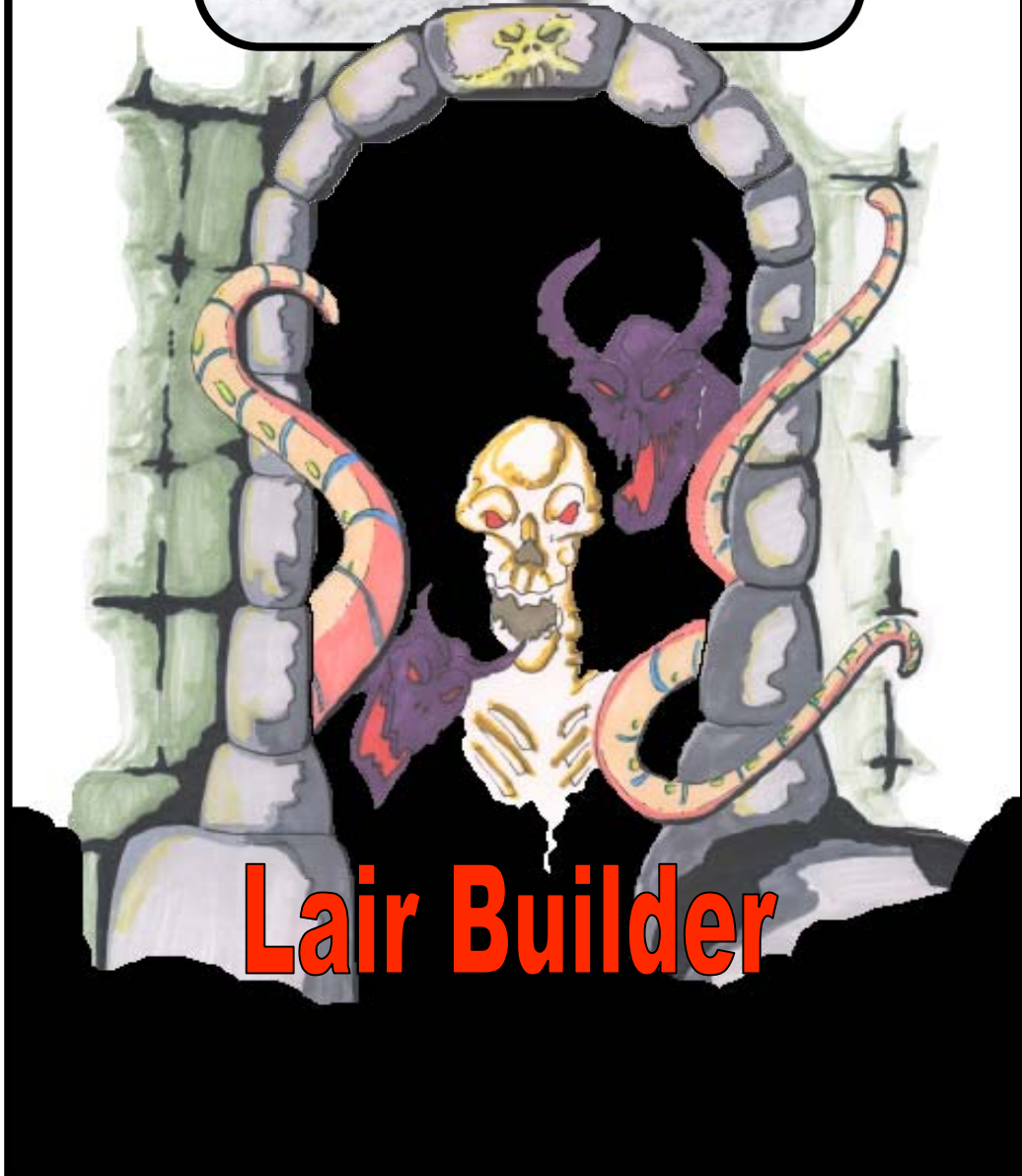


# Dark Dungeon



**Lair Builder**

**Avalon Games**



This is Dark Dungeon, Lair Builder, the newest Dark Dungeon expansion for the solo system presented by Avalon Games. Getting tired of the same adventure over and over again. Bad Baby's not putting out new adventures fast enough for you to gobble up, well here's the solution. Build your own adventure with this random dungeon generating system. Fast, easy to use and fun, you can spend hours building and placing in your own creations, so why wait, get to it today and have a blast of a good time.

