies as many times as you wish during the persistent phase.

The health of persistent enemies does not regenerate in between turns, unless otherwise stated.

If you kill a persistent enemy, you gain prestige equal to its original health.

If you kill a persistent enemy, or a persistent enemy leaves for any reason, your mine level automatically increases by 1.



Combat

Mining the mountain is dangerous. 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 Your Enemy

When combat occurs, your mine will attack the enemy by rolling your mine's Attack Die. All mines start at the bottom of the dice chain, with an Attack die of 1d4. Building barracks can improve your Attack Die.

Certain resources, like ore used in an ore forge room, can add a modifier 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's health.



Being Attacked

Your enemy will also attack your mine in combat. Your enemy will deal damage to your mine by rolling its own Attack Die. The combat table will explain what Attack Die the enemy will roll for their attack, and any special abilities the enemy has while attacking.

The result of your enemy's Attack Die, plus any special abilities, is the amount of damage your mine will receive. Your mine will lose population equal to the damage received.

Ending Combat

Combat continues with simultaneous attacks between your mine and your enemy until:

- Your enemy's health is at 0 or below. You win the battle! Continue to the next phase.
- Your mine's population is 0 or below. [Your mine is now lost.](#)
- You are in combat against a persistent enemy. Persistent enemies only attack once in regular combat. Be sure to read the persistent rules for how the enemy attacks during the Persistent Phase. Remember, you may also attack persistent enemies during the Persistent Phase.

Combat Example

In this example, your mine has a Mine Level of 1, and an Attack Die of 1d6.

1. The result of your Combat Roll is a 5. Goblins attack your mine!
2. First, check the goblin's health. They have 4 health.
3. Next, determine your Attack Die. Your Attack Die starts at the bottom of the dice chain, at d4. In this example, you have already built a barracks in your mine. Your attack die has improved to a d6.
4. You roll the Attack Die (1d6), and the result is a 3. That would deal 3 damage to the goblins.
5. But, you also have the room Ore Forge, and a single ore. You decide to use the ore in your Ore Forge, and add 1 to your attack roll. Now, the result is a 4. This deals 4 damage to the goblins, and will drop their health to 0, killing them!
6. Remember, the goblins will also attack simultaneously. As described in the combat table, the goblins roll 1d4 for damage. The goblins roll a 4 – ouch.
7. Four damage is dealt to the goblins, and they are defeated. Four damage is dealt to the population in your mine.
8. Congratulations, you've defeated the goblins – but at a steep cost.



The Fallen 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's story has been written.

Prestige and Age

After a game of Dwarf Mine has ended, add up your total prestige and Mine Age. This can be treated as a final score of sorts, and serve as a benchmark of success. You can measure this score against future mines, or with the mines of your dwarf friends!

DWARF MINE
Mine Sheet

Paper Dice Games

Mine Name: Dunim's Mine Dwarf Leader: Queen Dunim

Gold: 13 Mine Age: 11 Mine Level: 1 2 3 4

Ore: 1 Attack Die: D4 D6 D8 D10 D12 D20 Total Population: 10

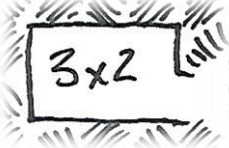
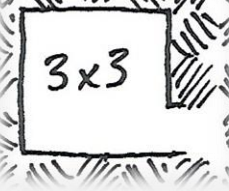
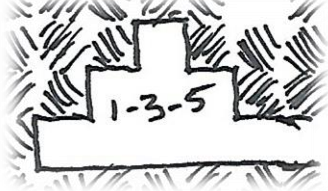

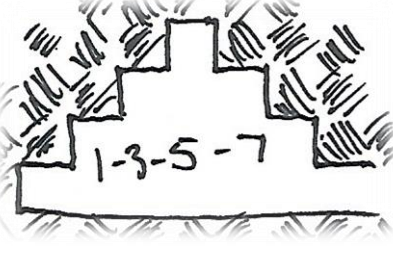
Other Resources: +1 Defects +1 Attack 1 Gem Mine Prestige: 22

