



# DELVE: BIOMES

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# INTRODUCTION

The world opens up beneath us Overseer. A wealth of new Biomes to explore, Rooms to Build, and Units to Hire as we continue our search for the fabled Void Crystal. But be warned, with new opportunity comes new danger and there are rumours among the loremasters and miners about terrible things lurking in the shadows.

This expansion is all about Biomes which are unique areas with their own Natural Formation (♣) and Remnant (♠) tables, Artefacts, Enemies, and even gameplay mechanics.

There has been a small change to some terminology which is detailed on pg 88.

There are also many new terms that you will come across which have been detailed below for your convenience.

Term	Meaning
Climb	This Unit/ Enemy can ascend or descend sheer walls.
Ethereal	This Unit/ Enemy can pass through Barricades and can only be hurt by Magic or Ethereal Units.
Fly	This Unit/ Enemy can fly, allowing them to pass over pits.
Drain X	Gain X STR whenever this Unit/ Enemy deals damage to another. This can increase STR above their written value.
Element (X)	Immune to anything relating to their Element i.e. Fire, Ice, etc.
Living	All Units are counted as Living except for Golems, Mechanical, Ethereal, Skull Dwarves or other clearly not living units.
Poison	Any Living Unit struck by Poison loses 2 STR per Round of Combat. This effect can stack.
Slow	This Unit/ Enemy takes 2 Rounds to move 1 Square.
Swarm	This Unit/ Enemy cannot lose more than $\frac{1}{4}$ its STR per Round.

# BIOMES

Biomes are discovered whenever you Draw a ♣ or ♠ Ace while Exploring outside of a Biome. This replaces the Ace results from DELVE's Natural Formations and Remnant Tables.

When you discover a Biome, you roll 1D4 to see which shape it is and outline it on your map. For example, these are the 4 shapes that the Roots Biome can be:

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So if you rolled a 4 you would have the shape on the bottom left which you would outline on your map, starting with the Square with the white circle. You can then Explore it or leave it for later when you're ready.

You can rotate the shapes to better fit your map if you like but always start from the square with the white circle when determining the shape.

If a Biome has to intersect an already explored Square, adjust the shape as needed to still make sense, either via rotating from that point or ending the Biome shape early.

♥ and ♦ results still get you Resources and Trade Goods, imagine them as otherwise uneventful areas of the Biome.

Each Biome has a ♣ Natural Formations and ♠ Remnant table as well as a list of Rooms and Units that can be Built and Hired once you complete certain Requirements.

Room and Unit Requirements can be:

**Discovery** – You need to have found the Biome they are from first.  
An example would be **Requires: Foul Temple Discovery**

**Biome Requirement** – They need to be Built or Housed in their own Biome.  
An example would be **Requires: The Roots Biome**

**Challenge** – You need to complete a certain challenge like Defeating a Hive Queen or Returning an Artefact to a Gravesite.  
An example would be **Requires: Ant Queen Joined**

And finally, whenever you discover a Biome, Draw a second Card and check the table to see which Biome you have found!

Card	Biome
A	The Roots (pg 4)
2	Ant Colony (pg 10)
3	Lava Caverns (pg 16)
4	Foul Temple (pg 22)
5	The Dark Sea (pg 24)
6	Buried Jungle (pg 30)
7	Crystal Caves (pg 36)
8	Glacial Abyss (pg 46)
9	Rising Dungeon (pg 52)
10	The Wyrld (pg 58)
Jack	Underworld (pg 64)
Queen	Ancient Workshop (pg 70)
King	Fallen Hold (pg 76)
Joker	Hall Of The Gods (pg 82)



# ROOMS & UNITS

## LUMBERMILL – 30♥

### Requires: Roots Biome | Max 1 per Biome

*The roots of the elven trees are ripe with magic, it would be a shame to let them go to waste!*

Gain 10♥ per Turn.

Having a Lumbermill counts as having Damaged the Roots.

## ENCHANTER'S WORKSHOP – 25♥ & 15♦

### Requires: Lumbermill in Roots Biome

*With our knowledge of runes and woodworking, we can turn those layabout roots into all manner of useful things!*

You can Hire Root Golems and Build Enchanted Barricades.

Unit	Cost	STR	Power
Root Golem	100♥	50	Instantly Defeated by Fire

## ENCHANTED BARRICADE – 20♥ per Level

### Requires: Lumbermill and Enchanter's Workshop

*Naturally magical wood infused with words of protection, truly the best!*

50 STR per Level and cannot be passed by Ethereal Enemies.

## ELVEN PARLOR – 30♥ & 20♦

### Requires: Roots Biome

*Elves prize comfort and beauty above all else and so their quarters need to be comfortable and beautiful. Typical fussy elves.*

Allows the Hiring of Elves.

This Room can House 5 Elven Archers or Eleven Acrobats or Rootkeepers

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You may Hire any of these Units as long as you have an Elven Parlor and do not have a Lumbermill.

Unit	Cost	STR	Power
Rootkeeper	8♦	5	Place a 10 STR Enchanted Barricade anywhere at the Start of Combat.
Elven Archer	20♦	10	Fast. Ranged 3.
Elven Acrobat	10♦	6	Fast. Climb.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	Twisting roots that make passing difficult for more than 1 at a time. Troops cannot pass through this Square. You can choose to Damage this Square in order to make space for Troops to pass through. If you do, Gain 10♥.
2	A magical creature (80 STR) has made its nest among the roots. It will permit any Unit or Enemy with less than 20 STR to pass through this Square unchallenged. If attacked, it will fight anything actively attacking it before returning to its lair and regaining all lost STR as long as it was not Defeated.
3	Wisps dance around the roots here. Choose a Unit, they go missing in the Roots. What rumours surround their disappearance?
4	Wild thorns grow like the spears of guards in this Square. Any Unit or Enemy who passes through loses 2 STR.
5	The roots shift in response to your presence. If you haven't Damaged any Roots: This Square is open and can be Built in freely. If you have Damaged any Roots: Treat this Square as the Ace result above.
6	A Vile Parasite (40 STR. Drain 10) has been feeding on the roots here. What does it look like? It does not Target your Entrance, instead it will always move towards and attack the nearest Unit until Defeated.
7	The roots here are injured and strike out at random. Whenever a Unit or Enemy passes through this Square, Draw a Card: ♦♦♣ - They are struck and lose 20 STR. ♥ - They pass by unharmed



Card	Discovery
8	The roots here bulge with water, if this Square gets Damaged or Combat takes place in this Square, treat it as a Liquid source.
9	Magical insects pour out of the roots here and infest the nearest 3 Rooms. If any of these are Unit Rooms then those Units leave the Hold and the Rooms count as Damaged.
10	Crystalline sap stalactites and stalagmites fill this Square. Draw a Card and gain ♦ equal to its Value.
Jack	A mycelial net spreads between the roots here. If you have a Rootkeeper you may discover the location of an Artefact (DELVE, pg 33 – 34). Draw a Card, its Value determines how many Depths below you it is.
Queen	The roots form a shrine for a Royal Dryad (90 STR. Fast). If you have Damaged any Roots: Start Combat. If you haven't Damaged any Roots: The Dryad gifts you an Artefact (DELVE, pg 33 – 34) and tells you of their domain above. What do they say? Who are they?
King	
Black Joker	You find a truffle of tremendous size. Gain 100♦ and Draw a Card: Red – Nothing else wanted it. Black – An Ancient Monstrosity (DELVE, pg 35 – 36) has sniffed it out. Generate one in this Square and Start Combat.

# ♠ REMNANTS

Card	Discovery
A	A garden full of plants nourished by glowing roots. If you have Damaged any Roots: The Dryad Gardeners (50 STR. Fast) attack. Start Combat. If you haven't Damaged any Roots: They let you use their garden. Heal 1 Unit to full STR at the end of each Turn.
2	Thorn covered skeletons (10 STR) lurch from their overgrown tombs. Any Unit that enters the same Square as them loses 5 STR before attacking.
3	The roots have burst through an old Remnant! Draw a Card and refer to the DELVE Remnant table (DELVE, pg 21-22)
4	Some druidic order have built a ritual circle here. If you have a Mage, you can Draw a Card to use it: Red – Good Magic (DELVE pg 25-26) Black – Bad Magic (DELVE pg 27-28)
5	The smell of mushroom wine reveals an Inn here. The creatures that run it are more than happy to let you use it. Draw a Card and House an Adventurer (DELVE pg 23-24) here. Who runs this Inn?
6	An ancient druidstone causes violent thorns to grow. Treat this as a Liquid but it is immune to Pumps. Any Square affected costs 5♥ to clear. Any Unit/ Enemy passing through loses 2 STR.
7	A druidic barricade stands here. It has 100 STR and must be broken down in a single Round or it repairs itself fully.