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**All comments, suggestions and contacts can be made at...**

**Avalon Games Company, [avalon@comstar-games.com](mailto:avalon@comstar-games.com)**

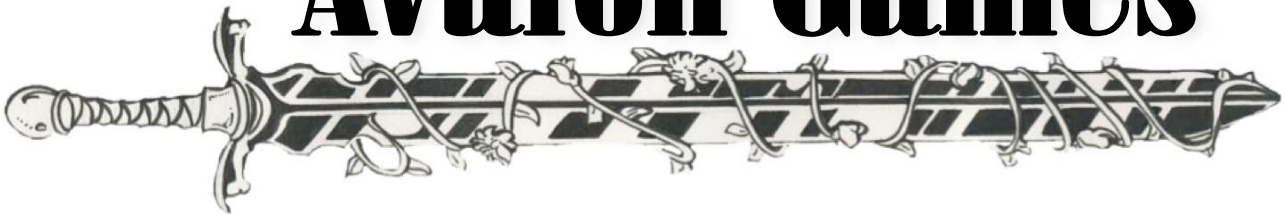
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**Game design, artwork and layout by Robert Hemminger  
Edited by Christi Monson**

# Avalon Games



## Contents

<b>Introduction</b>	<b>Page 3</b>
<b>Random Dungeon Generation</b>	<b>Page 3</b>
<b>Map Tiles Vs. Battle Tiles</b>	<b>Page 3</b>
<b>Charts</b>	<b>Page 4</b>

### Introduction

Dark Dungeon, Lair Builder allows you to generate, in a random fashion, new and exciting dungeons to explore. All you will need is a set of the Dark Dungeon rules, and the time to play.

While designed for Dark Dungeon, you can of course use this system for other RPG games, so have fun with it all.

All of the charts are designed for you to print up and keep on hand, so you can easily run your game.

### Random Dungeon Generation

The core of the Lair Builder system are a set of charts which you will roll on to generate the dungeon layout and upon which you will roll to see what is encountered within the dungeon. The charts begin with a starting tile and then lead you about the dungeon, rolling up new tiles as you go. When a room, or a random encounter is generated, you will be directed to new charts to see what happens.

All Dark Dungeon rules apply, and as in a normal Dark Dungeon game, should you run out of directions to explore, you have completed the adventure at that point.

Each dungeon should begin with a starting tile from which the rest of the dungeon will generate off.

### Map Tiles Vs. Battle Tiles

In a normal Dark Dungeon game, you use the Battle Tiles to both lay out the dungeon floor plan, and also to fight any encounters that are generated. You can still do this with the Lair Builder, but as some of these random dungeons can be quite large, and most of the time you do not need to have all those Battle Tiles on the table, a set of smaller, Map Tiles, are being provided for your use. They work just like Battle Tiles in all ways, but as they are smaller, you can lay out larger dungeons and still have room to play the game.

When an encounter is generated, it is then that you would pull out your Battle Tiles, set up the encounter and have at it.

You may also use these Map Tiles in other Dark Dungeon adventure, so have fun with them.

## Charts

Before a Dungeon can be played out, you will need to know what sort of dungeon it is. The type of dungeon will have effects on encounters found within the dungeon, so either roll to find the type, or pick one of your choice.

### Chart 1 Dungeon Type

Roll 1D10	Dungeon Type	Notes
<b>1-2</b>	<b>Goblin Lair</b> (Full of Goblins)	Roll All Encounters on the Goblin Charts
<b>3-4</b>	<b>Crypt</b> (Full of Undead)	Roll All Encounters on the Crypt Charts
<b>5-6</b>	<b>Bandit Hideout</b> (Full of bandits)	Roll All Encounters on the Bandit Charts
<b>7-8</b>	<b>Forgotten Complex</b>	Roll All Encounters on the Forgotten Complex Charts
<b>9-10</b>	<b>Lost Temple</b> (Full of magic and Monsters)	Roll All Encounters on the Lost Temple Charts

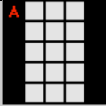
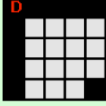
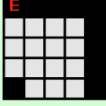
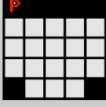
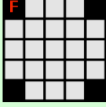

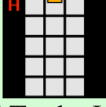
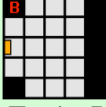
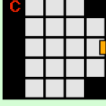
### Chart 2 Danger Level

Some dungeons are just more dangerous than others. Roll at the start of the adventure, or pick one of the following.

