

# The NetBook of Dungeon Keeper Rules

## Index

About the Author	1
Disclaimer	1
Introduction	2
So you wish to be a Dungeon Keeper?	2
The dungeon map	2
The rooms	3
The monsters	4
Special Keeper Spells	5
Doors & Traps	7
Conclusion	9

## About the Author

The Author of this NetBook is SoulSeeker666. His E-Mail is [SoulSeeker666@hotmail.com](mailto:SoulSeeker666@hotmail.com) and his web page address is:

<http://www.geocities.com/Area51/Chamber/1546/index.htm>

Nicknames the author uses on IRC:

- BloodSoul: A spirit
- Xorn: A winged centaur
- WarKnight: A black mail plated warrior

This NetBook was totally written by me and the changes and additions were made by me. Anyone is free to change it as they wish and continue publishing it around as they wish. I will appreciate if you could send me all the improvements you made to the book. Thank you and may the Seeker guide you.

## Disclaimer

Dungeon Keeper is a registered trademark of Bullfrog. The information written here was sprung from this source, everything else was made up by me. Only the names, ideas, etc. were used. I did not use the same stats or the same numbers used in the Dungeon Keeper game. This rules are to be used for the game of AD&D (Registered trademark of TSR and Wizards of the Coast respectively...)

## Introduction

As many of you know there have been thousands of dungeons that have been destroyed by those wretched heroes and other hazards. Heroes come and go and destroy everything in their path. Many have found the dungeon a difficult task, others will have nightmares to remember and still others will be lying in eternal sleep as a puddle of blood on the dungeon floor.

Heroes have spoken of the "final enemy", as they put it, who is the mastermind of it all. Sages have finally named these masterminds as Dungeon Keepers. They are the ones who control MOST creatures in their dungeon and usually have some way to monitor them all. It is a known fact that a dungeon with a Dungeon Keeper is 50% more difficult to conquer than one without one. Dungeons without the aid of a Keeper often have crude traps made by the inhabitants, and often have no traps at all. Dungeons with a Keeper are planned to make a hero's life miserable. With this you will be able to create a Dungeon Keeper for your own campaign world, be it a PC or an NPC...

## So you wish to be a Dungeon Keeper?

The task of a Keeper is rather simple. Maintain a working dungeon and destroy the lands around it. To become a Keeper the PC or NPC must be Chaotic Evil and have no mercy. Keepers are usually VERY intelligent and powerful creatures who can control their subjects with a glare or slap. As a Keeper the player has the ability to summon creatures to his domain. Sometimes a Keeper must establish control over a dungeon already filled with nasty creatures. The Keeper can fight on his own, entering the fray using his magic or blades, or he can let his minions take care of it. The Keeper does not know anything that happens in his dungeon unless he finds a way. Usually wards of seeing can be placed around the dungeon to bring back the images to the Keeper's room.

### The Keeper Title

- The Keeper is a title that can be acquired at any level higher than 1 and must have monsters of lesser level or they will leave
- In order to be a Keeper, character has to have a Chaotic Evil alignment
- +4 in Charisma to all creatures in their dungeon, +2 if he's from a non-monster race (human, dwarf, elf, kender, halfling, etc.)
- -4 in Charisma to all his enemies
- Subject to attacks by heroes and will be attacked more often when he becomes famous
- Must maintain his subjects happy, well fed and pay them or be subject to mutiny
- A constitution of 12 or more. This is required since a Keeper will see many disgusting things, be it done by their monster or by his traps...

## The dungeon map

Once the Keeper character has been made, (it is simply a task of making a Chaotic Evil character), he must find a dungeon suitable for his needs. He could also make one but that would be costly. To make a dungeon he simply has to get workers and make some corridors. Once this has been made, he can then lure monsters to his dungeon and explain to them what he wishes to do and that there will be good pay. Sometimes monsters already lurk in a dungeon or reach it one way or the other. Once the dungeon is done it is only a task of making rooms, etc. Some monsters don't like to work, others don't mind but require some extra pay. The DM should draw the map for the character so he can choose where everything goes. If the Keeper does not have any way of looking at his dungeon, he may encounter heroes or other things he wasn't counting on. (For example the Keeper wants to make a treasure room in the western wing of the dungeon. He already has one on the eastern wing. He calls about ten of his trolls and points at the map. He decides to go with them, just in case. On the way they noticed the place where the room was supposed to be has large holes in it. "This wasn't here

yesterday!" roars the Keeper. Suddenly a giant earthworm appears and slithers from one hole to the other. "DRAT!" says the Keeper.)

As you can see this Keeper wasn't paying attention to his dungeon. A Keeper who is walking around, checking how things are going can control his dungeon better. This Keeper now has to find a way to book the earthworms to his army. They are not intelligent so he has a difficult task ahead of him. The DM should let the player find a way to communicate with some animals and it's the DM choice if the creature is intelligent enough to understand he can't go hacking everything around him. Common sense is required by both the player and the DM.

