

Tutorial: Dungeons

This tutorial will teach you how to create and use Dungeons within the Campaign Suite RPG Management software.

Specific instructions, such as command chains, are shown in italics. For example: *File -> New -> Campaign* means that you should select the File menu, followed by the New submenu, followed by the Campaign command.

Tutorial 1: Basic Random Dungeon

A random dungeon is one using an encounter table supplied with your copy of Campaign Suite, or using one that you've created yourself. This first tutorial will use the 'basic dungeon encounters' table included in the default configuration file for Campaign Suite.

Step 1.1

Run your copy of Campaign Suite in the normal way. Ensure that you have the default configuration file loaded. If you do not, you may open it now.

File -> Config -> Default

Step 1.2

Now, you need to create a new campaign workspace to add your dungeon to. You can create a new campaign by using the following menu chain, or by selecting the World icon on your toolbar. (The fourth one in on the main Campaign Suite toolbar).

File -> New -> Campaign

Step 1.3

Within the campaign workspace, you will open up the campaign tree node "Campaign" by double-clicking on the world icon. Right click on the "Dungeons" node and a small menu will pop up. Choose "Add a new dungeon".

Step 1.4

Expand the "Dungeons" node by double clicking on the icon, or by clicking on the marked box to the left. Now, highlight the node labelled "New Dungeon". On the right of your Campaign workspace you will see the vital information for the dungeon as a whole: Name, Dungeon Level (Overall encounter level), Table.

Enter in the name of your dungeon in the text box at the top of your campaign workspace. For this tutorial, enter the name "Forgotten Mines".

Step 1.5

The text marked "Table" on your Campaign Workspace should read, "Table: None". Click the "Select" button. All tables you have loaded in Campaign Suite will appear in a searchable list box. For this tutorial, select "Basic Dungeon Encounters". This is a level 1 encounter table. Once you have highlighted the encounter table, choose the "Select" button on the list box.

Step 1.6

Right-click on your dungeon node. In this tutorial, the dungeon node should read "Forgotten Mines", or whatever name you decided to give your dungeon. A menu should pop-up that has the options to:

Delete this dungeon
Generate this dungeon randomly
Add a new room to this dungeon

Choose: *Generate this dungeon randomly*

Step 1.7

Now your dungeon is randomly stocked with creatures, treasure, traps, etc. Open the first "Dungeon Room" node under the "Forgotten Mines" node (which you will have to re-open after random generation of the dungeon).

Enter the name "Forgotten Mines Entrance" into the text box at the top of your Campaign Workspace after selecting the first dungeon room.

Step 1.8

Now you may begin to look through your newly created dungeon. Since this was randomly generated, it will be different for each person following this tutorial. Get a feel for the monsters, the treasures, the traps, and the features located in each room.

Highlight the "Forgotten Mines" node in your Campaign Tree. On the workspace, below where you selected your dungeon table you will find a button labelled "Balance". *Click Balance* to have Campaign Suite figure out for you the amount of treasure, per encounter, in your dungeon. Since this is an Encounter Level 1 dungeon, the average treasure per encounter should be 300 gp. In the next tutorial, you will learn how to edit treasures, but in the mean time you can either choose to re-generate your dungeon using the steps above if your average treasure per encounter does not match up, or simply move on and trust that it will be balanced later.

Step 1.9

It's a good idea to always remember to save your work. Dungeons are not a part of the "Configuration" files and must be saved as campaigns. You may click the "Save" shortcut on your toolbar (The 5th one in) or you may follow this command chain:

File -> Save As

You should create a Sub-Folder within your Campaign Suite folder for your new dungeon, to keep things organized. Create a Sub-Folder named "Forgotten Mine" by right-clicking on the directory path. More help on creating folders can be found in your Windows help files.

Enter the name "Forgotten Mine" into the save dialog box, and choose Okay.

Step 1.10

You will need to explore your dungeon further, by selecting the "Encounter", "Features", "Traps" and "Treasure" sections of each room. After doing so, name your dungeon rooms as listed below.

If you do not have randomly created rooms that fit all of these, you may want to repeat the steps above to regenerate the dungeon until you have the appropriate spread of encounters.

Guardian Pet: This should be a chamber with an unintelligent creature that might serve the local toughs in the area, such as a viper.

<feature> Room: <Feature> is some important major or minor feature located within the room, such as a raised pedestal or a platform.