Mine History

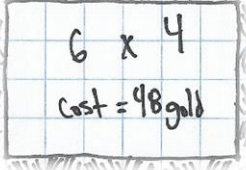
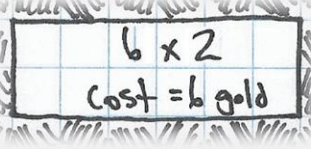
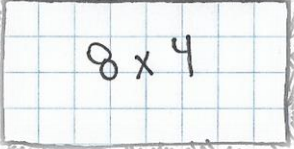
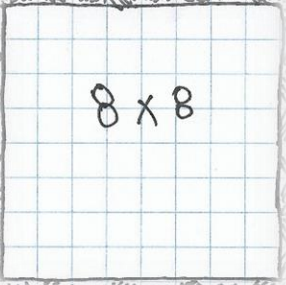

• Dunim's mine created!
Year 1: Dunim, midtown, Uptown, the Trainery all created. Goblins attacked.
Year 2: The Royal Armory, and West Village are founded.
Year 3: Mineguard established. Survived Goblin attack!
Year 4: The Forge is created! Survived Root Walker Attack...
Year 5: Killed a Cave Bear - dangerous!
Year 6: Founded Miner's Hotel. mined first gemstone! Survived goblins.
Year 7: Created a Ban Shop. Also, defeated a cave troll!
Year 8: Created the Gravestones, for our fallen. They quickly filled after bitter battle with goblin King!
Year 9: Established Goblin Guard, and defeated root walkers.
Year 10: Built a mithril forge. A cave worm was disturbed, and burrowed its way into the mountain.
Year 11: DRAGON!!!

Coat Of Arms

Dwarf Mine Rooms

| Room Name | Size and Shape | Cost in Gold | Special Information | Benefits |
|-------------------------|---|---------------------|--|--|
| Barracks |  | 3 Gold | A mine can have no more than 5 barracks. | Increase your mine's Attack Die by one on the dice chain. |
| Hovel |  | 4 Gold | A mine can have no more than 5 hovels. | Gain 1 population on each of your turns. |
| Ore Forge |  | 6 Gold | n/a | After rolling an attack in combat, you may pay 1 ore to add 1 to the result of your Attack Die roll. |
| Gem Cutting Room |  | 6 Gold | n/a | Pay 1 gold to turn 1 gem into 10 Prestige. OR Turn 1 gem into 5 gold. |
| Mithril Forge |  | 10 Gold | n/a | Pay 5 gold to turn 1 mithril into one of the following: <ul style="list-style-type: none"> • 20 Prestige • 1 Defense (reduce enemy damage by 1). Can only choose once. • Permanently add 1 to the result of all Attack Die Rolls. Can only choose once. |

Dwarf Mine Rooms

| Room Name | Size and Shape | Cost in Gold | Special Information | Benefits |
|-----------------------|---|---------------------|---|---|
| Prestige Room |  | ? | Cost is length x height x 2. Must have a height of at least 2. | After room is completed, add prestige to your mine equal to the length x height of the room. |
| Tombs |  | ? | Cost is 1 times the length of the room. | From now on, keep track of the total dwarves who have died in your mine. 10 Dwarves can be buried per square in the tomb. Gain 1 prestige per full square in your tomb. |
| Trading Post |  | 10 | n/a | You may convert any amount of ore into gold by trading 1 ore for 1 gold. |
| War Room |  | 12 | n/a | When rolling your Attack Die, you may roll it twice and use the higher result. |
| Sculpture Room |  | 10 | n/a | You may convert any amount of ore into prestige by trading 1 ore for 1 prestige. |