## The Rooms

The rooms of the Keeper are fairly common simple rooms. The monsters must have a place to eat, and must also have a treasure room so they can get the money they deserve as they serve you. Other rooms must be created for other monsters. For example, the mage needs a library or he'll get mad. The dragon needs a large lair and a lot of gold. The tentacle needs water and other creatures have their needs too.

### **Treasure Room**

Cost for work: 50 GP per person working  
Build time: 2 days –4 hours per person working  
Room area per money: 10x10  
Benefit: Holds 5,000 GP per 10x10 area

### **Lair**

Cost for work: 100 GP per person working  
Build time: 3 days –4 hours per person working  
Room area per money: 10x10 (Creature must have the specified amount or be mad)  
Benefit: Allows sleeping for creatures. Dragon must have a 50x50 area to be happy, all others need a 10x10 area.

### **Kitchen**

Cost for work: 300 GP per person working  
Extra: Creatures working here must be paid 30 GP per day working  
Build time: 10 days –4 hours per person working  
Room area per money: 10x10  
Benefit: Allows creation of food. Must be 10x10 per 2 creatures in dungeon.

### **Library**

Cost for work: 500 GP per person working  
Build time: 5 days –4 hours per person working  
Room area per payment: 10x10  
Benefit: Allows the research of spells and information on the world. Needs to be 10x10 per mage researching.

### **Training Room**

Cost for work: 300 GP per person working  
Build time: 4 days –4 hours per person working  
Room area per payment: 10x10  
Benefit: Every 3 months a creature has been training it gains a level (max level is 15), Needs to be 10x10 per creature being trained.

### **Bridge**

Cost for work: 30(chasm), 50(water), 100(lava) GP per person working  
Build time: 1 day –4hours per person working  
Room area per payment: 10x10  
Benefit: Cross a chasm, water or lava

### **Workshop**

Cost for work: 500 GP per person working  
Extra: Creatures working here must be paid 50 GP per day working or fraction of a day.  
Build time: 7 days –4 hours per person working.  
Room area per payment: 10x10  
Benefit: Allows construction of traps, doors, etc.

### **Prison**

Cost for work: 100 GP per creature working  
Build time: 2 days –4 per person working  
Room area per payment: 10x10  
Benefit: Allows imprisonment of heroes or creatures. Must be fed or they will die.

### **Temple**

Cost for work: 200 GP per creature working  
Build time: 3 days –4 hours per person working  
Room area per payment: 10x10  
Benefit: Creatures will be happier and are less likely to 'cause mutiny

### **Torture Chamber**

Cost for work: 300 GP per creature working  
Build time: 3 days – 4 hours per creature working  
Room area per payment: 10x10  
Benefit: Tortured creatures will obey commands and fear you. Tortured heroes will give you information on the world and may even turn to your side. Dark Mistress won't join u if you don't have this.

### **Graveyard**

Cost for work: 40 GP per creature working  
Build time: 1 day –4 hours per creature working  
Room area per payment: 10x10  
Benefit: Creatures get mad if dead creatures lie around. Keeper can summon 3 skeletons per 10 creatures put in graveyard. He can also summon 1 vampire per 15 creatures in graveyard. Provided he didn't choose the skeleton option for the first 10. Bodies decompose in 10 days unless the Keeper has some kind of creature that helps in decomposition.

## **Dungeon Keeper Monsters**

The monsters that appear here are those used in the Dungeon Keeper game. Monsters that are in the Monstrous Compendium will not be placed here. Not all the information that appears on the Monstrous Compendium appears here. The DM can use his own settings and change any to suit his own campaign.

### **Bile Demon**

AC: 3  
At: 2 Footmen's mace (on horns)  
Dg: 1d6 +3/1d6 +3

HD: 2 per level (+2 in each dice)

Mv: 7

\*Magic Resistance: 10%

\*50% Resistance to fire

### **Demon Spawn**

AC: 7

At: 2 claws or short sword

Dg: 2d4 or 1d6

HD: 1 per level (-1 in each dice)

Mv: 9

\*Immune to fire

\*If Demon Spawn reaches level 20 he becomes a green dragon

### **Dark Mistress**

AC: 6

At: 2 clawed arms

Dg: 1d6/1d6

HD: 1 per level (+2 in each dice)

Mv: 9

\*Haste: 1/per day

### **Hellhound**

AC: 5

At: 2 claws/1bite or fire

Dg: 2d6/1d8

HD: 2 per level

Mv: 15

\*Fire: (2d10+5 damage, Saving Throw vs. Breath Weapon for half)

\*Magic Resistance: 20%

\*Immune to fire

### **Horned Reaper**

AC: 3

At: Scythe +5

Dg: 1d8 +5

HD: 3 per level

Mv: 12/15 on charge

\*Can charge an opponent for double damage with horns (2d6 x 2)

\*Magic Resistance: 35%

\*Immune to Fire

## Special Keeper Spells

As a Keeper the PC or NPC can learn special spells used primarily for Keeper assistance. Some spells require something in order for them to work, but most have been prepared to work with only gold as their component. The research time is based on one researcher plus extra researchers –4 in time.