Trap Chamber: This should be a room with some sort of trap in it. If you have multiple rooms with traps, simply name them Trap Chamber #1, Trap Chamber #2, or name the room after the trap located there.

Guard Room: The Guard Room is a room with intelligent creatures such as kobolds.

The Fallen: This may not appear in every dungeon, but this would be a chamber with some usable equipment, the corpse of a previous adventurer, or both.

Vermin Room: A vermin room is one infested by creatures such as spiders or scorpions. Intelligent inhabitants are likely to avoid such rooms, but they could serve as pets. If you have multiples of this room, as with others, simply name them #1 and #2 (etc) or name them by the type of vermin present.

Empty Rooms: Name one of your empty rooms "Treasure Room", unless you have a room that randomly generated empty but with treasure rolled. The rest, if any, should be named "Empty Room #1", "Empty Room #2", etc. You may also choose to be creative, and name these rooms as you see fit. Empty rooms can often provide excellent 'red herrings' in a dungeon.

After naming all of your dungeon rooms, be sure and use *File -> Save*

Step 1.11

This is the final step of getting your newly prepared dungeon ready. Select the "Forgotten Mines" node on your Campaign Tree. *Select the Export Button* located on your Campaign Workspace, to the left of the "Export" and "Balance" buttons.

You will be prompted for a file name. It will automatically assume you wish to use the name "Forgotten Mines.rtf". *Select Okay*. You do want to see how your dungeon has turned out, so *Select yes*. You will now have a complete print-out of your dungeon! Below is a sample output of the dungeon created during the writing of this tutorial. Please note that by default, all statblocks and treasures provided are Open Content, as defined in the Open Gaming License v1.0a

Forgotten Mines

1) Forgotten Mines Entrance

Encounter Level: 1

Dwarf, Duergar (1): CR 1; Medium-size Humanoid; HD 1 d8; hp 5; Init +0; Spd 15 ft. (scale mail); base 20 ft.; AC 16; Atk Dwarven waraxe +1 melee; or shortbow+1 ranged; Dwarven waraxe 1d10; shortbow 1d6; SA Dwarven traits; SQ Dwarven traits; AL LE; SV Fort +1, Ref +0, Will +0; Str: 11; Dex: 10; Con: 13; Int: 10; Wis: 10; Cha: 8

Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2; Feats: Exotic Weapon Proficiency (dwarven waraxe)

Treasure Level: 1

600 Silver Pieces (worth 60 GP)

Ropes, Boots, Bucket, Mysterious stain

2) Guardian Chamber

Encounter Level: 2

Animal, Snake, Small Viper (4): CR 1/2; Small Animal; HD 1 d8; hp 7, 2, 4, 3; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft. ; AC 17; Atk Bite +4 melee ; Bite 1d2-2 and poison ; SA Poison; SQ Scent; AL TN; SV Fort +2, Ref +5, Will +1; Str: 6; Dex: 17; Con: 11; Int: 1; Wis: 12; Cha: 2

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9 ; Feats: Weapon Finesse (bite)

Altar

Paint, Engraving, Dripping water, Ropes

3) Empty Room

4) Platform Room

Platform, Spinning Wheel

5) The Fallen

Discarded weapons, Corpse (adventurer), Musical instrument

6) Guard Room

Encounter Level: 1

Goblin (4): CR 1/4; Small Humanoid; HD 1 d8; hp 6, 8, 2, 4; Init +1; Spd 30 ft.; AC 15; Atk Morningstar +1 melee; or javelin +3 ranged; Morningstar 1d8-1; or javelin 1d6-1; SA None; SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +1, Will +0; Str: 8; Dex: 13; Con: 11; Int: 10; Wis: 11; Cha: 8

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Feats: Alertness

Treasure Level: 1

500 Silver Pieces (worth 50 GP)

7) Breeding Chamber

Encounter Level: 3

Animal, Snake, Tiny Viper (9): CR 1/3; Tiny Animal; HD 1/4 Tiny Animal; d8; hp 2, 2, 1, 2, 2, 2, 2, 0; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft. ; AC 17; Atk Bite +5 melee; Bite poison ; SA Poison; SQ Scent ; AL TN; SV Fort +2, Ref +5, Will +1; Str: 6; Dex: 17; Con: 11; Int: 1; Wis: 12; Cha: 2

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8 ; Feats: Weapon Finesse (bite)