Card	Discovery
8	A hollowed root acts as an elevator up to the surface. Choose a Square in the column above this Square, these two Squares are now connected and can be travelled between as if they were adjacent.
9	Dryad guards have set up a thorn throwing trap. It has 35 STR and Ranged 2. If a Unit can enter the same Square as it, it can be claimed as a Trap of our own.
10	A hollow among the roots is filled with meditative miscellany. You can choose a Unit to meditate within and Draw a Card: Red – You can Draw Twice for your next Exploration and choose which to use. Black – The Unit goes missing inside the hollow.
Jack	Songs filter down to this cavern from the forest above. Any Units Housed here gain +20 STR.
Queen	An Ancient Rootkeeper (100 STR. Shield 10, Shield restores at the start of each Round) guards a shrine here. They will only attack if attacked. If you Defeat them, gain an Artefact (DELVE, pg 33 – 34).
King	A royal elvish panic room has been carried down here via the roots. It doesn't have much in it now but can be used as an Elven Parlor (pg 5).
Red Joker	The tomb of a dead elven royal filled with 1D4 Artefacts and 500♦ but taking any of it invokes the wrath of the elves who send an Elvish Army (1D4 x 500 STR. Fast. Climb). They Target your Entrance and appear in this Square.

# ANT COLONY

Dwarves are not the only masters of the underground. Long before we lifted our tools, the ants had already built colonies that spanned continents and beyond. You would do well to pay them respect, Overseer.

**Gameplay Effect:** The lighter grey Squares are the Queen's Lair, once you reach this, follow the instructions below:

The Queen (100 STR x Lair Squares) dominates this space.  
 If you have Defeated an Ant Colony before, they offer to join you, unlocking the various Rooms and Units for your use.  
 Otherwise, Start Combat.

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# ROOMS & UNITS

## LARVAL CRECHE – 50♥

**Requires: Ant Queen Joined & Ant Colony Biome**

*Some folks actually enjoy working the larval creche. Not me, that sounds terrifying!*

You may now Hire the various Ants below.

This Room can House 50 STR worth of Ants.

Unit	Cost	STR	Power
Soldier Ant	5♥	5	Climb
Flying Ant	7♥	4	Fly
Spitter Ant	8♥	4	Ranged 1
Worker Ant	1♥	1	

## APHID FARM – 20♥

**Requires: Ant Queen Joined, 5 Worker Ants and Roots Biome**

*Much like our beloved cave goats, the ants have their own six legged winged livestock that they milk!*

Provides 10 Food or provides 3♦ per Turn.

## WORKER BARRICADE – X Worker Ants

**Requires: Ant Queen Joined**

*These ants really take 'for the greater good' to a whole other level!*

Worker Ants can be combined to make a Defensive barricade that has 10 STR x the number of Worker Ants used to make it.

New Worker Ants can be added if they are adjacent to it.

## CHITIN SMITH – 40♥

**Requires: Ant Graveyard (10♣)**

*The reinforced chitinous plates of the soldier ants makes for one hell of an armour. You can even attach the mandibles and freak out your khurzak!*

Everytime an Ant is Defeated, Increase the STR of a Unit by 2.

Maximum 1 Chitin Smith per Biome.

## OFFERING PIT – 10♦

**Requires: Ant Queen Joined**

*Like all who wander beneath the earth, the ants love that which glitters.*

For every 100♦ spent in the Offering Pit, increase the STR of all Ants except Worker Ants by 5.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	A couple of Worker Ants (2 STR) are digging a new chamber here. If there is a Room above this chamber, it becomes unstable and costs 20♥ to reinforce. Until it is reinforced, the Room cannot be used.
2	An ant tunnel stretches out in a straight line for 1D4 Squares.
3	Decomposing leaf litter makes this Square unbearably hot. Any Dwarf Unit that enters this Square loses 2 STR.
4	The ground here gives way to the Square below. Draw a Card and see what you find down there. If the Square below has already been explored, it gets full of dirt and a probably injured miner.
5	Slippery slime coats the walls and floor here. Any Unit travelling through this Square gains Fast till the end of Combat.
6	A barricade made of Worker Ants blocks your progress. It has 300 STR and regains 50 STR at the end of each Combat Round where it takes damage.
7	This chamber was sealed up, all the dead ants inside were infected with some sort of parasitic fungus. Gas. Any Units in Unit Rooms that the Gas touches are turned into Fungus Zombies with their usual STR but no other Powers. Start Combat if appropriate.

Card	Discovery
8	A group of Soldier Ants (50 STR) come rushing through holes in the walls to stop your intrusion. Start Combat.
9	A Slave Termite (60 STR, Ranged 2) has been brought here to dig through the stone with its acidic spit. It will dig 1 Square in any direction you choose for every 10♥ you give it. Draw a Card for each of these Squares but ignore anything that isn't a Liquid event. It leaves empty caverns behind.
10	This Square is filled to the brim with seeds. Reduce the Cost of your next Food Producing Room by ½ or gain 5♦.
Jack	The ants have tamed a Giant Insect (30 STR) and placed it in this chamber. Start Combat, it targets your Entrance or nearest Food Producing Room.
Queen	This Square is empty except for a few scouts that run away through small holes but you know what this means.
King	The ants are mustering for war against you. They will field a force with 10 STR per Square in this Biome. You have 1D4 Turns to prepare before they attack.
Black Joker	The tongue of some colossal ant-eater breaks through the Square here and searches out for ants and dwarves. It is 10 Squares long, any Units Housed within its range are instantly Defeated. It searches every Square it can reach, regardless of direction. It does not enter Unexplored Squares.

# ♠ REMNANTS

Card	Discovery
A	This Square is full of the colony's litter. Rotting leaves, bones, and other material too inedible even for ants. No non-ants can be Housed within 6 travel-able Squares of here.
2	Strange black statues stand here, almost as if they were made by the ants themselves...
3	A piece of the floor opens up to reveal a Secret Barricade (DELVE, pg 18). You may claim it but the ants can see it.
4	Hundreds of aphids are crammed into this Square like a barn. You may treat this as an Aphid Farm (pg 11) if you meet the Requirements.
5	Music and chemical smells fill the air as the ants in this chamber play music. If this Room is not Damaged, all ant Units and Enemies gain +10 STR when adjacent to this Square.
6	Ant gardeners tend to the mycelium of a magical fungus that grows in this Square. Whenever a Unit enters this Square, Draw a Card: Red – Gain Shield 5. Black – Lose 10 STR.
7	Materials brought back from ant war parties fills this Square like some sort of shrine. Draw a Card and gain ♥ equal to its Value. If you Draw a Queen, Draw a 2 <sup>nd</sup> Card.



Card	Discovery
8	The ants have dragged something from the surface down here. What is it?
9	A hatching room full of eggs. The Caretakers (20 STR. Ranged 2) attack you for approaching regardless of whether or not you control the Colony. Start Combat. Once Defeated, treat this as a Larval Creche (pg 11)
10	The ants have been piling their dead in this cavern like an Ant Graveyard. Draw a Card: Red – Some are still alive! Start Combat with Ant Swarm (30 STR) Black – It is quiet and still, as a graveyard should be.
Jack	Pulsing pupae stand like a white forest here. Whenever a Unit enters this Square Draw a Card: Red – the larvae stay in their pupae. Black – they hatch, any Units in this Square are Stopped for 3 Turns.
Queen	A Royal Guard (80 STR. Fly) uses this Square as their guardpost. Start Combat.
King	The ants have lined this chamber with the chitin of their enemies. Any ant that enters this Square gains Shield 5 for the rest of this Combat.
Red Joker	You come across the remains of a dragon's hoard that the ants took over. Draw a Card and gain ♦ equal to its Value. It seems the rest has been taken to the Queen's Lair. After you Defeat the Queen, gain 100♦

# LAVA CAVERNS

Formed from the raw power of the world's core melting stone, these caverns are full of potential for dwarves industrious enough to settle them. But be warned, these caverns can change without warning and many Holds have fallen trying to tame them.

**Gameplay Effect:** Whenever you Draw a Joker, The lowest accessible Row in these Caverns fills with Lava. This Lava cannot be removed. Once the Biome has been completely filled, it is no longer accessible.

Whenever you Draw a Joker after a Lava Cavern has been filled, treat the Biome entry as a source for Liquid.

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# ROOMS & UNITS

## MAGMA FORGE – 40♥

**Requires: Lava Pool (J♠ | Q♠)**

*Some say magma is the blood of the first god and that weapons forged in it are imbued with divine power.*

You may spend 10♦ to Increase the STR of a Unit by 5.

## HEATED FLOOR – 15♥

**Requires: Lava Biome Discovery**

*A luxury when kept at the right temperature, a torment when set too hot.*

Place this in a Unit Room and Increase the number of Units that can House by 25% During Combat, you may treat this as a Level 1 Trap.

## SALAMANDER KENNEL – 30♥

**Requires: Salamander Event (K♠) & Lava Biome**

*These dwarf sized lizards spend their whole lives near lava flows absorbing the raw magic from it and they can roll over on command!*

You may Hire Salamanders.

This Kennel can House 8 Salamanders.

