



What Is A Heroic Monster Position?

It's actually easier to tell you what a Monster Position *isn't*. It isn't a position for adventuring for a start. Most of your minions will be sub-characters, giving them the usual very localised 'mini-map' which prevents them straying too far from their leaders without getting hopelessly lost! Monsters wandering around loose would be likely to get quickly picked off by the far-tougher monsters who are so common in the dungeons of the land.

It isn't a position which allows you to control a dungeon either! Dungeons are huge, containing many different monster types. Perhaps your group could eventually dominate a dungeon by sheer power and victories, but initially it doesn't work that way.

Monster positions are small-scale clans who skirmish with one another, forge pacts and alliances and desperately attempt to become tough enough to survive in a dangerous land. Monsters are far weaker than adventurers. When you start out and for a long time afterwards, a single adventurer could quite feasibly destroy your entire band without much effort. However, initially the dungeon your monsters are placed in does not have a link to the surface of Bereny and so, for the first ten turns you are safe. Thereafter, things can get scary!

Monster positions will appeal to people who like to manage careful finances. They do not have immediate action or immediate contact with each other, although it won't be long until your excavations and explorations begin to reveal other monster players. Initially, monsters have to mine and build and tunnel, carving out their own territory and strengthening their members.

The big difference between Heroic Monster Positions and the original nasty monster positions is that your race is technically one of the good guys. Of course, Bereny is not a black and white world, it lives in shades of grey, and while your group may not be as primarily evil as a nasty monster position, that doesn't mean they are sweetness and light either...

The Monstrous Leader

Everything in a monster position hinges on its leader. You start with one single monster leader and should that leader ever be killed your position is *finished*. All your minions work for that one leader and upon his/her death the entire group will disband and wander away. Equally, the leader pays all the 'upkeep' (wages)

of the band and it is vitally important to make sure your leader-monster always has enough gold to pay the minions. Should the gold not be present the minion will immediately leave permanently and you will need to 'buy' another if you want to replace them. This can involve careful planning to make sure the minions give their gold to the leader so he can pay the wages at the beginning of each turn!

Upkeep Mechanics

It's actually not quite as serious as it sounds (above). At the beginning of each turn each monster will first attempt to 'get paid' from the leader. If the leader does not have enough gold, the minion will attempt to pay itself from its own purse. If this also fails, it will leave your employ. It will *not* check the gold that other minions are carrying though. Only the leader and itself.

The Dungeon

Monsters start in a new Dungeon created specifically for them. It will usually (but not always) be on a 100 x 100 grid of floor squares with solid walls at its edges. These walls are made from stone too thick for even a tunnel worm to eat its way through. Being on an edge or in a corner can be both good and bad. It means you are protected on some sides from invasion, but also means you have fewer options as to where to go. Positions are assigned randomly, so where you start is where you start. It may simply mean a revision as to your initial play-style.

The edges of the map have a different wall-graphic to the normal walls and so should be pretty obvious. Additional 'levels' of the Dungeon may open up later allowing deeper expansion for your monsters. Or possibly you may even choose to expand to the overland.

Dangers & The Surface World

At some point your dungeon will be connected to the surface world. This will happen when several cave-in's open entrances to the overland of Bereny. At this point adventurers can (and almost certainly will) find their way into your domains! Adventurers will not automatically attack you, but they may choose to do so anyway. Surface-dwellers do not always understand the true nature of creatures of the underworld. On top of this, evil Monster Positions will always attack you on sight. Even other Heroic Monsters may choose to treat you as an enemy (although they will not automatically attack). Life is dangerous beneath the earth!



Tunnelling

The Dungeon starts off as *almost* pure rock, with just a few tiny caves in which your bands of monsters start. From there you tunnel out corridors and rooms, fill them with monsters/treasure/traps/furnishings etc and build your little empire. You use 'Tunnel Worms' to excavate the rock. These invaluable creatures may not be worth much for combat, but for excavation they are excellent! Even the less 'natural' heroic monster positions, like Royal Militia, use Tunnel Worms, having copied the idea from the evil monster positions and found these useful beasts to be ideal for the task.

The Starting Position

You start the game with one leader, two grunts, one sage & one tunnel worm, plus 100 GPs for spending, in a little closed-off cave. From there what you do is up to you!

Tunnel Worms

These useful creatures are the most common cause of tunnels and passageways that occur in Dungeons across the land which are not man, or dwarf-built. Tunnel Worms are huge cylindrical creatures which feed on solid rock, gnawing their way through the earth in a slow but deliberate fashion. Although incredibly stupid, monstrous leaders have discovered the extremely secret method of training them.