8) Vermin Room #1

Encounter Level: 2

Monstrous Scorpion, Tiny (Vermin) (8): CR 1/4; Tiny Vermin; HD 1/2 Tiny Vermin; d8; hp 1, 4, 4, 1, 1, 4, 3, 1; Init +0; Spd 20 ft.; AC 14; Atk 2 claws +2 melee, sting -3 melee; Claw 1d2-4, sting 1d2-4 and poison; SA Improved grab, poison; SQ Vermin; AL TN; SV Fort +4, Ref +0, Will +0; Str: 3; Dex: 10; Con: 14;

Int: --; Wis: 10; Cha: 2

Skills: Climb +4, Hide +15, Spot +7; Feats: Weapon Finesse (claw, sting)

Mud, Equipment (broken), Bones (humanoid)

9) Vermin Room #2

Encounter Level: 1

Monstrous Centipede, Medium-Size (Vermin) (3): CR 1/2; Medium-size Vermin; HD 1 d8; hp 5, 3, 2; Init +2; Spd 40 ft. ; AC 14; Atk Bite +2 melee; Bite 1d6-1 and poison; SA Poison; SQ Vermin; AL TN; SV Fort +2, Ref +2, Will +0; Str: 9; Dex: 15; Con: 10; Int: --; Wis: 10; Cha: 2

Skills: Climb +8, Hide +8, Spot +8; Feats: Weapon Finesse (bite)

Balcony, Crate

10) Treasure Room

Coat rack, Cage, Wall basin, Stool

Tutorial 2: Modifying the Basic Random Dungeon

In this tutorial, you will learn how to modify individual sections of your dungeon. If you already

have the "Forgotten Mines" dungeon loaded at this time, you may skip straight to *section 2.2*.

It is good to now be in the habit of saving your dungeon periodically, perhaps after every step of this tutorial. Remember that dungeons and configurations are stored in different file locations. To save a dungeon, use *File -> Save* while you save configurations using *File -> Config -> Save*.

Step 2.1

Run your copy of Campaign Suite. After the default configuration file has loaded, use the following command chain.

File -> Open

Find and select the file "Forgotten Mines.CMP" and *Choose Okay*. Alternatively, the Forgotten Mines campaign file may be located in your work history, found at the bottom of your File menu. Once the file has opened, your Campaign Tree and Campaign Workspace will have loaded.

Step 2.2

Once again you may wish to explore your dungeon, to ensure that your work has been properly saved and to see if there are any last minute name changes you'd like to do. When you have done this, find your "Treasure Room" node and open it up.

Go down to the node labelled "Treasure" and highlight it. Your Campaign Workspace will now contain a variety of information about the treasure located in this room.

If the treasure has a "Find DC" associated with it, set this value to zero by clicking the down-button on the up-down control attached to the Find DC label. Since this is a treasure room, it is likely to be strewn about the chamber, and not cleverly hidden. If you wish part of a treasure to be hidden, later in this tutorial we will explore adding multiple treasures - for now, simply remove the Find DC.

Since this is the "Main Treasure" of our dungeon, we want it to be a pretty good one for our players who manage to find it. Use the up-down control labelled "Treasure Level" to set the level to 4.

Select the Roll button to randomly roll the treasure we want for this room. Go ahead and continue rolling the treasure, watching to see what appears in the two boxes above. Since this is now a level 4 treasure, we should see a variety of gems, magical items, and coins. By setting the Coins, Goods, and Items drop-down lists, we can adjust these rolls and how frequent various items are. For our dungeon, let's *set coins to double* and then *click the Roll button* until we are satisfied with our treasure.

Go back up to your "Forgotten Mines" node, and *click the Balance button* to see how the treasure per encounter of our dungeon is doing. This is likely to be a little low, but we'll soon be changing that.

Don't forget to save your work at this time.

Step 2.3

Find your <feature> room in your dungeon. If you didn't have one, simply select an empty room and open it up. Scroll down to "Features" and highlight the node.

You may now *click the Roll* button found on your Campaign Workspace, until some interesting features show up. If you'd like, you may use the drop-down lists on either side to select your own features. After you are satisfied, add a Major Feature of "Platform" to your room, and rename the room to "Platform Room".

Step 2.4

Still within the "Platform Room" node, select the "Encounter" node. This room should have been an empty or feature room, so there should be no encounters on your Campaign Workspace. If there are, use the "X" located on the individual encounter to remove it now.