Unit	Cost	STR	Power
Salamander	10♥	6	Element (Fire)

## LAVA BUNKER – 50♥

**Requires: Lava Bunker Discovery**

*The Magma Miners of old used to have these built into their bedrooms just in case the worst should happen.*

Place this in a Unit Room, any Units Housed here are now immune to all Liquid events outside of Combat.

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If you have come across the Magma Miner's Strike Event (8♠) you may Hire Magma Miners.

Unit	Cost	STR	Power
Magma Miner	40♦	20	Element (Fire)

# ♣ NATURAL FORMATIONS

Card	Discovery
A	
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7	<p>The ground here is just a thin crust over a pool of magma. Any Unit or Enemy that passes over this Square must Draw a Card:            1 - 10 – They pass unharmed.            Face Card – They fall through and are instantly Defeated unless they have Element (Fire)</p>

Card	Discovery
8	Steam billows out of cracks in the stone here. Ranged Units cannot shoot through this Square.
9	Lava flows like a waterfall here. Liquid.
10	Beautiful crystals have formed down here. Each Turn, Draw a Card and gain ♦ equal to its Value.
Jack	Lava bubbles up into a Lava Pool here. Thankfully it doesn't overflow... yet.
Queen	A Magma Golem (90 STR. Element (Fire)) bursts out of the Lava Pool here. Start Combat.
King	Fiery salamanders lounge around on the stones here.
Black Joker	Some of the lava looks different, almost like molten blood. If you have a Unit with Element (Fire) they can collect it and gain +50 STR. Otherwise, it disappears back under the surface.

# ♠ REMNANTS

Card	Discovery
A	Blackened stone ruins from someone's attempt to control the lava. You may Build a Room here at ½ cost.
2	Tendrils of stone and metal rise out of the lava and pull any poor dwarves it can reach to certain doom. Any Rooms adjacent to this Square are no longer usable. Any Units Housed in them are Defeated.
3	A hatch in the wall here opens to let out a group of Magma Miners (40 STR. Element (Fire)). Start Combat.
4	The melted remnants of prior industry dominate this Square. Draw a Card and gain ♦ equal to its Value.
5	Beautiful murals spread out along the walls here with a way to keep the lava from rising temporarily. Ignore the effects of the next Joker on this Biome (pg 16).
6	A Lava Bunker (pg 17) has been built here and it still works! To claim this Room as your own, Draw a Card: Red – Magma Miners (40 STR. Element (Fire)) leap out. Start Combat. You may claim it afterwards Black – It's empty and all yours!
7	An ancient drill has burst through the floor here, Draw a Card and gain ♦ equal to its Value x 5.

Card	Discovery
8	A bunch of Magma Miners are on strike here. They offer to join your Hold if you pay them a fair wage. You may now Hire Magma Miners (pg 17)
9	Explosives have been placed in the walls of this Square. If this Room is Damaged or is filled with lava, it will explode, Destroying whatever is in the Square above it.
10	A Strange Machine (50 STR. Ranged 3. Element (Fire)) is busy mining here. If you wish to claim it, you will first have to Defeat it. If you succeed, you may Draw 1 Card per Turn and gain ♥ equal to its Value. This Machine cannot be moved.
Jack	Carefully placed crystals in this cavern seem to hold the lava at bay. Liquids do not pass through this Square. If this Square gets Damaged, it no longer prevents Liquids from passing.
Queen	This Square is the headquarters of a Magma Miner expedition. Their Administrator (80 STR. Element (Fire)) offers to sell you mining rights for 25♦ per unexplored Square remaining in this Biome. If you accept, you may ignore any events with Magma Miners in this Biome. If you refuse, they will attack you if you explore anymore of the Biome.
King	
Red Joker	An ancient machine protrudes from the lava here. It looks like it keeps the lava from rising at all if it can be activated. To try and activate it, pay 20♦ and Draw a Card ♦♣♠ – No luck! ♥ – You get it working! Ignore Joker effects in this Biome unless this Square gets Damaged.

# FOUL TEMPLE

There are some gods whose worship is so foul, so depraved that their followers are forced to hide from the watchful eyes of the divine. One of the sacred tasks of all dwarven kind is to rout out their corruption and cleanse it.

Be careful though, Overseer, other dark creatures are often emboldened by the presence of these evil places.

**Gameplay Effect:** Until this Biome has been fully Explored, all ♠ Enemies gain an extra 5 STR per Depth.

Once a Foul Temple Biome has been fully Explored, you may ignore the next Ancient Monstrosity you discover.

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# ROOMS & UNITS

## WASHROOM – 10♥

### Requires: Foul Temple Discovery

*Tell me you wouldn't want a nice bath after having to wade through a pool of blood to summon a gore demon and I'll know you're a liar.*

Foul Temple Units must use a Washroom before they can leave their Biome otherwise they get Defeated by your Dwarves who mistake them for Enemies.

## DEMONOLOGIST'S STUDY – 120♦

### Requires: Demon Rift (Black Joker) Discovery and Foul Temple

*Know thy enemy and always keep your cards close to your chest for demons love to bargain but even more they love to cheat.*

This Room can House 1 Demonologist.

Whenever a Demon Portal or Demon Rift activates, do one of the following:

- Gain a Demon Unit
- Draw a Card to close a Demon Portal.  
♥ it is closed. ♦♣♠ it stays open
- Reduce the STR of all currently open Demon Portal Demons by 5 forever

## DEMON HOLDING CIRCLE – 20♦

### Requires: Demonologist's Study

*Demonology is more of an art than a science so don't touch that circle.*

This Room can House 10 Demons.

Unit	Cost	STR	Power
Demon	–	20	Fast. Element (Fire)
Demonologist	50♦	2	Ranged 2
Blood Mage	–	80	Ranged. Drain 5
Vengeful Captives	–	5	Quadruple STR against Foul Temple enemies

# ♣ NATURAL FORMATIONS

Card	Discovery
A	A vast pool of blood fills this Square. Liquid.
2	Clawed hands reach out of the floors here. Any Units or Enemies that enter this Square are trapped for 2 Rounds.
3	
4	Unnatural shadows douse lights and keep this Square in perpetual darkness. Ranged Units cannot fire into or out of this Square.
5	
6	The remains of an ancient demon have been excavated here. It fills all who pass through with dread. All of your Units have their STR halved when in or adjacent to this Square.
7	The temple opens out into a vast crack in the wall that seems to whisper. Any Unit Rooms within 3 Squares of this Square have all the Units Housed within them turn Hostile. Start Combat if applicable.

Card	Discovery
8	There is nothing here... just an empty void full of stars that is impassable by everything except Ancient Monstrosities. We'll have to go around.
9	Mind controlling mushrooms have been growing in this cavern. Treat this as a Gas Source. If any of your Units are affected, they throw themselves into the nearest Sacrifice Pit. If there are no pits available, they become Hostile. Start Combat if applicable.
10	This cavern is full of droplets of crystallised blood. Draw a Card and gain ♦ equal to its Value.
Jack	Blood red crystals grow along the ground here. This Square counts as a Level 3 Damage Trap that affects your Units and Enemies.
Queen	This cavern is full of the bones of discarded sacrifices who rise up as Vengeful Skeletons (30 STR. Fast). Start Combat. Any Unit they Defeat adds its pre-Combat STR to the Vengeful Skeletons' STR.
King	An ancient sigil has been carved into the stone here by a civilisation long forgotten. If any blood gets on it from a Blood Pool or from an Enemy or Unit being Defeated in this Square then a Hostile Blood Elemental (40 STR. Drain 10) appears. Start Combat if applicable.
Black Joker	A rift through to the Realm of Demons dominates this Square. It cannot be closed but is thankfully quiet for now. Whenever the K♣ is drawn, a Horde of Demons (100 STR. Fast) break through. Start Combat.

# ♠ REMNANTS

Card	Discovery
A	Cages full of captives fill this Square. Draw a Card and gain Vengeful Captives (pg 23) equal to its Value. They can be Housed in a Barracks (DELVE, pg 11)
2	A Blood Mage (80 STR. Ranged. Drain 5) emerges from their blood sigil in the centre of this Room. Once Defeated, you can use this sigil to turn 1 Cleric into a Blood Mage. They are Housed in this Square.
3	This chamber is full of things that make your dwarves uneasy. You cannot build non-Foul Temple Unit Rooms on this Row.
4	A pestilent spell has escaped from a jar in this chamber! Draw a Card for each Unit Room. If it is a ♠ Face Card, all Units within that Room are Defeated.
5	This chamber looks like some sort of living quarters with a mob of Cultists (40 STR) living in it. Start Combat.
6	You never really think about it but surely cultists need somewhere to wash up after all those messy sacrifices. This Square contains a Washroom (pg 23).
7	There is a locked door here. If you open it, Draw a Card: Red – It contains treasure! Draw 2 Cards and gain ♦ equal to their Combined Value x 5 Black – A Demonic Hound (70 STR. Fast. Element (Fire)) was waiting on the other side. Start Combat.