Mine Level 1

Roll 1d8 + Mine Age

| # | Treasure Roll | Combat Roll |
|-----|---------------------------------------|---|
| 1 | You have mined 2 gold. | Wandering Dwarf: Gain 1 Population. |
| 2 | You have mined 2 gold and 1 ore. | Empty Goblin Camp. No combat. |
| 3 | You have mined 3 gold. | Wandering Dwarf: Gain 1 Population. |
| 4 | You have mined 3 gold and 1 ore. | Shredded bark from Root Walkers. No combat. |
| 5 | You have mined 1d6 gold. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 6 | You have mined 1d6 gold and 1 ore. | Dire Wolf: 4 Health, 1d6 Attack. |
| 7 | You have mined 1d6 gold and 2 ore. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 8 | You have mined 4 gold. | Dire Wolf: 4 Health, 1d6 Attack. |
| 9 | You have mined 4 gold and 1 ore. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 10 | You have mined 1 gemstone and 3 gold. | Cave Bear: 6 Health, 1d6 Attack. |
| 11 | You have mined 5 gold and 2 ore. | Dire Wolf: 4 Health, 1d6 Attack. |
| 12 | You have mined 5 gold and 1d4 ore. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 13 | You have mined 6 gold. | Cave Bear: 6 Health, 1d6 Attack. |
| 14 | You have mined 6 gold and 2 ore. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 15 | You have mined 1 gemstone and 4 gold. | Cave Spider 2d10 Health 1d4 Attack <u>Persistent</u> 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 1d4 dwarves during each persistent phase. |
| 16 | You have mined 1d10 gold. | |
| 17 | You have mined 1d10 gold and 1d4 ore. | |
| 18 | You have mined 7 gold. | |
| 19 | You have mined 7 gold and 3 ore. | |
| 20+ | You have mined 1 gemstone and 5 gold. | |

Mine Level 2

Roll 1d8 + Mine Age

| # | Treasure Roll | Combat Roll |
|-----|---------------------------------------|---|
| 1 | You have mined 4 gold. | Empty Goblin Camp. No combat. |
| 2 | You have mined 4 gold and 1 ore. | Shredded bark from Root Walkers. No combat. |
| 3 | You have mined 1d8 gold. | Living Stone Chips from the Stone Folk. No combat. |
| 4 | You have mined 1 gemstone and 4 gold. | Shredded bark from Root Walkers. No combat. |
| 5 | You have mined 1d8 gold and 1 ore. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 6 | You have mined 5 gold. | Dire Wolf: 4 Health, 1d6 Attack. |
| 7 | You have mined 5 gold and 2 ore. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 8 | You have mined 1 gemstone and 5 gold. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 9 | You have mined 6 gold and 1 ore. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 10 | You have mined 1 mithril and 5 gold. | Cave Bear: 6 Health, 1d6 Attack. |
| 11 | You have mined 7 gold. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 12 | You have mined 1 gemstone and 6 gold. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 13 | You have mined 7 gold and 2 ore. | Cave Bear: 6 Health, 1d6 Attack. |
| 14 | You have mined 8 gold. | Stone Folk: 8 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 15 | You have mined 1 mithril and 6 gold. | Cave Troll 8 Health 1d8 Attack <u>Persistent</u> The Cave Troll's territory is the deepest hallway in your mine, and any connected rooms at the same depth. These rooms cannot be benefited from until the cave troll is defeated. Cave trolls cannot climb ladders. Troll attacks during each Persistent Phase. |
| 16 | You have mined 1 gemstone and 7 gold. | |
| 17 | You have mined 1d12 gold and 1d4 ore. | |
| 18 | You have mined 9 gold. | |
| 19 | You have mined 9 gold and 3 ore. | |
| 20+ | You have mined 1 mithril and 7 gold. | |

Mine Level 3

Roll 1d8 + Mine Age

| # | Treasure Roll | Combat Roll |
|-----|---------------------------------------|--|
| 1 | You have mined 1d6 gold. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 2 | You have mined 1d6 gold and 1d4 ore. | Dire Wolf: 4 Health, 1d6 Attack. |
| 3 | You have mined 1d8 gold. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 4 | You have mined 1 gemstone and 4 gold. | Cave Bear: 6 Health, 1d6 Attack. |
| 5 | You have mined 1 mithril and 5 gold. | Stone Folk: 8 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 6 | You have mined 1d8 gold and 1d4 ore. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 7 | You have mined 1d10 gold. | Cave Bear: 6 Health, 1d6 Attack. |
| 8 | You have mined 1 gemstone and 5 gold. | Stone Folk: 8 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 9 | You have mined 1d10 gold and 1d4 ore. | Goblin War Party: 8 Health, 1d4 Attack. |
| 10 | You have mined 1 mithril and 6 gold. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 11 | You have mined 1d12 gold. | Stone Folk: 8 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 12 | You have mined 1 gemstone and 6 gold. | Goblin King: 10 Health, 1d10 Attack. All future goblin attacks move up the dice chain by one. |
| 13 | You have mined 1d12 gold and 1d4 ore. | Root Walker Hive: 8 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d8 health. |
| 14 | You have mined 1 gemstone and 7 gold. | Stone Folk Brood: 16 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 15 | You have mined 1 mithril and 7 gold. | Cave Wurm 10 Health, 1d10 Attack <u>Special</u> Only attacks once. If alive after the attack, the Cave Wurm tunnels away. Starting at any square adjacent and below the deepest point of your mine, roll a 1d8. On a 1-2, the worm tunnels left. On a 3-6, the worm tunnels down. On a 7-8, the worm tunnels right. The worm tunnels 1 square on the first roll, 2 squares on the second roll, and so on and so forth. Any squares the wurm moves through are considered unsafe and cannot be mined in. |
| 16 | You have mined 1 gemstone and 8 gold. | |
| 17 | You have mined 1d20 gold. | |
| 18 | You have mined 1d20 gold and 1d4 ore. | |
| 19 | You have mined 1 gemstone and 9 gold. | |
| 20+ | You have mined 1 mithril and 8 gold. | |