Step 2.5

Select your "Guard Room" node and open it up, and then again select the "Encounter" node. In our example, we see that there are 4 goblins here on guard duty. *Click the Number button* located in your Campaign Workspace to randomly generate the number of goblins encountered. The number appearing is based on the "Encounter Level" of the dungeon. These numbers may create greater, or lesser, Encounter Levels for the given encounter.

Step 2.6

On the far right of the encounter bar in the Campaign Workspace is a 'tree' looking icon, next to the X icon. *Click the tree icon* to bring up a window to select the type of creature that we wish to be in this encounter.

You can adjust the "Challenge Rating Range" by using the slider controls located to the right of the text on the main page. *Click the "." button* to activate the slider, and then adjust it manually with the mouse. You may also use the *Left and Right Arrow keys* to fine-tune your search for challenge ratings. *Set the slider on the left to 1 and the slider on the right to 3.*

Now, to further fine-tune our search of the creature database, select the appropriate climate and terrain. *Choose temperate* by clicking on the box within the climate and terrain check-list, followed by *Choosing underground*. We now see a list of creatures who's challenge rating falls between 1 and 3, inclusively, and that lives in temperate underground.

In the text box at the upper left corner of the Monster Selection screen, type in the letters "gob". You will notice that as you type each letter in, the monster list becomes more and more fine-tuned. Once you have nothing but "Goblin" and "Hobgoblin" selected, *Choose goblin* and then *Click the Select button*.

Step 2.7

On the Campaign Workspace, *click the Add button*. You will receive the same Monster Selection window that you saw while changing the creatures present. *Repeat the steps of Step 2.6* except *choose "Hobgoblin"* instead of "Goblin" and then *click Select*. Alternatively, since we know exactly what we are looking for, we can simply start to type "Hob" until we find the Hobgoblin, and then select it.

Step 2.8

Use the "Roll button" to generate the number appearing for each creature group found in the encounter. Each individual creature group may also be rolled randomly by *clicking the Dice icon* to the left of the X icon.

You can also manually adjust the number appearing using the "+" and "-" buttons next to the number appearing on the left of the individual creature. Lower the number appearing for the goblins to 6, and the hobgoblin to 1.

Save your work.

Step 2.9

Open up the "Encounter Node" and highlight the "Treasure" node. Editing this treasure is exactly the same as editing it for a room, though typically this will be treasure carried "on hand" by the creatures located in the room. Feel free to adjust this as necessary, now. Pay attention to the "balance" in your dungeon, and try to bring it relatively close to 300 gp per encounter, both here and in the treasure room. You may even add hidden treasures as you see fit to empty rooms, bringing the average together.

Step 2.10

Go back to your "Treasure Room" node, and then select the "Trap" node. Since this is our main treasure chamber, we will want a nasty trap for adventurers here for plunder.

Click the Random Button to randomly determine traps, based on the Encounter Level of the dungeon. We can roll randomly, or choose one of our own using the drop-down list in the upper-right of the Campaign Workspace. *Choose Spiked Pit Trap (40 ft. Deep) from the Trap Drop-down.*

Here is our progress so far:

Forgotten Mines

1) Forgotten Mines Entrance

Encounter Level: 1

Dwarf, Duergar (1): CR 1; Medium-size Humanoid; HD 1 d8; hp 5; Init +0; Spd 15 ft. (scale mail); base 20 ft.; AC 16; Atk Dwarven waraxe +1 melee; or shortbow+1 ranged; Dwarven waraxe 1d10; shortbow 1d6; SA Dwarven traits; SQ Dwarven traits; AL LE; SV Fort +1, Ref +0, Will +0; Str: 11; Dex: 10; Con: 13; Int: 10; Wis: 10; Cha: 8

Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2; Feats: Exotic Weapon Proficiency (dwarven waraxe)

Treasure Level: 1

60 Gold Pieces (worth 60 GP)

Ropes, Boots, Bucket, Mysterious stain

2) Guardian Chamber

Encounter Level: 2

Animal, Snake, Small Viper (4): CR 1/2; Small Animal; HD 1 d8; hp 7, 5, 6, 7; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft. ; AC 17; Atk Bite +4 melee ; Bite 1d2-2 and poison ; SA Poison; SQ Scent; AL TN; SV Fort +2, Ref +5, Will +1; Str: 6; Dex: 17; Con: 11; Int: 1; Wis: 12; Cha: 2

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9 ; Feats: Weapon Finesse (bite)