### **Posses Creature**

Duration: Infinite

Cost: 50 GP

Research time: 12 hours –4 hours per researcher

This is a simple spell that requires the caster to be seated on his throne and concentrate. The caster must be able to see the creature by any means. This spell is usually used with wards of seeing all over the dungeon so he can see him in his normal form. The caster is aware of both his body and the possessed creature's body. He can attack anything in his new form and will gain full experience for all he kills, the creature won't gain any.

### **Talk to Creature**

Duration: Special

Cost: 50 GP

Research Time: 8 hours –4 per researcher

This spell allows caster to talk to a creature he can see through his eyes or other means. The duration is a simple command the creature can understand no matter what is the language it speaks. Only intelligent creatures can be commanded. The caster can tell the creature to go somewhere on the map, but he must provide some info since creatures don't carry a map. (Example: Go to treasure room #5)

### **Create Imp**

Duration: Permanent

Cost: 500 GP

Research time: 1 day –4 hours per researcher

Imps are small creatures that are totally loyal to the Keeper. They will work for him and do much of the stuff needed. They do most work but will be double in time for their weakness. They require no payment, but will not work in workshops nor in the library. They can fight but are not very good at it. If trained up to level 3 or more they can do the work 1/3 faster instead of double.

#### **Imp**

AC: 9

At: Short Sword

Dg: 1d6 -1

HD: 1 per level (-2 per dice)

Mv: 9/12 at level 3

### **Sight of Evil**

Duration: 5 rounds/ per level of caster

Cost: 50 GP per 10x10 area

Research time: 2 days –4 hours per researcher

This spell allows the Keeper to point in the map of his dungeon and be able to see in detail everything going on there. This spell must be known in order to make a ward of seeing.

*Special: Ward of Seeing*

*Duration: Permanent*

*Cost: 800 GP includes a ruby worth 500 GP*

*Research Time: 2 days – 4 hours per researcher*

*The ward of seeing can be researched once this spell is cast. Every 10x10 of space must be fitted with at least 1 ward on a wall around it. In a corridor at least 1 ward is needed to view it. In large rooms wards are needed one on each corner. If the room is less than 30 feet long and 30 feet wide only one ward is needed in a corner. The DM can judge what can the ward "see" and tell the player what must be done. Common sense must be used here.*

### **Speed Monster**

Duration: 1 round/per level of caster

Cost: 100 GP

Research time: 2 days and 4 hours –4 hours per researcher

Allows caster to speed up a creature he can see. Once cast, the creature can go out of the caster's sight and still be faster. They make work in half the time and can attack twice per round.

### **Call to Arms**

Duration: 1 hour

Cost: 500 GP

Research time: 3 days –4 hours per researcher

This spell allows the caster to call ALL his creatures to a certain area. All he needs is a map. He can point the location and all creatures will make their way to the desired place. DM must use common sense on the time the creatures take to get there.

### **Hold Audience**

Duration: Until all creatures get to room

Cost: 50 GP

Research time: 1 day and 12 hours –4 hours per researcher

This spell allows the caster to call all monsters to his quarters. This way he can defend his quarters from attack or can just call them to give them new news. He can also specify the kind of creature or call them all. (Example: he can call all the Demon Spawn, or all the Dragons)

### **Cave-In**

Duration: 1 round/per level of caster

Cost: 1,000 GP

Research time: 5 days and 12 hours –4 hours per researcher

This spell causes a 50x50 area to be pelted with rocks. Anyone within the area will be damaged for 1d10 hit points and must roll to fall unconscious per round within the area. The caster only needs his map and make a square around the location.

### **Destroy Walls**

Duration: Instant

Cost: 300 GP

Research time: 3 days –4 hours per researcher

This spell allows the caster to destroy a 10x10 area of rock. He needs to be in front of the area in order to do so.

### **Protect Creature**

Duration: 2 rounds/per level of caster

Cost: 100 GP

Research time: 1 day and 12 hours –4 hours per researcher

This spell gives the creature an AC bonus of –2. The caster must be able to see the creature to cast it, but the spell stays in effect afterward even if the creature goes out of sight.