Card	Discovery
8	Ominous chanting echoes into this chamber from some unknown place. You cannot Build any Rooms here.
9	This chamber is full of unholy incense and smoke. Gas. Any Units affected lose 1 of their Powers, you choose which Power they lose.
10	A sacrificial pit with some method of marking how many have been given to it. Once 10 Units or Enemies throw themselves into the pit, it spawns a Gore Demon (200 STR). Any Unit or Enemy who enters this Square must Draw a Card to see if they jump in. Red – Yes. Black – No.
Jack	A Cultist (10 STR) looking to betray their order offers to tell you what's in an adjacent Foul Temple Square if you give them 10♦. If you refuse, Start Combat.
Queen	This Square contains the personal chambers of the High Priest (100 STR. Ranged 3. Fly). Draw a Card to see if they are present: Red – Yes. Start Combat. Black – No. If not Present or after Combat, gain an Artefact (DELVE, pg 33 – 34).
King	A fell ritual is taking place in this Square. Draw a Card when it is discovered: 1 - 10 – You interrupt it. Start Combat against Dark Priests (30 STR). Face Cards – They have summoned an Ancient Monstrosity! (DELVE, pg 35 – 36)
Red Joker	Uh-oh, this temple has just finished summoning a Foul God (1000 STR) with 6 Ancient Monstrosity Traits (DELVE, pg 36). If there are any Halls of the Gods (pg 82) in your Hold, they send 500 STR of Fallen Heroes to help face this threat. These Fallen Heroes start at the Entrance to the Hall of the Gods.

# THE DARK SEA

Down below the lowest cave there flows an ocean of liquid night. A place so low that even the gods don't know what creatures call it home. A place so deep and forgotten that, had it not been for the greed of dwarves, we might have never been burdened with it.

**Gameplay Effect:** The lowest Square of each Column is referred to as the Ocean Floor for various Events. Digging up into the Dark Sea Biome causes it to flood everything below it that can be reached. These Squares cannot be Drained unless a Defensive Barricade is built to stop the path of the Liquid from the Dark Sea.

Instead of each Square being Explored normally, you must instead use a Submarine which is treated as a Unit. This Submarine starts any Combat in the newly Explored Square.

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# ROOMS & UNITS

## SUBMARINE DOCK – 100♥

### Requires: The Dark Sea Biome

*This metal tin gets fresh air piped in from above but not much so no beans.*

Once you build a Submarine Dock you get a free Submarine.

Submarines can return to a Dock to get Repaired for 1♦ per point of STR.

If a Submarine is Defeated, all Units aboard are Defeated.

Unit	Cost	STR	Power
Submarine	100♦	10	Shield 300. Transport 10 Units under water. Ranged Units inside a Submarine can attack Enemies.

## COMPARTMENT – 20♥

### Requires: The Dark Sea Discovery

*Just think of the crushing weight of the ocean like the stone you grew up under and it won't feel so bad!*

Allows you to turn an Ocean Square into an empty Square where a Room can be built.

## AIRLOCK – 40♥

*The inventor said the design for this came to her in a dream about space.*

Allows Units to enter Compartments.

Airlocks stop the progress of Liquid.

If an Airlock is Damaged it causes a Liquid event.

## MARINER'S REST – 50♥

### Requires: The Dark Sea Biome

*It takes a special kind of dwarf to head into the open water with just a helmet and a speargun.*

Lets you Hire Mariners.

This Room can House 10 Mariners.

Unit	Cost	STR	Power
Mariner	15♦	5	Immune to Liquid. Can Move along the Ocean Floor

## LIGHTHOUSE – 100♥

### Requires: Adjacent to Water & The Dark Sea Discovery

*The things that lurk down here aren't too fond of a bright light being shone upon 'em.*

Any Dark Sea ♣ Enemies that come within 2 Squares of this Room must Draw a Card:

♥ – They aren't affected by it and can continue as normal for the rest of Combat.

♦♣ – They move into an Adjacent Square of your choice to escape the light.

♠ – The light hurts them! They lose ¼ of their STR but continue as normal for the rest of Combat.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	A kelp forest grows up to this Square from the Ocean Floor below. Submarines get Stopped for 1 Turn whenever they pass through this Square.
2	Hydrothermal vents line the Ocean Floor below. Any Unit or Enemy that passes through this Square loses 40 STR / the number of Squares away from the Ocean Floor they are.
3	A swarm of jellyfish seem to call this Square home. Any Unit or Enemy that enter this Square loses 10 STR. Submarines are immune to jellyfish.
4	Uh-oh! We've disturbed a Cave Shark (100 STR. Fast). It will attack any Compartments or Airlocks it can reach, Damaging them. It will only stop once all our Rooms underwater have been Damaged or it is Defeated.
5	A tremendous Sea Worm (40 STR per Square from the Ocean Floor) reaches up from the Ocean Floor below to bite at your Submarine. Start Combat. It can leave the Dark Sea.
6	A 1D2 Square iceberg fills this Square. Your Submarine loses 50 STR as it collides with it.
7	Driftwood from somewhere has floated down into this Square. Draw a Card and gain ♥ equal to its Value.



Card	Discovery
8	The long arms of a cave kraken wind their way up into your Hold until they find a Unit Room or are stopped by a Barricade. If they reach a Unit Room, all Units Housed there are Defeated.
9	A Giant Crab (50 STR. Shield 50) flees from your Submarine... right up into your Hold. Start Combat with this crab starting at the entrance to this Biome.
10	A swirling current has turned this Square into a maelstrom. Whenever a Unit or Enemy enters this Square, Draw a Card to see which direction they exit: ♥ – Up ♦ – Down ♣ – Left ♠ – Right
Jack	A whalefall has turned the Ocean Floor below into a feeding frenzy. Any ♣ Enemies that pass through this Column must Draw a Card: ♥ – They get distracted and go to the whalefall instead. End Combat. ♦♣♠ – You are tastier looking. Continue unchanged.
Queen	Glowing fish school in this Square, giving us the advantage. Ranged Units gain an extra 2 Squares to their Range while in this Square.
King	A Sea Serpent (120 STR) attacks your Submarine once and then retreats to its lair. It will emerge and join Combat properly if any Units or Enemies pass through this Square in the future.
Black Joker	A slumbering Leviathan fills the remainder of this Biome. You may treat it as if it were made of Compartments with this Square serving as an Airlock. It can be Explored as if it were a regular part of your Hold.

# ♠ REMNANTS

Card	Discovery
A	A chamber full of lost things from the surface guarded by an Abyssal Mermaid (20 STR. Fast. Element (Water)).
2	The remains of a sunken merchant ship float in the water here. Draw a Card and gain ♦ equal to its Value.
3	A cursed sunken ship (200 STR. Ranged 2) appears beside your Submarine. Start Combat.
4	Someone else has been here before us and left a floating sea-mine in this Square. If Combat takes place in this Square, it detonates and all Units and Enemies in this Square lose 100 STR each.
5	A group of Merfolk Soldiers (40 STR. Ranged 2. Element (Water)) have taken shelter here in a giant shell that can be used as a Compartment (pg 29). Start Combat.
6	A sunken ship has come to rest here. Draw a Card: ♥♦ – Gain 1D4 x 10 ♥ or ♦ depending on Card's Suit. ♣♠ – It is full of Skeletal Pirates (60 STR. Ranged 2. Element (Water))
7	A Sea Witch who lives in this Square offers to enchant your Units. Choose any number of Units and Draw a Card: Red – They gain Element (Water) and can now travel through water Squares. Black – They transform into monsters and turn against you. Start Combat. They have the same STR as they did under your control.

Card	Discovery
8	A fishing hook floats ominously in the water here. Any Unit or Enemy that enters this Square must Draw a Card: ♠ – They are snatched away for a terrible fate and are Defeated. ♥♦♣ – They pass unharmed. Your Submarine is immune to this Event.
9	A pipe sticks up from the Ocean Floor and is spewing pollution. You cannot Build in any Square in this Column. Any Enemies that pass through this Column lose ¼ of their STR.
10	You trigger some sort of alarm. Draw a Card: Red – No-one heard it. You're alright. Black – Merfolk Scouts (80 STR. Fast. Element (Water)) appear. Start Combat.
Jack	A Fell Whale rests here with a collection of useful people in its mouth. You may either: repair 50 STR to your Submarine or heal all your transported Units to full STR. Once you have used this service, the Fell Whale closes its mouth for 10 Turns.
Queen	The remains of a legendary ship have somehow ended up down here. Gain an Artefact (DELVE, pg 33 – 34)!
King	A city spreads out across 1D4 Squares here. It is the home of the abyssal merfolk. If you give their leader an Artefact, they greet you as friends. If you do not, Start Combat against the Abyssal Merfolk Guards (150 STR. Fast. Element (Water))
Red Joker	A Foul Temple Biome (pg 22) sprouts off of this Square in whatever direction fits best. If it must overlay a Dark Sea Square, that Square becomes a Foul Temple Square instead. All Enemies in this Biome have Element (Water).