Altar

Paint, Engraving, Dripping water, Ropes

3) Empty Room

4) Platform Room

Platform, Spinning Wheel

5) The Fallen

Treasure Level: 1

Find DC: 20

500 Silver Pieces (worth 50 GP)

1 Gem (worth 400 GP)

Discarded weapons, Corpse (adventurer), Musical instrument

6) Guard Room

Treasure Level: 1

Find DC: 20

500 Silver Pieces (worth 50 GP)

1 Gem (worth 400 GP)

Encounter Level: 3

Goblin (6): CR 1/4; Small Humanoid; HD 1 d8; hp 5, 5, 4, 4, 1, 8; Init +1; Spd 30 ft.; AC 15; Atk Morningstar +1 melee; or javelin +3 ranged; Morningstar 1d8-1; or javelin 1d6-1; SA None; SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +1, Will +0; Str: 8; Dex: 13; Con: 11; Int: 10; Wis: 11; Cha: 8
Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Feats: Alertness

Hobgoblin (2): CR 1/2; Medium-size Humanoid; HD 1 d8; hp 4, 5; Init +1; Spd 30 ft.; AC 15; Atk Longsword +1 melee; or javelin +2 ranged; Longsword 1d8; or javelin 1d6; SA None; SQ Darkvision 60 ft.; AL LE; SV Fort +1, Ref +1, Will +0; Str: 11; Dex: 13; Con: 13; Int: 10; Wis: 10; Cha: 10
Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; Feats: Alertness

Treasure Level: 1

50 Gold Pieces (worth 50 GP)

7) Breeding Chamber

Encounter Level: 3

Animal, Snake, Tiny Viper (9): CR 1/3; Tiny Animal; HD 1/4 Tiny Animal; d8; hp 1, 2, 1, 2, 3, 2, 1, 1, 2; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft. ; AC 17; Atk Bite +5 melee; Bite poison ; SA Poison; SQ Scent ; AL TN; SV Fort +2, Ref +5, Will +1; Str: 6; Dex: 17; Con: 11; Int: 1; Wis: 12; Cha: 2
Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8 ; Feats: Weapon Finesse (bite)

8) Vermin Room

Encounter Level: 3

Monstrous Scorpion, Tiny (Vermin) (9): CR 1/4; Tiny Vermin; HD 1/2 Tiny Vermin; d8; hp 1, 1, 2, 1, 2, 1, 3, 1, 1; Init +0; Spd 20 ft.; AC 14; Atk 2 claws +2 melee, sting -3 melee; Claw 1d2-4, sting 1d2-4 and poison; SA Improved grab, poison; SQ Vermin; AL TN; SV Fort +4, Ref +0, Will +0; Str: 3; Dex: 10; Con: 14; Int: --; Wis: 10; Cha: 2

Skills: Climb +4, Hide +15, Spot +7; Feats: Weapon Finesse (claw, sting)

Mud, Equipment (broken), Bones (humanoid)

9) Refuse Chamber

Encounter Level: 2

Monstrous Centipede, Medium-Size (Vermin) (4): CR 1/2; Medium-size Vermin; HD 1 d8; hp 4, 6, 1, 3; Init +2; Spd 40 ft. ; AC 14; Atk Bite +2 melee; Bite 1d6-1 and poison; SA Poison; SQ Vermin; AL TN; SV Fort +2, Ref +2, Will +0; Str: 9; Dex: 15; Con: 10; Int: --; Wis: 10; Cha: 2

Skills: Climb +8, Hide +8, Spot +8; Feats: Weapon Finesse (bite)

Balcony, Crate

10) Treasure Room

Treasure Level: 4

400 Gold Pieces (worth 400 GP)

1 Gem (worth 600 GP)

Gem (worth 50 GP)

Gem (worth 130 GP)

Gem (worth 1000 GP)

Spiked Pit Trap (40 Ft. Deep):CR: 3;No attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit);Reflex save (DC 20) avoids;Search (DC 20);Disable Device (DC 20);
Note: None
Cage, Wall basin

Tutorial 3: Adding Characters to the Dungeon

By now, it's hard to call our dungeon a "Basic Dungeon". Generated characters are an important part of the game, and as such are highly detailed within Campaign Suite. In this tutorial we will assign characters to our forgotten mine. Adding characters directly to the dungeon requires the use of Campaign Suite version 03.06.27 or greater. Otherwise, follow the same steps, but use the "Character List" section of the Campaign node instead of the individual dungeon room node.

Step 3.1

Run your copy of Campaign Suite. After the default configuration file has loaded, use the following command chain.