Mine Level 4

Roll 1d8 + Mine Age

| # | Treasure Roll | Combat Roll |
|-----|---------------------------------------|--|
| 1 | You have mined 1d8 gold. | Goblin Tunneling Party: 4 Health, 1d4 Attack. |
| 2 | You have mined 1d8 gold and 1d4 ore. | Dire Wolf: 4 Health, 1d6 Attack. |
| 3 | You have mined 1d10 gold. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 4 | You have mined 1 gemstone and 5 gold. | Cave Bear: 6 Health, 1d6 Attack. |
| 5 | You have mined 1 mithril and 5 gold. | Stone Folk: 8 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 6 | You have mined 1d10 gold and 1d4 ore. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 7 | You have mined 1d12 gold. | Cave Bear: 6 Health, 1d6 Attack. |
| 8 | You have mined 1 gemstone and 6 gold. | Stone Folk: 8 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 9 | You have mined 1d12 gold and 1d4 ore. | Goblin War Party: 8 Health, 1d4 Attack. |
| 10 | You have mined 1 mithril and 6 gold. | Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health. |
| 11 | You have mined 1d20 gold. | Stone Folk: 8 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 12 | You have mined 1 gemstone and 7 gold. | Goblin King: 10 Health, 1d10 Attack. All future goblin attacks move up the dice chain by one. |
| 13 | You have mined 1d20 gold and 1d4 ore. | Root Walker Hive: 8 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d8 health. |
| 14 | You have mined 1 gemstone and 7 gold. | Stone Folk Brood: 16 Health, 1d6 Attack. If 6 is rolled on attack, damage cannot be dealt to them this turn. |
| 15 | You have mined 1 mithril and 8 gold. | Dragon (2x Mine Population) Health 1d20 + 6 Attack <u>Special</u> The Dragon starts in the deepest room of your mine. Each Persistent Phase, the Dragon moves up the nearest ladder, to the closest room. All rooms equal to or deeper than the Dragon's current location cannot be benefited from. Then the Dragon attacks. If the Dragon reaches the entrance to your mine, the mine is lost. If a Dragon is attacking your mine, do not make a combat roll each turn. |
| 16 | You have mined 1 gemstone and 8 gold. | |
| 17 | You have mined 2d20 gold. | |
| 18 | You have mined 2d20 gold and 1d4 ore. | |
| 19 | You have mined 1 gemstone and 9 gold. | |
| 20+ | You have mined 1 mithril and 9 gold. | |

Expansions

The following expansions can be added to the Dwarf Mine base game for more complex, challenging, and rewarding gameplay! You can find the expansions in the following pages.

Mountain Creation

The Mountain Creation expansion is a quick set of pre-game instructions that customizes your Mountainscape for your game. During Mountain Creation, you create inaccessible caves, and a mountain treasure. Your mines will never be the same again!

More than a Dragon

The More than a Dragon expansion allows you to fight different enemies at the end of a game. Will your mine fall to these new foes?