# ROOMS & UNITS

## DARTER TREEHOUSE – 20♥

### Requires: Buried Jungle Biome

*Some of the locals have agreed to join the Hold and use their skills to help us. Just make sure to warn the others not to touch their darts.*

You may now Hire Darters.

This Room can House 10 Darters.

## POISON BREWER – 18♥

### Requires: Buried Jungle Biome & Darter Treehouse

*Following the teachings of the natives, we've found a way to turn the natural poisons of animals and plants into something useful.*

Any Ranged Unit that enters this Square gains the Poison Power (pg 1) for the rest of this Combat.

## ROAD – 10♥

### Requires: Buried Jungle Biome Discovery

*Paving a way through the dangers of the jungle is never easy but it must be done for the safety of future generations.*

Units may ignore any negative Biome Gameplay Effects while travelling on a Road.

Roads cannot be built atop Liquid or in the Lava Caverns.

Roads can be built through existing Rooms and Rooms can be built on Roads.

## DINOSAUR Paddock – 35♥

### Requires: Dinosaur Egg Event & Buried Jungle Biome

*Dinosaurs, like all creatures, require a firm hand and someone capable of learning their body language.*

You may now Hire Dinosaurs.

This Paddock can House 2 Dinosaurs.

Unit	Cost	STR	Power
The Boulder	–	50	Unique. Any Units within 2 Squares of The Boulder are not affected by the Buried Jungle Gameplay Effect.
Darter	8♦	3	Poison.
Dinosaur	30♥	15	Fast 2 or Shield 10

## LUMBERMILL – 30♥

### Requires: Buried Jungle Biome | Max 1 per Biome

*These ancient trees are beautiful markers of time and life and would make excellent coffee tables, don't you think?*

Gain 10♥ per Turn.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	Clouds of light eating moths take off from their resting places here and infest your Hold. Your Ranged Units have their Range reduced to 1 for the next 4 Turns.
2	This Square is packed tight with fibrous vines, branches, roots, and other plant matter. You cannot pass yet. If you wish to clear it, choose to Explore this Square again and Draw a Card: ♥ – You clear the way and this becomes an empty Square. ♦♣♣ – The vines remain.
3	Carnivorous plants grow in this Square. Any non-Buried Jungle Unit or Enemy that enters this Square must Draw a Card: Red – They pass through unscathed. Black – They lose 10 STR. Joker – They are Defeated.
4	Cave Monkeys (30 STR. Fast. Ranged 2) burst from the tree-tops. They always try to stay 2 Squares away from your Units, retreating to any Explored Buried Jungle Square if able. Start Combat
5	The glowing plants in this Square seem to have some helpful medicinal properties. Any Unit that passes through this Square regains STR lost during this Combat.
6	Our miners have disturbed a vile wasp nest! Treat this as a Gas that travels 3 Squares Horizontally instead of 2. Any Units affected by it are Defeated.
7	What can only be described as a Dinosaur (150 STR) erupts out of the foliage here. Start Combat.

Card	Discovery
8	The ground here is made up off rotting branches and plant matter. If a Unit or Enemy with more than 80 STR enters this Square, they fall through to the Square below and lose ½ their STR. If that Square is Unexplored, Explore it now.
9	A peaceful creature has made its home in this Square. For some reason, Enemies do not attack it when entering its Square. What is this creature?
10	There is an opening into a Colony Biome (pg 10) in this Square. This can only occur once per Buried Jungle Biome. Ignore and Re-Draw if you get this result again.
Jack	Something has left the Jungle and entered the Hold. Draw a Card at the Start of each Turn: 1 - 10 and ♥♦♣ Face Cards – Nothing Happens. ♣ Face Card – Your Lowest STR Unit is Defeated. Joker – You find and Defeat the beast. What was it?
Queen	An abandoned clutch of Dinosaur eggs! You can take them in order to Hire Dinosaurs (pg 35).
King	A flock of beautiful birds with glowing feathers live in the trees here. At the Start of each Turn you may Draw a Card and gain ♦ equal to its Value. If you Draw an Ace during this, the birds panic and leave forever.
Black Joker	A Colossal Ape (300 STR. Fast. Ranged 2) has turned these 1D4 Squares into its home. For some reason, it seems to like us. It can be used as a Unit during Combat but cannot leave this Biome.

# ♠ REMNANTS

Card	Discovery
A	Ruins of an ancient civilisation can be found in this Square. They serve no purpose other than to remind us of those who have come before.
2	A shoddily built Level 1 Damage Trap is in this Square. The first Unit or Enemy to pass through loses 10 STR and then Trap is destroyed.
3	A great statue rises ID2 Squares here. A warning states that if the statue is ever Damaged then the entire Biome will burn, Defeating everything in it and Destroying all Rooms in the Biome. The statue can be Damaged by passing Monstrosities or by you choosing to damage it.
4	We've caught someone from the Jungle sneaking around the Hold. Draw a Card and lose that many Units, starting with your weakest Unit. What did they do to them?
5	A Temple to a Jungle Deity has been built in this Square. The Temple Guards (50 STR. Fast) attack any Units or Enemies that enter this Square but are otherwise neutral. If you give them 80♦ then you may Draw a Card on the Good Magic Table (DELVE, pg 25 - 26)
6	There is a well built Level 3 Damage Trap in this Square. The first Unit or Enemy to pass through loses 30 STR. Draw a Card to see if the Trap resets: ♥ - It doesn't. Claim this Trap as your own. ♦♣♠ - It does and is still a danger.
7	We've found the remains of an expedition's camp. Choose a Jungle Biome Square and Draw a Card to see what is in it. You do not need to face any threats it may pose until you choose to actually Explore it.



Card	Discovery
8	This Square is littered with cages full of trapped animals and the Poachers (40 STR. Ranged 2) that trapped them. Start Combat. Once they are Defeated, you can Draw a Card and gain that many Creatures (3 STR, Fast. Can be Housed in Kennels (DELVE, pg 12))
9	We found a map that leads to a fabled lost treasure! Choose an Unexplored Square and make note of it. When you reach that Square, Draw a Card: Red – It's real! Gain an Artefact (DELVE, pg 33 – 34) Black – It was a trick! Treat this as a Gas and a Liquid.
10	Some friendly natives join your Hold and start painting the walls with beautiful colours and images. If you let them, they add something new each Turn. If you want them to stop, they will return to the Jungle Biome.
Jack	A magnificent city fills 1D4+1 Squares here. Its denizens welcome you and offer peace if you pay them 5♦ per Turn. While you are at peace with them, they will contribute a Troop of Hunters (50 STR. Fast. Ranged 2) to any Combat. These Hunters are Housed in a city Square of your choosing. If you are not at peace with them, they send a Troop of Hunters (50 STR. Fast. Ranged 2) to attack you every time you Explore a Buried Jungle Biome Square. If the city is ever Damaged or Flooded, the attacks stop.
Queen	
King	
Red Joker	An Adventurer has made their camp here. They call themselves The Boulder and offer to help you. You may now Recruit The Boulder (pg 35) and House them in this Square.



# ROOMS & UNITS

## CRYSTAL KITCHEN – 40♦

### Requires: Crystal Caves Discovery

*Turns out Golems can eat, they just have no interest in what we call food.*

Golems Housed in an Adjacent Room get an additional 50% STR during Combat.

## CRYSTAL SENTRY – 90♦

### Requires: Defeat the Crystal Queen

*The Crystal Queen controls all of these mysterious magical devices. Once she's out of the way, our dwarves can take them for themselves.*

Treat this as a Level 3 Damage Trap with Range 2.

Like all Traps, it can only be activated once per Combat.

## OPULENT ENTRANCE – 200♦

### Requires: Crystal Caves Discovery

*Ruby door handles, emerald lamps, sapphire sinks, with so much wealth on display they'll be fighting to serve our Hold!*

One per Hold.

Decrease the Cost of all Units (excl. Golems and Mechanical Units) by 1 to a minimum of 1.

## CRYSTAL ARMOURY – 80♦

### Requires: Crystal Caves Discovery

*Shields of sapphire, selenite swords, adamite axes, and bullets made of bloodstone.*

Any Unit that passes through this Square gets +10 STR and Shield 10.

## CRYSTAL BARRACKS – 60♦

### Requires: Crystal Queen Event & Not Harvested Crystals

*Soldiers made of crystals, who could have thought? Some of the younger dwarves have been gawking at them but who can blame them, really?*

You may now Hire Crystal Soldiers.

This Room can House 10 Crystal Soldiers.

Unit	Cost	STR	Power
Crystal Soldier	10♦	8	

# ♣ NATURAL FORMATIONS

Card	Discovery
A	The crystals here seem to make people sick. You cannot build a Room within 4 Squares of this Square. Any existing Unit Rooms in the affected area are no longer usable.
2	Swords ring louder in the presence of these crystals. Any Unit or Enemy that fights while in this Square loses ½ their STR to the noise.
3	Razor sharp crystals line every surface here. Any non-Ethereal or Flying Unit or Enemy that enters this Square loses 3 STR.
4	A beast made of Living Crystal (20 STR. Shield 60) has made its lair in the crystals here. Start Combat.
5	Strange crystals here seem to bounce the light in remarkable ways. Ranged Units get a +2 bonus to their Range here.
6	Blinding light bursts forth from the crystals here. Whenever a Unit or Enemy tries to leave this Square, Draw a Card to see which Adjacent Square they exit into. ♥ – Up ♦ – Down ♣ – Right ♠ – Left
7	Floating crystal shards in this cavern seem to have a fondness for hitch hiking. Whenever a Non-Ethereal Unit or Enemy enters this Square they gain Shield 10.

