

Game #1

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❌ «=====The Primordial Age=====“

(4) Gold vein from (6) to (3) (7) Ancient Wyrms at (11,6) (1) Mithril at (8,3) and (3,5)

❌ «=====The Civilisation Age=====“

(4) Dark Elf Civilisation City of Morkwendi founded at (20)

❌ «=====Year 1=====“

Spring

Morkwendi tunnels towards nearest resource Morkwendi Slaves breed

Summer

No mining

Autumn

Pop 7 (3 nobles 4 slaves) - build Exploratory tunnel

Winter

Acquire slaves in Morkwendi

❌ «=====Year 2=====“

Spring

Colony Guldor founded - 1 noble and 1 slave move to Guldor (leaving 2 noble and 4 slaves) Slave revolt in city Morkwendi

Summer


Gold mined at Guldor Dark Elf noble moves to Guldor

Autumn

Pop 4 (2 nobles 2 slaves) - Torture pit built

Winter

No slaves due to revolt

||  «=====Year 3=====»

Spring

Unable to found a colony due to slave revolt

Summer


Gold mined at Guldor Dark Elf noble moved to Guldor More nobles than slaves - slaves acquired

Autumn

Pop 4 (3 nobles 3 slaves) - Tomb built

Winter

No slaves due to revolt

||  «=====Year 4=====»

Spring

Unable to found a colony due to slave revolt

Summer


Gold mined Dark Elf noble moved to Guldor More nobles than slaves - slaves acquired

Autumn

Pop 8 (4 nobles 4 slaves) - Arena built

Winter

No slaves due to revolt

||  «=====Year 5=====“

Spring


Unable to found a colony due to slave revolt

Summer


Gold mined Dark Elf noble moved to Guldor

Autumn

Pop 9 (5 nobles 4 slaves) - Reanimation tanks built which adds 1 slave and ends the age. **End of the Dark Elf Age**

||  «=====The Great Disaster=====“

(4) Volcanic Eruption at (7) which floods all chambers and major tunnels in its way

||  «=====The Monster Age=====“

The Surface Kingdoms

Castle Belkham constructed at (10) The village of Belkham is founded with 2 farms

Initial setup

(9) Delving group of Human Miners start digging at (16) (12) Breeding group of Kesh (custom - insectoid) establish a colony at (20,8).

- Rules: Draw a room near their lair 2 beads big labelled Hive. All resources are stored there. Kesh start with 3 population and 1 resource. Kesh are lawful.

The Kesh arrive at the old Dark Elf city of Morkwendi and lose 1 population to the slave remnant there before digging a hive chamber. (4) Alpha predator Fire Giant moves in (10,5) and attacks the ancient worm Granoklyn. The fire giant is defeated and retreats to the Dark Elf gold mine

❌ «=====Year 1=====»

Event

A special feature is placed- A Temple of Evil is founded (10,5) to worship the ancient wrym Granoklyn

Granoklyn

Woken from its ancient slumber by the fire giant, attacks the temple (3+3 vs 4+2) - a tie. Granoklyn consumes the worshippers.

The Surface Kingdoms

Castle Belkham gains a population A new farm is built in support Another new farm is created. A dungeon level is built

Human Miners

Continue digging and discover gold!

Kesh

Gain 1 population, fight another slave remnant and lose 1 population when expanding their ZOC and dig west.

Fire Giant

Forages for food, but finding none relocates its lair to the base of the gold mine of the Dark Elves.

❌ «=====Year 2=====»

Event

Delving group arrives- Magma Spirits at (10,3) and move to volcano area to build their Magma Pool

Granoklyn

Forages for food, but finding none consumes the resource left by the Temple of Evil.

The Surface Kingdoms

Castle Belkham gains a population A new farm is created An excursion is launched but finds no monsters after entering the volcano and returns victorious to build the city of Belkham at (5)

Human Miners


Start mining gold Expand their tunnels towards the nearest tunnel network (the Kesh area)

Kesh

Gain 1 population, fight another slave remnant and lose 1 population when expanding their ZOC and dig towards nearest tunnel network (the Human Miners)

Fire Giant

Forages for food, and encounters leftover slave monsters in the Dark Elf colony. (5+3 vs 2+1). They are consumed.

||  «====Year 3====»

Event

A special feature is placed- Great Statue at (12,4) - the Temple of Evil left behind a statue of Granoklyn, which it discovers while foraging.

Granoklyn

Forages for food, but finding none consumes the last resource in its lair.

The Surface Kingdoms

Castle Belkham gains a population A new farm is created An excursion is launched but finds no monsters after entering the volcano and returns victorious to build a wizard's tower at (12)

Human Miners

Gather gold Mine more gold Expand their tunnels towards the nearest tunnel network (the Kesh area)

Kesh

Gains 1 population and digs towards nearest tunnel network (the Human Miners)

Fire Giant

Forages for food, finds none, but gathers a resource instead.

Magma Spirits

Expand their ZOC Begin mining mithril

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