Bloodlines

Who is your dwarf leader, and what can they offer your mine? Find out with this expansion! Roll a unique name for your leader, and start your mine with a unique ability

More Rooms

More rooms are available for your mine! Be warned – these rooms allow great benefits to your mine, but they come with challenging decisions that will shape how you build your mine.



Mountain Creation

Mountain Creation allows you to create a unique, never-before-mined mountain at the beginning of each Dwarf Mine game. To create your unique mountain, you'll first roll for caves, then roll for the mountain's treasure.

Roll for Caves

Hold 4d4 about 5 inches above your Mountainscape. Drop the four dice onto the Mountainscape. Any dice that fall off your Mountainscape, drop again. For each of the dice, the location they landed will be the starting square when building the cave, and the number on the die will determine if the size of the cave: 1 is small, 2 is medium, 3 is large, and 4 is gargantuan.

To build your cave, roll 1d4. From the cave's starting square, the cave will continue in the direction that correlates to the die result. On a 1, the cave continues up. On a 2, the cave continues right. On a 3, the cave continues down. On a 4, the cave continues left. On each subsequent die roll, add one more square to the distance the cave continues in the rolled direction.

For example, a 1 is rolled on the first roll. The cave continues upward one square. A 4 is rolled on the second roll. The cave continues left for two squares. On the third roll, a 1 is rolled again. The cave continues upward 3 squares.

Small caves are complete after 3 rolls, medium caves after 4 rolls, large caves after 5 rolls, and gargantuan caves after 6 rolls.

Roll for Mountain Treasure

The mountain treasure is a special cache of treasure hidden by the mountain.

Hold 1d6 about 5 inches above the Mine Level 4 area of your Mountainscape. Drop the die onto the Mountainscape. If it falls off your Mountainscape, drop it again. The location of the die, and the number on the die, will determine where and what the mountain treasure is.

The square that is most covered by the die is the location of the mountain treasure. Mark this square on your Mountainscape with a "T".

Use the table below to determine what the mountain treasure is.

| Roll | Treasure | Roll | Treasure |
|------|-----------|------|--|
| 1 | 4d10 gold | 4 | 2d4 mithril |
| 2 | 4d10 ore | 5 | <i>Eye of the Mountain</i> , a gem worth 2d10 prestige |
| 3 | 2d6 gems | 6 | Roll again for two treasures |

When a hallway, ladder, or room from your mine reaches the mountain treasure, it is yours!

More than a Dragon

More than a Dragon allows you to battle different enemies at apex of Mine Level four. In your game of Dwarf Mine, instead of entering combat against the dragon in Mine Level four, roll a d4 to randomly determine which of the monsters below your mine will face!

1 – Dragon

(2x Mine Population) Health
1d20 + 6 Attack

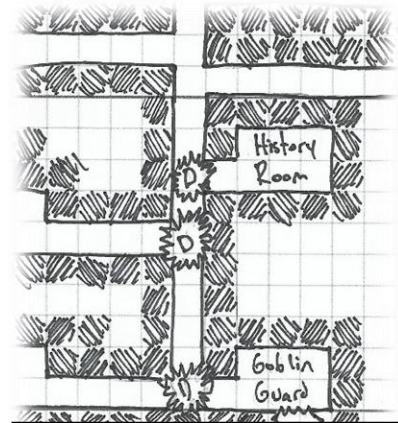
Special

The Dragon starts in the deepest room of your mine.

Each Persistent Phase, the Dragon moves up the nearest ladder, to the closest room. All rooms equal to or deeper than the Dragon's current location cannot be benefited from. Then the Dragon attacks.

If the Dragon reaches the entrance to your mine, the mine is lost.

If a Dragon is attacking your mine, do not make a combat roll each turn.



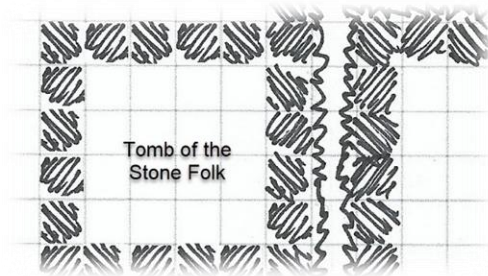
The sites of dragon battles (marked with a "D"), as the dragon moved up in the mine.