By using your Tunnel Worm's unusual move order option you can make corridors and caves for your tribe to expand into. The special order for moving and excavating with a Tunnel Worm is:-

M <Direction to Move> <Direction to Tunnel>

Note: The tunnelling happens BEFORE the move so tunnelling North will tunnel from the starting location not the square you move into with the North order.

Grunts

This is the generic name for the subservient brand of minion available to monster leaders. Note:- This is an OOC term in many cases. While we may refer to them as grunts in the rules, in most cases a Heroic Monster leader wouldn't refer to his subordinates as such. Grunt minions are very basic minions and seldom very powerful, but they do have several important assets. They are cheap, they will die at your command, they can be equipped with armour and weapons or other items to increase their effectiveness and they can MINE!

Mining

Mining is the main way that monsters earn money to grow and improve their lot. All monster bands have access to a 'union for trade', a neutral body which will purchase mined items and valuables from them automatically for gold! Only grunts and leaders can mine. Other sorts of characters cannot.

A grunt or leader can 'mine' using the special order:- <X> <1>

This involves clawing and pulling at the rocks and walls of the Dungeon looking for gems and valuable minerals. You can issue as many orders for this as you wish (it's quite normal for grunts to do this for their whole turn while there is no fighting etc.) Each time you use the order there is a chance you will find something, which will be converted (for ease of play) directly into gold. This gold is then (often) given to the leader for his use (by way of the Give Gold order), but that is up to you, of course.

What Your Leader Can Do

Your leader can issue Buy and Sell orders at any time & location as if he were on a magical trader (because of his link to the union for trade.)

Your Leader Character has some starting gold. He can use that gold to buy various things. Here are the things you can buy and the Buy Codes for doing so:-

(1) New 'grunt' member (standard fighter) costs 25 gps Order to Buy: B 2001 costs 3 gps per turn thereafter in 'upkeep'

(2) New Tunnel Worm costs 50 gps Order to Buy: B 2002 costs 5 gps per turn thereafter in 'upkeep'

(3) Heroic Monster Sorcerer (can use enchanter scrolls) costs 100 gps Order to Buy: B 2003 **you will get a spellcaster of the race you control. costs 10 gps per turn thereafter in 'upkeep'

(4) Mercenary: Ogre Youth Costs 50 gps Order to Buy: B 2004 ** Ogres will work for anyone. They aren't choosy. costs 5 gps per turn thereafter in 'upkeep'

(5) Mercenary: Ogre Costs 100 gps Order to Buy: B 2005 costs 10 gps per turn thereafter in 'upkeep'

(6) Trap Engineer Costs 100 gps Order to Buy: B 2006 costs 10 gps per turn thereafter in 'upkeep' ** Once you have one of these you can choose from a selection of traps to lay in squares at a small expense. **What sort of trap engineer you get depends on which type of Heroic Monster Position you control. For instance, Dwarves get the same type as evil monster positions, while Royal Militia get a special military trap expert.

(7) Dungeon Engineer Costs 100 gps Order to Buy: B 2007 costs 10 gps per turn thereafter in 'upkeep' ** Once you have one of these you can choose from a selection of 'squares' to build for special purposes including such things as 'walls', 'doors', 'water' etc. **What sort of dungeon engineer you get depends on which type of Heroic Monster Position you control.

(8) Quartermaster Costs: 50 gps Order to Buy: B 2008

Costs 5 gps per turn 'upkeep'.

Quartermasters are 'mobile traders' who can issue buy and sell orders at all times as if they were standing on a trader square.

Customisation!

You can name any/all your troops (or else you'll be stuck with the usual dodgy random names)

If you wish to write a 'description' string for the 'Look' order in a room you control you can do so. If a string already exists you can't change it. The GM reserves the right to refuse or amend description strings. A little common sense is needed when describing rooms. Anything you write must be a 'static' element (ie. there's no point describing an ogre guarding the door, since it could quite easily leave, but you could describe a pile of Ogre bones in the corner of the room.) Please do not ask for special room functions, traps or other hand-moderated extra's, as this is not within the scope of the monster positions. Any room descriptions you wish to send *must* be sent by email, as a generic text message, and must include the ID number of a character who is standing in the room to allow us to locate it.



The Sage

Probably the most important minion in a Heroic Monster Position other than the leader is the Sage. A Sage is a knowledgeable fellow whose job it is to research and explore possibilities and ways to improve the abilities and conditions of the heroic monster position which employs him.

There is a vast array of new abilities, minions, and other advancements to be learnt and the only way to do so is through the Sage, who issues orders to allow him to research things.