## **Doors & Traps**

Doors are used to stop the progress of heroes. Traps are used to slow down the progress of heroes and damage them on the way. Here are the traps that appear in Dungeon Keeper. Keepers are allowed to create their own traps but must consult the DM on building time and cost. The manufacture time is based on one worker and extra workers take off 4 hours of time. Doors take some time for heroes to destroy, allowing the Keeper to make up a strategy of attack.

### **Traps**

#### **Boulder Trap**

Duration: see below

Charges: 1

Cost: 700 GP

Manufacture time: 7 days –4 hours per worker

This is a powerful trap that can be put in a corridor. When a character enters an area 50 feet from the trap, it springs. The boulder then goes towards the character that triggered it. Once the corridor finishes the boulder bounces back to the other end of the corridor. It will bounce five times before shattering to bits. Boulder causes 2d20 damage and hero must roll Constitution or fall unconscious if not dead already.

### **Alarm Trap**

Duration: 5 rounds then it stops

Charges: 10

Cost: 150 GP

Manufacture time: 1 day –4 hours per worker

Useful if the Keeper has not established his wards of seeing. The alarm trap triggers an alarm that can be heard in the Keeper's quarters and 3 more rooms the Keeper wishes the alarm to sound. The Keeper instantly knows which alarm was triggered. The training room, the workshop and the kitchen are favorites among the rooms to choose.

### **Poison Gas Trap**

Duration: 5 rounds then it disappears

Charges: 5

Cost: 300 GP

Manufacture time: 3 days –4 hours per worker

This trap is a nasty one that poisons the character and renders him weaker. When triggered a poison gas cloud appears in a 30X30 area from the center of where the trap was placed. It causes 1d8 damage per round while in it and 1d6 damage 5 rounds afterward. It also poisons the character into losing 1 hit point per turn for 3 days unless healed magically or with herbs.

### **Lightning Trap**

Duration: Instant

Charges: 5

Cost: 600 GP

Manufacture time: 5 days –4 hours per worker

This is a very powerful trap that casts a lightning bolt at the character. The bolt causes 2d8 damage and never misses. The trap is triggered in a 20x20 area around it.

### **Word of Power Trap**

Duration: Instant

Charges: 3

Cost: 900 GP

Manufacture time: 10 days –4 hours per worker

This is a very deadly trap. It casts powerful bolts all around the area of effect causing 3d10 damage. Area of effect is 50x50 around trap.

### **Lava Trap**

Duration: 10 rounds then the tile turns back to rock

Charges: 5

Cost: 800 GP

Manufacture time: 8 days –4 hours per worker

This trap turns the 10x10 area of the trap location into lava instantly. Heroes falling into the lava are subject to lava damage and can die within seconds. Lava turns back to rock after 4 hours. (This is a good trap to put in a corridor that enters your dungeon directly. It will stop the progress of heroes and make them build a bridge or something, buying you time.)

## **Doors**

**Wooden Door**

Cost: 100 GP

Manufacture time: 1 day –4 hours per worker

This door can take 30 hit points before it falls.

**Braced Door**

Cost: 200 GP

Manufacture time: 2 days –4 hours per worker

This door can take 50 hit points before it falls.

**Iron Door**

Cost: 300 GP

Manufacture time: 4 days –4 hours per worker

This door can take 80 hit points before it falls.

**Magical Door**

Cost: 500 GP

Manufacture time: 5 days –4 hours per worker

This door can only be attacked by magic and will sustain 50 magical hit points, physical attacks won't damage it.

**Trapped Door**

Cost: 300 GP + (Trap Cost / 2)

Manufacture time: 5 days –4 hours per worker + (Trap Time / 2)

This door is an Iron Door with a trap on it. The trap has half everything of a normal trap. DMs are subject to make up traps and their stats if a player decides to make a weird trap.

**Trapped Magical Door**

Cost: 700 GP + (Trap Cost / 2)

Manufacture time: 7 days –4 hours per worker + (Trap Time / 2)

Like a magical door it can only be attacked by magic and it also holds a trap for those that touch it. As with the normal trapped door, they hold half of all stats for a normal trap.

## Conclusion

**T**he skies turn dark, as black clouds pass over the land. Bonfires aid the clouds in their never-ending stopping of light! You hear the cackle of your creatures as they slash through the enemy, making them realize how powerful your hordes have become. A few months ago they thought you were killed by a band of heroes. You had tortured a hero into turning to your side, he gladly went back up with the head of an already dead reaper. The town gasped at the sight and bought your story. With that, you were able to build your army and today the battle is won. You stand before the remains of what was once the mighty castle called FireMyst. Today only destroyed rocks remain and the Crimson Knights are being hunted down as they try to escape. The king lies at your feet, pierced through his heart by your own blade. Today is a night of evil! Today is a night of triumph! Today is the night of the DUNGEON KEEPER!!!