2 – The First of the Stone Folk

The First of the Stone Folk has infinite health.
1d20 Attack

Special

The First of the Stone Folk cannot be killed. Rather, it must be entombed inside a 6x6 square tomb within your mine. Only the outline of the tomb must be built to contain the First of the Stone Folk. The tomb must be adjacent to the lowest hallway or ladder in your mine, if possible.



Each Persistent Phase, choose one or more squares to build as a part of the tomb. Then, for each square, choose any number of dwarves to work as a group in that square.

The First of the Stone Folk will attack each group of dwarves once. After the attack, if any dwarves survive in that group, that square of the tomb has been created! However, if all dwarves perish in the attack, that square of the tomb has not been built, and must be tried again at a later time.

Once the 6x6 tomb has been created, the First of the Stone Folk has been entombed!

If anything were to break the tomb, the First of the Stone Folk would once again emerge, and the tomb must be repaired in the manner above.

3 – The Mother Root

(2x Mine Population) Health

No Attack

Special

The Mother Root is discovered at the most recently dug square, and extends downwards past Level 4.

Once each Persistent Phase, the Mother Root calls up Root Walkers equal to half its remaining health. If the root walkers are defeated, The Mother Root loses that much health.

The root walkers attack like normal combat, and their stats are below.

Root Walkers: 4 Health. 1d6 Attack. If 6 is rolled on attack, they gain 1d4 health.

4 – Goblin Invasion

(4x Mine Population) Health

1d4 Attack

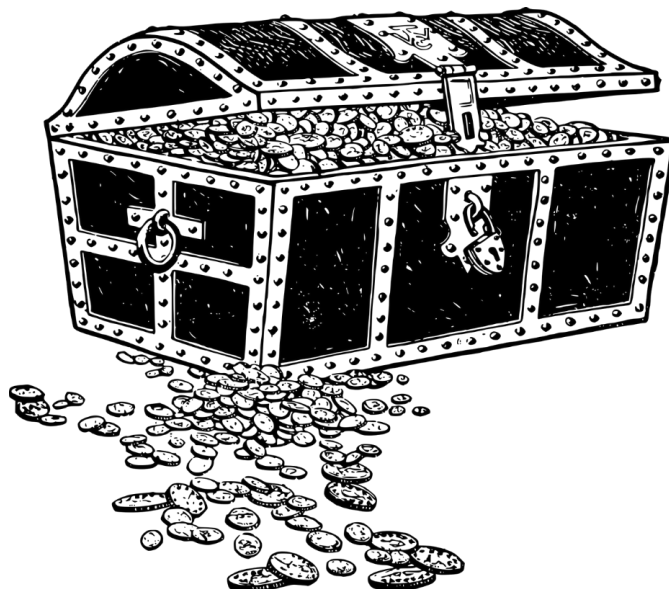
Special

The Goblin Invasion doesn't attack during the persistent phase, and will only enter combat when your mine attacks a room conquered by the Goblin Invasion.

The Goblin Invasion starts in the most recently built room in your Mine. Any rooms occupied by the Goblin Invasion cannot be benefited from.

Once each Persistent Phase, the Goblin Invasion will split itself. Half the goblin invaders will stay in the original room, and the other half will invade the nearest room. The Goblin Invasion will continue invading the mine, one room at a time, each Persistent Phase.

During the Persistent Phase, you may attack any rooms that are controlled by the Goblin Invasion. Combat works like normal.



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


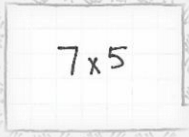


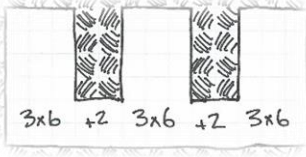

Once you have determined the name of your dwarf leader, you'll want to determine their ability. Dwarf leader abilities help your mine grow and prosper – but in unique ways. One leader may deal extra damage to enemies, while another may reduce the cost of rooms.