File -> Open

Find and select the file "Forgotten Mines.CMP" and *Choose Okay*. Alternatively, the Forgotten Mines campaign file may be located in your work history, found at the bottom of your File menu. Once the file has opened, your Campaign Tree and Campaign Workspace will have loaded.

Step 3.2

Open your Campaign tree to the "Forgotten Mines" dungeon. Check to ensure that everything is how you left it at the end of Tutorial 2, though it almost certainly will be.

Highlight and open the "Forgotten Mines Entrance" node. Under Encounters we find that, in our sample, we have a duergar who may seem a bit out of place. Regardless of what creatures, if any, are located in the room *remove them from the Encounter using the X button*.

Step 3.3

Right-Click the "Character Lists" node under the "Forgotten Mines Entrance" dungeon room and *Select the menu item "Add a new list"*.

Highlight the "New List" node. In your Campaign Workspace, you will see the name of the list, the Path, and other important information associated with the list. Much like in a dungeon room, put in the name of the List. For this tutorial, enter, "Mad Dwarves".

Step 3.4

Click Set Path in your Campaign Workspace, and select the folder you have created for "Forgotten Mines" in Tutorial 1. If you did not do this, *select File -> Save As* as directed in Tutorial 1. After you have gone to the correct sub-folder within the Set Path section, *choose "Select" button*.

Now, characters that you create for this Character List will be stored in this path, keeping them organized for your dungeon.

Step 3.5

Now that you have set up your list, it's time to add characters to the list. For this tutorial, we have opted to create a pair of dwarven fighters who have been driven mad by finding their ancient mine over-run with goblinoids.

Click the Wizard button located on the right-hand side of your Campaign Workspace. You will have the Character Wizard screen, which is described in other tutorials. Create a level 1 male dwarf fighter using the Dwarven Fighter 1 profession.

You can now adjust this dwarven fighter. Right-click on the character's line in the Character List grid, located in the main body of your Campaign Workspace. A menu will popup at this point with a single entry to "Edit Selected Character". *Select this menu item*. You can edit the character as normal using the character generator - spending any unused skill points, advancing levels, or doing as you wish. Be sure to *set his alignment to Chaotic Neutral*.

Step 3.6

If you wish to add a character from scratch, you can *select the Generate Button* located on your Campaign Workspace. This will bring up a new, unedited character for you to create. Upon saving, the character will be updated in your Character List grid.

Alternatively, if you have done the Character Generation Tutorial, Bruark would make an excellent dwarven fighter for this dungeon. *Select the File button* on the Campaign Workspace, and locate Bruarks file. When the character is added, you will have a back-up of Bruark added to the "Forgotten Mines" sub-folder within Campaign Suite, helping to keep your characters organized.

Step 3.7

Now it is time to add notes to your character list. *Select and Open the Mad Dwarves Character List, and highlight the Character List Notes node*. If this node is not entirely visible because you are 7 node deep, you can expand the Campaign Tree by highlighting the right edge of the tree with the mouse pointer until the pointer becomes a double-pointed arrow. Drag the pointer to the right with the left mouse button depressed to resize the window.

Open up the "Mad Dwarves" character list node and then Right-Click on the "Character List Notes" node. A menu will pop up, giving you the option to "Add Notes". *Select Add Notes* and a "New Note" will appear under the Character List Notes section.

Highlight the "New Note" node under the Character List Notes node. In the Campaign Workspace you will find all the information relevant to notes.

Change the Note title to "Mad Dwarves".

Click the Open Content check box so that it is unchecked. We will be including textual information about our insane dwarves, and this is not necessarily Open Content under the Open Gaming License.

In the main note editing text box, you will be able to enter in the body of your note. *Type in the following*: "These dwarves are what remains of an expedition to the mines, sent by their clan to determine the status of this place that was once theirs. Upon arrival they found that their ancient source of wealth was over-run with goblinoids. After losing the rest of their party, these two survivors were driven quite mad."

Now is a good time to save your Campaign.

Step 3.8

Campaign Suite allows for you to store notes-within notes. *Right-click on the "Mad Dwarves" character list note and choose "Add new note"*. Just as editing the last note, you can now update this sub-note.

Enter the title "Tactics", leaving the note as Open Content because it will contain a number of game terms which are already Open Content. *Change the drop down list at the top to "Heading 3"* which will give you a smaller heading than the normal one. You can now enter in any notes on tactics for these insane dwarves as you wish.