Essentially, this character forms a 'funnel' through which you are fed new information at a controlled pace. It also enables us to continually add brand new features to the position which can then be released to players via their sage. The Sage can use the order 'U' '1' to spend some time on research.

Heroic Monster Players cannot initially purchase new sages. They can only do so once they learn the method via the sage himself. It is therefore very important in the early stages to keep the Sage safe and alive!

What The Position Types Are About

It's true that each of the different Heroic Monster Positions are likely to have very different motivations. Although they are generally 'on the same side', this only means that they may realise that the vast array of evil they are forced to live alongside is already dangerous enough, without making enemies of those who don't immediately mean them harm. Here's a rundown of the different heroic monster types and what they are "about".

Deepfolk

These are normal humans who have decided, for one reason or another, to live underground. Often they are poor communities who chose a different style of life. Sometimes they have fled for other reasons, perhaps as part of a bizarre religious cult, or to escape the laws of the overland, or possibly due to some disaster that befell them. Deepfolk are not forced to live underground, they choose to do so for their own reasons. While they may not admit it themselves, the Crown does consider them part of the Kingdom and subject to its laws.

Royal Militia

These are a small unit of men stationed underground by the Crown as part of a new initiative to bring order to the underworld. After it was recognised that some dungeons had appeared which did not yet have courtyards for adventurers to access them, the Royal Militia took volunteers for the task of exploring and

affecting control over them. This was clearly an extremely dangerous mission, especially since the initially-small team must fund increases in its strength through mining. It is considered a 'fast track' to advancement in the army by some, and a place to hide for others, since any army recruit who volunteers for 'below ground' work is allowed in without close examination of their records. Royal Militia positions, then, tend to be hard, tough men. A breed apart from other soldiers.

Dwarves

The dwarves featured in the Heroic Monster positions are separate from the main body of dwarves who dig courtyards for adventurers and feature so strongly in Berenian life. These dwarves are small clans which have separated from a larger dwarven body through some reason of their own.

Dusk Elves

These elves are quite rare in Bereny. They are Midnight Elves who have chosen to follow a better path than that of their evil brothers and sisters. Since they do not live as deep as Midnight Elves, their skin is grey or brown rather than black. In many cases they can almost pass as human, and they have an extremely exotic appearance.

Gnomes

One of the lesser-known humanoid races. Gnomes are squat little fellows who generally choose not to interact with the rest of the folk of Bereny, preferring to keep themselves to themselves. In fact, their isolation is more to a xenophobic dislike of races other than their own. Gnomes stand an average of 4ft tall and are wiry and strong, but not stocky like dwarves. It is generally believed that they have a strong amount of the Fae in their lineage. Gnomes love to tinker with such technological marvels as Clockwork, Flashpowder, Steam and Alchemy, although they have little regard for the dangers of such.

Fae

These strange humanoids are very rare and seldom found outside their small monstrous groups. They look like tall humans with very pale skin and pure-white hair. They have pure-blue orb-eyes which show no white at all, and the air about them tends to sparkle with subtle silvery lights. It is said that the first Fae was created by the mating of an Elf and a Fairie. How this was possible, given the size difference, is unknown. Fae love magic, but do not like Alchemy or Necromancy. They specialise in magical temporary tattoos which grant powers to those who are marked. Fae who have learned the skill to make these tattoos are called

"Illustrationists"

Wolfen

These creatures are not lycanthropes and are not the subject of any magical disease. They are a race of humanoids with the body of Man and the heads of wolves. Although somewhat savage and wild, they are not truly evil and have been known to work against evil races when the need arises.

Darkwalkers

The traditional rebels of Bereny, Darkwalkers are outlaws from the Crown who have fled beneath the earth to escape the law. Sometimes they were criminals who escaped justice. Sometimes they were folk who refused to follow the laws of Bereny. This is probably the most difficult Heroic Monster Position to play, because EVERYBODY is their enemy. Darkwalkers can be played as misunderstood and abused, or evil and wicked, as you choose.

How Combat Works

In DungeonWorld, Heroic Monster positions are considered to be the same as adventurers for the purposes of automatic combat. This means that the computer will not consider adventurers your enemies, and vice versa. The only exception to this are Darkwalkers, who are enemies of everybody.

However, you are not constrained by the Laws of the Land. What you actually do with your position is up to you. But expect adventurers to respond in kind if you decide to attack them! The exception to this are Royal Militia, who work for the Crown and are, of course, constrained by its laws.

Beyond these basic notes, you are free to develop your position as you choose. As you learn more about your position and it begins to grow, so you will find that there are limitless possibilities. Enjoy!