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! |



More Rooms

| Dwarf Mine Rooms | | | | |
|-------------------|---|--------------|---|---|
| Room Name | Size and Shape | Cost in Gold | Special Information | Benefits |
| Main Mineshaft |  | 20 | Maximum 1 per mine | Get 1d6 gold per turn |
| Scouting Room |  | 12 | Maximum 1 per mine | Subtract 5 from your combat roll each turn (combat roll is different than Attack Die). |
| The Inner Chamber |  | 20 | Must be built in mine level 4. Maximum 1 per mine. | The inner chamber has 20 health. During the persistent phase, any damage dealt to your mine is first dealt to the inner chamber. If the inner chamber falls to 0 or less health, the room is destroyed. |
| Mine Commons |  | 12 | No more than 3 barracks can be built | Add 1d6 population each turn. |
| Combat School |  | 12 | No more than 3 hovels can be built | Add 1d6 damage to each attack. |
| Trap Room |  | 6 | No barracks or hovels can be built below level 1 | One trap room can ignore the result of one combat roll, once. |

Appendix 1 – All Rooms 1 Page Player Aid


| <i>Room Name</i> | <i>Size and Shape</i> | <i>Cost</i> | <i>Special Information</i> | <i>Benefits</i> |
|--------------------------|-----------------------|-------------|---|--|
| Barracks | 3x2 | 3 Gold | A mine can have no more than 5 barracks. | Increase your mine's Attack Die by one on the dice chain. |
| Hovel | 3x3 | 4 Gold | A mine can have no more than 5 hovels. | Gain 1 population on each of your turns. |
| Ore Forge | 5-3-1 | 6 Gold | n/a | After rolling an attack in combat, you may pay 1 ore to add 1 to the result of your Attack Die roll. |
| Gem Cutting Room | 5x5 | 6 Gold | n/a | Pay 1 gold to turn 1 gem into 10 Prestige. OR Turn 1 gem into 5 gold. |
| Mithril Forge | 7-5-3-1 | 10 Gold | n/a | Pay 5 gold to turn 1 mithril into one of the following: <ul style="list-style-type: none"> • 20 Prestige • 1 Defense (ignore the first damage your population receives from any attack). Can only choose once. • Permanently add 1 to the result of all Attack Die Rolls. Can only choose once. |
| Prestige Room | X x X | ? | Cost is length x height x 2. Must have a height of at least 2. | After room is completed, add prestige to your mine equal to the length x height of the room. |
| Tombs | 6x2 | ? | Cost is 1 times the length of the room. | From now on, keep track of the total dwarves who have died in your mine. <ul style="list-style-type: none"> • 10 Dwarves can be buried per square in the tomb. • Gain 1 prestige per full square in your tomb. |
| Trading Post | 8x4 | 10 Gold | n/a | You may convert any amount of ore into gold. |
| War Room | 8x8 | 12 Gold | n/a | When rolling your Attack Die, you may roll it twice and use the higher result. |
| Sculpture Room | 5x7 | 10 Gold | n/a | You may convert any amount of ore into prestige. |
| Main Mineshaft | 2x20 | 20 Gold | Maximum 1 per mine | Get 1d6 gold per turn |
| Scouting Room | 7x5 | 12 Gold | Maximum 1 per mine | Subtract 5 from your combat roll each turn. |
| The Inner Chamber | 9x9 | 20 Gold | Must be built in mine level 4. Maximum 1 per mine. | The inner chamber has 20 health. During the persistent phase, any damage dealt to your mine is first dealt to the inner chamber. If the inner chamber falls to 0 or less health, the room is destroyed. |
| Mine Commons | 10x8+2+2+2 | 12 Gold | No more than 3 barracks can be built | Add 1d6 population each turn. |
| Combat School | 3x6+2+3x6+2+3x6 | 12 Gold | No more than 3 hovels can be built | Add 1d6 damage to each attack. |
| Trap Room | 3x3 | 6 Gold | No barracks or hovels can be built below level 1 | One trap room can ignore the result of one combat roll. |

Appendix 2 – Room Name Generators

You can use Appendix 2 – Room Name Generators to help you generate unique room names for your mine!

First, roll 1d20 on the prefixes table. Then, roll on the room list that best describes your room. Combine the two results to generate the name for your room!