For this tutorial, you can copy these tactics:

"For the first 1d6 rounds after the PCs enter, the dwarves will speak in some sort of non-sense, babbling back and forth to eachother. During this time they will not notice the PCs, but will instead stare around the room and wander aimlessly. If attacked, or when the allotted time passes, the dwarves will leap to attack. They will use their Power Attack feats (if any) to deal brutal damage, and will refuse to flee from combat until slain. Due to their insanity, these dwarves receive a +2 circumstance bonus to initiative."

Step 3.9

Now you want to finish out the final details of your dungeon. Notes for room descriptions, encounters, and the entire dungeon as a whole can be added now to give the flavor you want for the Forgotten mines. Pay attention to things such as randomly generated room features, describing them in the text that your PCs will receive. Check numbers and EL, to ensure that the party will not be overwhelmed or underwealmed by your adventure.

Your Forgotten Mine may look something like this:

Forgotten Mines

1) Forgotten Mines Entrance

Encounter Level: 1

Mad Dwarves

Riryd, Male Dwarf Ftr 1: Medium-size Humanoid (Dwarf); Lvl 1; hp 13; Init +1; Spd 20 ft.; AC 17; AL CN; SV Fort +5 Ref +1 Will -1; Str 15; Dex 12; Con 16; Int 8; Wis 9; Cha 10

Atks: Dwarven Waraxe +4 (1d10+2 (x3)), Shortbow +2 (1d6 (x3))

Skills and Feats: Concentration +3, Ride +2, Swim +3, Use Rope +1; Exotic Weapon Proficiency (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe), Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Heavy), Martial Weapon Proficiency, Simple Weapon Proficiency, Shield Proficiency

Possessions: Scale Mail, Large wooden shield, Dwarven Waraxe, Shortbow, Backpack, Waterskin, Trail rations, Bedroll, Sack, Flint and steel, Arrows (20)

Notes:

Profession

Fighter, Dwarven 1

Yskor, Male Dwarf Bbn 1: Medium-size Humanoid (Dwarf); Lvl 1; hp 13; Init +2; Spd 20 ft.; AC 15; AL CN; SV Fort +3 Ref +2 Will +1; Str 16; Dex 14; Con 12; Int 12; Wis 12; Cha 11

Atks: Greataxe +4 (1d12+4 (x3)), Shortbow +3 (1d6 (x3)), Dagger +4 (1d4+3 19-20(x2))

Skills and Feats: Appraise +1, Balance +1, Climb +5, Concentration +1, Craft +1, Escape Artist +1, Forgery +1, Heal +1, Hide +1, Intimidate +2, Intuit Direction +4, Jump +5, Listen +5, Move Silently +1, Ride +4, Search +1, Sense Motive +1, Spot +3, Swim +5, Use Rope +2, Wilderness Lore +4; Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Simple Weapon

Proficiency, Shield Proficiency, Alertness

Possessions: Greataxe, Shortbow, Dagger, Backpack, Waterskin, Trail rations, Bedroll, Sack, Flint and steel, Arrows (20), Studded Leather

Notes:

Profession

Fighter, Dwarven 1

Profession

Barbarian 1

Mad Dwarves

These dwarves are what remains of an expedition to the mines, sent by their clan to determine the status of this place that was once theirs. Upon arrival they found that their ancient source of wealth was over-run with goblinoids. After losing the rest of their party, these two survivors were driven quite mad.

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Tactics

For the first 1d6 rounds after the PCs enter, the dwarves will speak in some sort of non-sense, babbling back and forth to each other. During this time they will not notice the PCs, but will instead stare around the room and wander aimlessly. If attacked, or when the allotted time passes, the dwarves will leap to attack. They will use their Power Attack feats (if any) to deal brutal damage, and will refuse to flee from combat until slain.

Due to their insanity, these dwarves receive a +2 circumstance bonus to their initiative.