Card	Discovery
8	With this cavern now opened, strange crystal sprites have found their way into the Hold. They are harmless, curious, and everywhere. Feel free to draw these in any Rooms you want.
9	This cavern is so beautiful that the Under-King themselves declares it an Area of Outstanding Beauty. The Hiring cost of all Units (excl. Golems and Mechanical Units) is reduced by 1♦
10	Shimmering beautiful crystals line the walls and floors here. Any Shrines built in this Square gain a buff: Fortune Shrines now increase the value of ♦ Cards by 4. Defence Shrines now count as a Level 4 Trap.
Jack	The crystals here are like a hall of mirrors. During Combat, any Units or Enemies in this Square must Draw a Card: Red – They hurt themselves by accident and lose 1/10 of their STR (rounded to the nearest whole number). Black – They aren't fooled by it and attack normally.
Queen	Some of the crystals in this cavern shift and change to reveal Crystal Guardians (40 STR. Fast). If you have harvested any crystals in this Biome, Start Combat. Otherwise they are neutral and do not leave this Square.
King	This cavern is a bountiful hoard of glittering crystals. At the Start of each Turn you may Draw a Card and gain ♦ equal to its Value. If you Draw an Ace, this cavern is emptied and you lose this benefit.
Black Joker	It turns out the crystals are cursed. All of your Units are now made of crystals and no longer count as Living. Any Units you Hire in future Turns suffer the same fate. If you are using Food mechanics, they no longer eat.

# ♠ REMNANTS

Card	Discovery
A	A hanging crystal that focuses light into searing beams hangs at the top of this room. Any Hounds, Creatures, or ♣ Enemies that enter this Square must Draw a Card: Red – They make it through unscathed Black – They lose ½ their STR.
2	Someone has already cleared this Square of any valuable crystals. You cannot Harvest here.
3	The remains of a previous mining expedition which have been put on display as a warning.
4	This Square has been rigged up with explosives by other miners. At any point, you can detonate these explosives to instantly Defeat any non-Ethereal Unit or Enemy in this Square. This destroys 1D4 Squares above this Square. This removes the explosives here.
5	The crystals here have been tuned to keep Living things out. Living Units will not enter this Square. Living Enemies will enter if they have no other route to your Entrance.
6	Flying Crystals (5 STR. Fast 4) emerge from the ground here whenever you Draw a Face Card in this Biome. They target your nearest Living Unit. Start Combat.
7	Crystal walls grow rapidly to impede our progress here. Whenever one of your Units is in an Adjacent Square, Draw a Card: ♥♣♠ – Nothing happens. ♦ – An Offensive Barricade with 40 STR appears. It is hostile to your Units and non-Crystal Caves Enemies.

Card	Discovery
8	This Square contains records of the beings that live in these crystal halls. What form do these records take?
9	A magical crystal, enchanted to target enemies of the Crystal Queen stands in this Square. If you have not Harvested any crystals, it does not attack you. If you have Harvested crystals, you cannot enter this Square during Combat or Exploration. This can cause Rooms to become cut-off.
10	Crystal People (10 STR) live in homes carved from the caverns here. They are neutral unless you have Started Combat with the Crystal Queen at which point they turn Hostile.
Jack	A great crystal strikes upwards through the ceiling of this Square. Draw a Card to see how many Squares upwards it travels. Any Room in its path is Destroyed and any Units Housed in them are Defeated. If in an Explored Square, Crystal Soldiers (50 STR) emerge from the highest point of the crystal. Start Combat. If in an Unexplored Square, nothing happens.
Queen	A 1D4 Square palace made of crystal ruled over by a Crystal Queen (80 STR. Ranged 3). If you have Harvested any crystals, Start Combat. If not, they let you Hire Crystal Soldiers (pg 41).
King	There is a village of crystalline creatures here. It spans 1D2 Squares and they seem to be friendly. Each Turn, you may Draw a Card and gain ♦ equal to its Value as a gift from these creatures. If you Draw an Ace during this then they stop giving you gifts and go into hiding.
Red Joker	Black as the starless sky, this crystalline vault contains our most sought after treasure, the Void Crystal! It is contained within a Star Golem (50 STR. Shield 500). Start Combat. Once Defeated, you can claim the Void Crystal.

# GLACIAL ABYSS

Forever bound in frost and ice, these chasms have never felt the warm embrace of the sun or the heat of the world's heart. If anything could live here, it would be as cold and cruel as the land itself.

**Gameplay Effect:** All Units and non-Biome Enemies have Slow when moving in this Biome.

At the end of each Round, Draw a Card for each Unit and non-Biome Enemy in this Biome. If you Draw a ♠ then they lose 3 STR.

Element (Ice) Units and Enemies are immune to this effect.

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# ROOMS & UNITS

## FUR TENT – 15♥

### Requires: Glacial Abyss Biome Discovery

*Our primitive cousins don't seem comfortable in the Rooms we've come to expect. Ach well, at least they're happy.*

This Room can House 5 Primitive Dwarves.

Unit	Cost	STR	Power
Primitive Dwarves	9♥	5	

## FROST HOOF PADDOCK – 60♥

### Requires: Frost Hoof Cave Goat Claimed

*The Frost Hoof is a beautiful Cave Goat. With its ice tipped pincers and sheer footedness it's capable of scaling even the sheerest surfaces!*

You may use the Frost Hoof Cave Goat to turn 1 Liquid Square into a Glacial Abyss Square. It can then be passed by any Unit or Enemy.

Liquid cannot pass this Square.

## EXPLORER'S CLUBHOUSE – 100♥ & 1 Artefact

### Requires: Glacial Abyss Discovery & 1 Other Biome Discovery & Frozen Explorers Event (K♠)

*The Explorer's Guild is one of the most famous guilds of all. Their global gallivanting has been recorded in every possible form and their members often rise to stardom... or die.*

You can spend 100♦ to place a Random Biome Entrance on a Square of your choosing. You must Draw a Card to determine what Biome is found (pg 3).

This Room can House 10 Explorers.

Unit	Cost	STR	Power
Explorer	20♦	10	Place in any Square of your choosing at the start of Combat.

## DEEP FREEZER – 30♥

### Requires: Glacial Abyss Discovery

*After Gurnison wandered into the meat freezer and met a grisly fate, our trapmasters came up with something wicked for our enemies. Thanks Gurnison!*

Any non-Element (Ice) Enemy that enters this Square is stopped for 1 Turn and loses 5 STR.

This can be built atop existing Rooms.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	A thin layer of snow covered a crack here and one of our miners has fallen down into it. You must Explore the Square below on the next Turn or pay 40♦ to their family.
2	Razor sharp icicles hang from the ceiling of this cavern. Whenever a Unit or Enemy enters this Square, Draw a Card: Red – The icicles hang tight. Black – The icicles fall, anyone in this Square loses 5 STR.
3	The ground here is slippery, any non-Ethereal Unit or non-Biome Enemy that enters this Square moves forward 2 Squares. If this leads to an Unexplored Square, they stop at the last Explored Square and lose ½ their STR.
4	A Slumbering Beast (60 STR) is hibernating in its lair here. Whenever a Unit or Enemy enters this Square, Draw a Card: Red – It awakens and attacks. Black – It remains asleep.
5	There is a frozen lake here. It can only hold 20 STR worth of Units and Enemies at once. If the total STR of all Units and Enemies on this Square ever exceeds 20, they fall through, lose ½ their STR and are Stopped for 3 Turns. The lake reforms after Combat ends.
6	An ancient creature is frozen in ice here. Poor thing.
7	A Sabretooth Squirrel (5 STR) is trying to bury an acorn here. It does not leave this Square. Start Combat. At the end of each Round, Draw a Card for this Squirrel. If you Draw the K♣ it cracks the Hold in two. Add a new Column to the right of this one and treat it as a chasm that goes from the top to the bottom of the page (pg 88)

Card	Discovery
8	Icy winds blow out from this Square. Any non-Ethereal Units or non-Biome Enemies with a total STR less than 10 are pushed back the way they came.
9	A crevasse leads down deeper than we originally thought possible for this Biome. Draw this to the bottom of the page. This crevasse counts as a Glacial Abyss Biome.
10	An Ice Elemental (50 STR. Element (Ice)) emerges from the wall here. Start Combat. It gains 10 STR for each Glacial Abyss Biome Square it enters.
Jack	A Sabretooth Tiger (20 STR. Fast) has made its lair here. Start Combat. If you have found a Pawrtal, it links to this Square and allows instant travel between this Square and the Pawrtal's Square.
Queen	A Frost Hoof Cave Goat has made its lair on the wall of a sheer abyss here. If you build a Corridor here, you may claim the Frost Hoof as your own (pg 47).
King	An enchanted Ice Heart (1 STR. Shield 500) beats in this Square. Start Combat. For each Round of Combat, one of your Hold Squares is turned into a Glacial Abyss Biome Square. This starts with the Square closest to the Biome entrance and spreads from there.
Black Joker	Avalanche! Every Explored Square in this Biome is filled with snow. Any Units or Enemies that were in these Squares are Defeated, any Rooms are Damaged. It costs 10♥ per Square to clear the snow.