For example, you are building a barracks. First, roll 1d20 for a prefix. It's a 11 – "Low". Then, roll 1d6 on the Barracks List. It's a 4 – "Keep". Your barracks is named "Low Keep."

| | |
|--|---|
| Barracks List 1d6 <ol style="list-style-type: none"> 1. Guard 2. Fort 3. Watch 4. Keep 5. Shield 6. Hold | Forges List 1d6 <ol style="list-style-type: none"> 1. Forge 2. Irons 3. Hammer 4. Smith 5. Furnace 6. Strike |
| Hovels List 1d6 <ol style="list-style-type: none"> 1. Home 2. City 3. Hearth 4. Stead 5. Deep 6. Palace | Other Rooms List 1d20 <ol style="list-style-type: none"> 1. Hall 2. Vestibule 3. Room 4. Passage 5. Manse 6. Way 7. School 8. Atrium 9. Trophy 10. Vault 11. Monument 12. Pit 13. Ossuary 14. Cellar 15. Chamber 16. Croft 17. Dungeon 18. Keep 19. Cavern 20. Sanctum  |
| Prefixes 1d20 <ol style="list-style-type: none"> 1. Silver 2. Golden 3. Deep 4. Dark 5. Under 6. Stone 7. Rock 8. Mountain 9. Down 10. Bottom 11. Low 12. Crag 13. Gem 14. Red 15. Black 16. White 17. Stout 18. Number 1-8 (ex: Third) 19. Elder 20. New | |

Appendix 3 – Achievements List

The Achievement list is a way to keep track of your achievements over multiple games of Dwarf Mine!

Each time you check an achievement off the list, you can add the corresponding title to a future dwarf leader! This is a great way to track how good you are at building Dwarf Mines (and serves a way to humble-brag to your friends as you share news of your dwarf mine).

For example, if you ever manage to kill the dragon, you can add the title “Dragonslayer” to all future Dwarf Leaders for your mine. Pretty cool, huh? Check out the achievements, and corresponding titles, in the list below.

| Completed | Achievement | Dwarf Leader Title |
|--------------------------|--|------------------------------------|
| <input type="checkbox"/> | Finish your first game of Dwarf Mine. | <i>The Strong or Bold or Stout</i> |
| <input type="checkbox"/> | End a game with 50 or more prestige. | <i>The Glorious</i> |
| <input type="checkbox"/> | End a game with 100 or more prestige. | <i>Queen/King of the Mountain</i> |
| <input type="checkbox"/> | Use 5 or more iron to kill a single enemy. | <i>Of the Iron</i> |
| <input type="checkbox"/> | Deal 20 or more damage in a single attack. | <i>Deathbringer</i> |
| <input type="checkbox"/> | Reach Mine Age 30. | <i>The Wise</i> |
| <input type="checkbox"/> | Reach a mine population of 100 or more. | <i>Lady or Lord</i> |
| <input type="checkbox"/> | Have 5 or more gems at one time. | <i>Gem of the Mountain</i> |
| <input type="checkbox"/> | Have 5 or more mithril at one time. | <i>Glitterborn</i> |
| <input type="checkbox"/> | Kill the Dragon. | <i>Dragonslayer</i> |
| <input type="checkbox"/> | Entomb the First of the Stone Folk. | <i>Godslayer</i> |
| <input type="checkbox"/> | Kill the Mother Root. | <i>Rootblight</i> |
| <input type="checkbox"/> | Defeat the Goblin Invasion. | <i>Goblinbane</i> |

Want More?

Dwarf Mine Expansions

There are a few expansions released for Dwarf Mine! These include **Barrier Mountains** – a falling star, ancient artifact, and strange creatures with powerful weapons... **Magestone Mountain** – a mountain with leylines full of magic... **Underdark** – a dark cavern expanse under the mountain, holding secrets and danger. Find out more about these expansions at paperdicegames.com!

Stay up to date with the development and completion of these expansions at: paperdicegames.com, or twitter: [@paperdicegames](https://twitter.com/paperdicegames), or Patreon at: <https://www.patreon.com/paperdicegames>

Other Games

I make other games too! These can be found at: paperdicegames.com!

Thank You and Credits

First, thank you so much for playing this game! I design games so people can enjoy them, and you are the most important part of that process!

Second, if you have any suggestions for the game, positive or critical, please send them to me via twitter ([@paperdicegames](https://twitter.com/paperdicegames)) or email: paperdicegames@gmail.com. I can respond to you there! Thank you for your help!

Credits

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Game Designed and Developed by James Hron.

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- Anonymous Playtester 2
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