Treasure Level: 1

60 Gold Pieces (worth 60 GP)

Ropes, Boots, Bucket, Mysterious stain

2) Guardian Chamber

Encounter Level: 2

Animal, Snake, Small Viper (4): CR 1/2; Small Animal; HD 1 d8; hp 4, 7, 8, 4; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft. ; AC 17; Atk Bite +4 melee ; Bite 1d2-2 and poison ; SA Poison; SQ Scent; AL TN; SV Fort +2, Ref +5, Will +1; Str: 6; Dex: 17; Con: 11; Int: 1; Wis: 12; Cha: 2

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9 ; Feats: Weapon Finesse (bite)

Altar

Paint, Engraving, Dripping water, Ropes

3) Empty Room

4) Platform Room

Platform, Spinning Wheel

5) The Fallen

Treasure Level: 1

Find DC: 20

50 Gold Pieces (worth 50 GP)

1 Gem (worth 400 GP)

Discarded weapons, Corpse (adventurer), Musical instrument

6) Guard Room

Treasure Level: 1

Find DC: 20

50 Gold Pieces (worth 50 GP)

1 Gem (worth 400 GP)

Encounter Level: 3

Goblin (6): CR 1/4; Small Humanoid; HD 1 d8; hp 8, 1, 7, 8, 3, 5; Init +1; Spd 30 ft.; AC 15; Atk Morningstar +1 melee; or javelin +3 ranged; Morningstar 1d8-1; or javelin 1d6-1; SA None; SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +1, Will +0; Str: 8; Dex: 13; Con: 11; Int: 10; Wis: 11; Cha: 8
Skills: Hide +6, Listen +3, Move Silently +4, Spot +3; Feats: Alertness

Hobgoblin (2): CR 1/2; Medium-size Humanoid; HD 1 d8; hp 4, 2; Init +1; Spd 30 ft.; AC 15; Atk Longsword +1 melee; or javelin +2 ranged; Longsword 1d8; or javelin 1d6; SA None; SQ Darkvision 60 ft.; AL LE; SV Fort +1, Ref +1, Will +0; Str: 11; Dex: 13; Con: 13; Int: 10; Wis: 10; Cha: 10
Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; Feats: Alertness

Treasure Level: 1

50 Gold Pieces (worth 50 GP)

7) Breeding Chamber

Encounter Level: 3

Animal, Snake, Tiny Viper (9): CR 1/3; Tiny Animal; HD 1/4 Tiny Animal; d8; hp 1, 2, 3, 2, 2, 3, 3, 1, 2; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft. ; AC 17; Atk Bite +5 melee; Bite poison ; SA Poison; SQ Scent ; AL TN; SV Fort +2, Ref +5, Will +1; Str: 6; Dex: 17; Con: 11; Int: 1; Wis: 12; Cha: 2
Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8 ; Feats: Weapon Finesse (bite)

8) Vermin Room

Encounter Level: 3

Monstrous Scorpion, Tiny (Vermin) (9): CR 1/4; Tiny Vermin; HD 1/2 Tiny Vermin; d8; hp 5, 1, 2, 1, 2, 2, 1, 3, 3; Init +0; Spd 20 ft.; AC 14; Atk 2 claws +2 melee, sting -3 melee; Claw 1d2-4, sting 1d2-4 and poison; SA Improved grab, poison; SQ Vermin; AL TN; SV Fort +4, Ref +0, Will +0; Str: 3; Dex: 10; Con: 14; Int: --; Wis: 10; Cha: 2

Skills: Climb +4, Hide +15, Spot +7; Feats: Weapon Finesse (claw, sting)

Mud, Equipment (broken), Bones (humanoid)

9) Refuse Chamber

Encounter Level: 2

Monstrous Centipede, Medium-Size (Vermin) (4): CR 1/2; Medium-size Vermin; HD 1 d8; hp 8, 7, 4, 3; Init +2; Spd 40 ft. ; AC 14; Atk Bite +2 melee; Bite 1d6-1 and poison; SA Poison; SQ Vermin; AL TN; SV Fort +2, Ref +2, Will +0; Str: 9; Dex: 15; Con: 10; Int: --; Wis: 10; Cha: 2

Skills: Climb +8, Hide +8, Spot +8; Feats: Weapon Finesse (bite)

Balcony, Crate

10) Treasure Room

Treasure Level: 4

400 Gold Pieces (worth 400 GP)

1 Gem (worth 600 GP)

Gem (worth 50 GP)

Gem (worth 130 GP)

Gem (worth 1000 GP)

Spiked Pit Trap (40 Ft. Deep):CR: 3;No attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit);Reflex save (DC 20) avoids;Search (DC 20);Disable Device (DC 20);

Note: None

Coat rack, Cage, Wall basin, Stool

Wrapping it up

Thank you for completing this tutorial on Dungeons for Campaign Suite. If you have any comments, questions, or suggestions please email twinrose@twinrose.net. Notices will be posted when this and other tutorials are added or updated at <http://www.twinrose.net/>

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