# ♠ REMNANTS

Card	Discovery
A	Ropes and climbing gear lead into the Square below. Draw a Card and Explore the Square below now.
2	Primitive Dwarves (15 STR) burst out of their hiding places. Start Combat.
3	Supplies from an old expedition have been left here. Draw a Card and gain ♥ equal to its Value.
4	A group of Yeti Scouts (25 STR. Fast. Element (Ice)) have a hideout here. Start Combat.
5	Someone has built a snowdwarf here.
6	A primitive bridge spans across a deep chasm here. If the 2 Squares beneath this Square are Unexplored, they are now a deep pit. If Combat takes place on this bridge, it breaks and all Units and Enemies in this Square fall into the pit or Square below.
7	Someone has built a place to rest and recover here. While in this Square, Units and Enemies may ignore the Biome's Gameplay Effect.

Card	Discovery
8	A Yeti Bone Reader (10 STR. Ranged 8 - no direct line of sight required) sits in their tent here. If you are paying the Yeti Chief, they offer to tell you the contents of an Unexplored Square. Choose a Square and Explore it without facing the Event yet. Otherwise, Start Combat.
9	It seems our Primitive cousins are similar to us in more ways than we thought. Choose a Room from DELVE or this Biome and place a primitive version of it here. It provides its normal function.
10	We've stumbled upon a yeti boneyard. It is not a welcoming place. Yeti Ancestors (20 STR. Ethereal) rise from their graves. Start Combat.
Jack	A village of Primitive Dwarves (150 STR) has been built in this Square. If you give them 50♦ then you may Hire Primitive Dwarves (pg 47) and they will be friendly. If not, they will not let you pass through their village. If you attack them, Start Combat.
Queen	The Yeti Chief (100 STR. Fast. Element (Ice)) sits on a throne of bones and fur here. They demand 5♥ per Turn. If you give them it, other Yeti's will not attack you. If you refuse or stop giving them it, all Yetis attack at once. Start Combat.
King	This Square contains a destroyed camp and a group of explorers frozen in ice. You may now Hire Explorers (pg 47).
Red Joker	We've found an Ice Heart that isn't beating yet. If you have found a Lava Caverns Biome, this Heart can be used to stop the Lava Caverns from ever rising (pg 16). Or you can sell it to gain 200♦

# RISING DUNGEON

As we delve, others rise: Monstrous things whipped into unison by a nefarious being known as a Keeper. Their dungeon is a twisted parody of our Hold and must be stopped!

**Gameplay Effect:** At the Start of each Turn, choose a Square that is adjacent to the highest Rising Dungeon Biome Square. That Square then becomes a Rising Dungeon Biome Square. If this takes one of your Hold Squares, follow the rules for Takeovers (DELVE pg 10).

If the Rising Dungeon ever reaches the Surface, you lose.

Once you reach the light grey Square, you have found the Dungeon Heart. It calls forth its Horde to defend it. This Horde has 20 STR per unexplored Rising Dungeon Biome Square. Start Combat. Afterwards, you may destroy the Dungeon Heart and stop the Rising Dungeon Biome from spreading.

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# ROOMS & UNITS

## MINION QUARTERS – 15♥

### Requires: Rising Dungeon Discovery

*These poor wretches are used to living in the worst conditions imaginable which means we can give them the absolute bare minimum and seem generous! Why are you booing?!*

This Room can House 10 Minions

## OTHERWORLDLY CHAMBER – 40♥ & 10♦

### Requires: Realm Leak (Q♣) or Siege Camp (Q♠) Events

*Built to the strange specifications of our new allies, this chamber is designed to make them feel right at home no matter what realm they originally came from.*

This Room can House 6 Otherworldly Allies

Unit	Cost	STR	Power
Minion	–	5	
Otherworldly Ally	20♦	30	Choose 1 Power: Element, Fast, Ranged, Shield 10, or Poison

## CASINO – 20♥ & 40♦

### Requires: Rising Dungeon Discovery

*You've got to give these monsters some credit, they know how to have a good time!*

Gain 5♦ at the Start of each Turn.

However, if the K♦ is ever Drawn, you lose ½ your Total ♦ as someone hits the jackpot! Who is the lucky winner?

## LAUNDRY – 10♥

### Requires: Rising Dungeon Discovery

*You mean they've been getting other people to do their laundry this whole time while we deal with wrinkly hands and soapy beards?!*

Any Unit Housed Adjacent to this Room gains Shield 5.

## PUZZLE ROOM – 25♥

### Requires: Rising Dungeon Discovery

*Oh ho ho, these monsters think they can out puzzle us do they? We'll design a puzzle so devious they'll be ripping their horns out in frustration trying to solve it!*

Any ♣ Enemy that enters this Room is stopped for 4 Rounds before finding a way to break through, Damaging the Room in the process.

Any ♠ Enemy that tries to leave this Room must Draw a Card:

♥♦♣ – They are stuck in this Square for 1 Round.

♠ – They have solved the puzzle and can leave this Square.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	A seemingly indestructible creature has made its nest here. It cannot be moved or Defeated by any means. We'll have to go another way.
2	A natural hot spring! It is guarded by Bathing Monsters (20 STR). Start Combat. Any Units Housed in a Unit Room adjacent to this Square regain 10 STR after any Combat.
3	There is a cavern of fairies here who have been fighting against the dungeon! Draw a Card and get a Good Magic effect (DELVE pg 25 – 26). Any Enemies that enter this Square lose 10 STR.
4	The stone here is too soft to support construction. You cannot Build a Room here.
5	We've mined into some foul mess left by the monsters that call this dungeon home. Gas. Any Units affected are Defeated.
6	Black pools full of the Keeper's manifested hate fill this Square. Liquid. Any Units affected turn Hostile. Start Combat if appropriate. Whenever a Unit enters this Room, Draw a Card: Red – They pass unaffected. Black – They touch the hate and turn Hostile.
7	Monstrous parasites were living in this cavern and now they're out in the Hold! Every Unit loses 2 STR.



Card	Discovery
8	The skull of a giant beast fills this cavern. Treat it as a Offensive Barricade with 200 STR. Once it is destroyed, it lets out a final attack that causes any Units within 2 Squares of it to lose 10 STR.
9	Rats! This cavern is full of Rats (20 STR) who have escaped from the Keeper's control. They will attack any Unit or Enemy who enters this Square. They gain 5 STR at the end of each Turn unless Defeated. If attacked by Ranged Units, they target your Entrance. Otherwise, they do not leave their lair.
10	If a lone Unit or Enemy enters this Square, a creepy muttering creature emerges from the black water and challenges them to a riddle duel. Draw a Card for the Unit or Enemy: Red – They win and pass unharmed! Black – They lose and are Defeated. It will not appear to Troops and cannot be Defeated by any means.
Jack	A Gem Elemental! Draw a Card and multiply its Value by 10 for this creature's STR. Once it is Defeated, gain 20♦
Queen	Part of another realm has leaked through into this Square. If you have a copy of RISE, use the Realms (RISE, pg 17) to see which Realm it is or you can make it up as you like. You may gain a Otherworldly Ally (pg 53) for free.
King	There is a Hungry Beast (20 STR) in a cave here. Enemy Minions are being sacrificed to it each Turn to strengthen it up. Each Turn, it gains 20 STR. If you can give it 200♥ before 10 Turns have passed then you tame it and it follows your orders. It stops gaining STR once you have fed it 200♥.
Black Joker	The Keeper has grown in power! At the end of each Turn every Square that is adjacent to a Rising Dungeon Square are turned into Rising Dungeon Squares. We must reach the Dungeon Heart as quickly as possible!

# ♠ REMNANTS

Card	Discovery
A	A cruel and nefarious Level 3 Damage Trap has been set up in this Square. Any Unit that enters loses 30 STR. Once the Dungeon Heart has been Defeated, this and all other Traps in this Biome become yours.
2	A dungeon rule has been posted on the wall here. What is the rule? What does it say happens to all those who break said rule?
3	A room full of twenty various sized Rats (36 STR. Fast 2). Start Combat. Afterwards, this Room can be used as a Kennel (DELVE, pg 12).
4	This room is a Mimic (100 STR)! Start Combat. Once it is Defeated, place a RISE Room or DELVE Room in that Square. It is Damaged. If it is Defeated in an existing Room, place it in the nearest Empty Cavern or Unexplored Square.
5	A sacrificial altar dominates this room. A Dark Priest (10 STR. Ranged 2) is in the process of offering a lesser minion to their dark god. Draw a Card and get a Bad Magic effect (DELVE, pg 27 – 28) then Start Combat after it is resolved.
6	There is a confounding puzzle that blocks our progress! Blocks, mirrors, riddles, whatever the form it takes any Unit that enters must Draw a Card: Red – They solve it and can pass through! Black – They are stumped and must wait till the next Round to try again.
7	We've interrupted a carnival full of Evil Clowns (40 STR. Shield 20). Start Combat.