Roll 1D10	Danger Level	Notes
<b>1-5</b>	Standard	All encounter rolls are normal
<b>6-8</b>	Deadly	Add +1 to all encounter rolls
<b>9</b>	Dangerous	Add +2 to all encounter rolls
<b>10</b>	Epic	Add +3 to all encounter rolls

Always start a dungeon layout from the Start Tile.

**Chart 3**  
**Passage Type**

Roll 1D10	Passage Type	Tile Used
<b>1-2</b>	Passage Continues Straight Head Chance of Encounter Roll 1D10 Encounter of an 8+ If Encounter is Rolled, Roll on Encounter from Chart 5	
<b>3-4</b>	Passage Turn Right or Left Chance of Encounter Roll 1D10 Encounter of an 8+ If Encounter is Rolled, Roll on Encounter from Chart 5	Roll 1D10 1-5 Turns Right  6-10 Turns Left 
<b>5</b>	Passage Turns both Right and Left Chance of Encounter Roll 1D10 Encounter of an 8+ If Encounter is Rolled, Roll on Encounter from Chart 5	
<b>6</b>	Passage Splits Chance of Encounter Roll 1D10 Encounter of an 8+ If Encounter is Rolled, Roll on Encounter from Chart 5	
<b>7</b>	Passage Dead Ends Chance of Encounter Roll 1D10 Encounter of an 6+ If Encounter is Rolled, Roll on Encounter from Chart 5	
<b>8-10</b>	Passage Comes to a Door No Chance of Encounter. If door is opened, roll on Door Chart 4. If Encounter is Rolled, Roll on Encounter from Chart 5	Roll 1D10 1-4 Straight Ahead  5-7 To the Left  8-10 To the Right 

# Avalon Games



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## **If you like this product, try other games from Avalon Games**

### **Arcanum**

An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

### **Board Games**

Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

### **Battle Tiles**

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

### **Avalon Clip Art**

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

### **Character Portraits**

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

### **Mini-Games**

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

### **Worlds of Wonder**

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

### **Worlds of Wonder Expansions**

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

### **Arcana**

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

### **Game Geek**

Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

**Avalon is a proud participant of Kiva,  
making loans that change lives.**



loans that  
change lives



**If you liked this game then try one of Avalon Game's Mini-Games,  
such as Robot Jocks.**

(Click [here](#) to visit this product's page at [RPGNow](#))

Lopez struggled to regain his balance after the servo of missiles slammed into his robot.

The sheer force of the missiles' combined explosions nearly knocked him to his knees. Even so, his skill at the controls allowed him to not only stabilize the massive robot, but even to bring himself into a good position to use his own heavy weapon.

With a flick of his trigger finger, Lopez's robot fired the massive fusion cannon which belched forth a deadly stream of super heated gas. Johnson's robot took it full in the face and fell backwards, crashing to the arena floor with a mighty thud.

The crowd roared as Lopez took his victory lap around the arena, one more foe defeated by his superior robot driving skill and weaponry.

This is yet another great Mini-Game from Avalon Games. Take your mighty robot's weapon systems into the national arena and fight other robots. Try to out maneuver, out fight and just plain out last your foe in this unique, and fun, card based game.

# Robot Jocks



## Avalon Games



## Avalon Games



**Try the expansion as well, and have a  
great robot time.**

# S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.



**2**

**Strength** 3

**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**



### Weapons and Armor

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-


### Special Abilities

- Savage Blow (Attack, 3)**  
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**  
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**  
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.  
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.




**Spirit Tiger**






**Wolf**



**Kir**



**Sie**



Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.