Card	Discovery
8	Oh no, Overseer! The Keeper has placed a Bloodrune (DELVE, pg 38) here. It is now part of our Hold. Draw a Card to see which Bloodrune it is. Ignore Face Cards and re-Draw. This can only happen once per Rising Dungeon Biome.
9	A prison! What foul monsters! Who would ever build a prison?! Any Units or Troops you lost in this Biome during the last Combat can be found here. You may regain those lost Units or Troops.
10	A Middle Management Minion (5 STR. Shield 80) has their office here. Start Combat. If they enter the same Square as a Unit, Draw a Card: ♦ – They offer that Unit a better deal and the Unit joins them. ♥♣♠ – Your Unit remains loyal. No effect. Converted Units sharing a Square with this Enemy lose STR before this Enemy does.
Jack	There is a stage here where one of your Units can give a speech to the monstrous Minions that are listening. Choose a Unit and Draw a Card for each 50 STR it has, you may choose which Card to use: ♥ – The Minions are swayed by the speech (Gain Minions equal to the Value of the Card) ♦♣♠ – They are not impressed and the Unit is Defeated.
Queen	A siege camp leading to other realms has been set up in this Square. It is protected by Realm Raiders (40 STR). Start Combat. Afterwards you may use the Portal Siege Camp (RISE, pg 16) or Hire Otherworldly Allies (pg 53).
King	This Square contains an Artefact but it is guarded by Shadowy Caretakers (80 STR. Ethereal). Start Combat. Once they are Defeated, you may gain an Artefact from RISE (pg 32–33) or DELVE (pg 33–34).
Red Joker	We've stumbled upon a mutiny. Draw 3 Cards and gain Minions equal to the Total Value. They can be Housed in this Square which serves as their secret headquarters.

# THE WYRD

Concentrations of the mineral wyrdite have always been a hassle for dwarves as it warps the world around it, creating things that should not exist. Some say wyrdite comes from another realm, others say it is another of the Trickster God's great pranks but all can agree that it's a nightmare to deal with. Prepare for some weirdness Overseer.

**Gameplay Effect:** Any time you Draw a ♦ while in this Biome, you have found some wyrdite. Turn an Adjacent non-Wyrd Biome Square into a Wyrd Biome Square.

If this transforms one of your Rooms or another Biome Square, re-imagine that Square in a weird way but retain its written purpose and effect.

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# ROOMS & UNITS

## WYRD VAULT – 50♥

### Requires: The Wyrd Discovery & 1 Artefact

*Some things are too weird even for the most jaded of dwarf, when we come across such things, the answer is, invariably, to lock it away.*

Move the effects of a Wyrd Biome Square to this Room. It can be activated whenever you choose but once it is activated, it cannot be stopped again.

You can only move the effects of a Wyrd Biome Square after dealing with it during the Explore phase. E.g. The upwards waterfall can only be moved after dealing with the Liquid from it.

## FUTURISTIC BARRACKS – 70♦ & 20♥

### Requires: Lost Marines Event (3♣)

*Moving images, talking ghosts, self-pumping water and other marvels surround these futuristic men and women with their light throwing weapons!*

This Room can House 10 Marines.

Unit	Cost	STR	Power
Marine	20♦	8	Ranged 2. Element (Fire & Ice)

## CHANCE HALL – 50♥

### Requires: The Wyrd Biome

*Probability goes very strange in The Wyrd. Something the most devout gamblers and curious of researchers share equal interest in.*

When you Build this Room, Draw a Card and make note of it. You can then substitute that Card in for any other Card Draw.

Once you have used up that Card, you can pay 20♦ to Draw and note another.

## WYRD ROOM – Same Cost as Room Chosen

### Requires: The Wyrd Discovery

*Genius is one step away from madness, at least so they say. Maybe this weird room will be useful? Maybe the strange creatures that live in there will be friendly? I don't know.*

Choose a Room and place a Wyrd version of it here.

You may choose what makes it Wyrd or Draw on the Table below.

You may Hire and House Wyrd versions of other Units in this Room.

This is a purely aesthetic choice and does not impact any game mechanics.

A	Made of sweets and biscuits	8	Chibi anime style
2	Way too high tech	9	Fractal geometry
3	Like a Salvador Dali painting	10	Cartoon
4	1990's Office aesthetic	Jack	Indecipherable weirdness
5	Medieval marginalia	Queen	Made of organs
6	Doodles	King	Knitted
7	Noodles	Joker	ASCII

# ♣ NATURAL FORMATIONS

Card	Discovery
A	Oh great! A waterfall that flows upwards! Follow rules for Liquid but go upwards instead of downwards.
2	This cavern is full of teeth that seem to be growing out of the stone itself. Any Unit or Enemy that passes through loses 1 STR.
3	This cavern repeats. Any Unit or Enemy that enters this cavern must Draw a Card: ♥ – They find their way out and leave this Square. ♦♦♣ – They are stuck for a Round and must Draw again.
4	The colour leaves anything that enters this cavern and becomes part of a shifting mandala on the walls.
5	Everything in this cavern seems to be knitted. From the woolly rocks to the Plushie Beast (70 STR. Takes ½ Damage from Ranged attacks) that lives here.
6	A giant living Letter lives in this cavern. Draw a Card and multiply its Value by 10 for its STR. Start Combat.
7	A Sentient Stone lives in this cavern. It asks you to break it open. If you do, Draw a Card: ♥ – Gain ♥ equal to the value of this Card. ♦ – Gain ♦ equal to the value of this Card. ♣♣ – Ah, it was a trick. Gas. Any Units affected are Defeated and remain as petrified statues.

Card	Discovery
8	Living Cave Paintings (25 STR. 50 Shield) leap from the walls here. Start Combat. Once Defeated, you may draw something in this cavern and treat it as a Living Cave Painting (5 STR. 10 Shield) that follows your orders and is Housed here.
9	This Square is full of jelly that seems to replenish from some unseen source. When an Enemy or Unit enters this Square, roll 1D4 to see how many Rounds it takes them to reach the other side. They cannot lose STR while in this Square.
10	Draw a Card: Red – This is an empty cavern. Black – This Square closes up and becomes an Unexplored Square again. You will have to Explore it again and it may turn out to be something different next time.
Jack	A Normal Hen has a nest in this cavern. You must Draw a Card at the Start of each Turn to see what type of egg it lays: Red – Gain ♦ equal to the Card's Value. Black – A Normal Wolf (10 STR. Fast) is hatched. Start Combat. If the Normal Hen is ever Defeated, it lays an egg which hatches another Normal Hen, continuing the event.
Queen	Cake mixture pours from this Square. Liquid. Any Squares that are affected are now made of cake. Any Units or Enemies affected are now cake and take x2 Damage from all attacks.
King	A large face protrudes from the wall of this cavern. It speaks but it only speaks nonsense. Units cannot be Housed on this Row.
Black Joker	All of your Units are suddenly replaced with Squirrels (1 STR). They still follow orders and remember what they originally were but can't be changed back. They can be Housed in any Unit Room.

# ♠ REMNANTS

Card	Discovery
A	This cavern contains a perfect replica of you, Overseer. It is hunched over a desk drawing a map of the Hold and seems to be one move ahead of us. Choose a Square, you may decide what Event is in it. The Overseer disappears after this.
2	A speaking tube emerges from the ground here carrying the voice of something from an Unexplored Square far below. Choose a Square at least 10 Squares away and choose what Event is in it.
3	A squad of temporally displaced Marines (50 STR. Ranged 2) have set up some sort of research base here. Start Combat. Once Defeated, you can Hire Marines (pg 59).
4	The world shifts and twists here. Draw a Card, this Square connects to the furthest left Explored Square on the Row equal to this Card's Value. E.g. Ace would be Depth 1.
5	The ground here makes strange vocalisations whenever a Unit or Enemy crosses it. ♣ Enemies stop here for 1D2 Rounds.
6	This cavern is covered floor, ceiling, and walls in rugs. Draw 2 Cards and gain ♦ equal to their Total Value if you decide to sell these rugs.
7	There is a doorway here that leads to another world. Pick a game, film, or other bit of media and Draw a Card: Red – Something useful from that world enters. Gain a Unit with 25 STR based on a character from that world. Black – Something hostile comes through. Start Combat against an Enemy with 60 STR based on an enemy from that world.



Card	Discovery
8	A Living Puppet (20 STR) and the workshop it was made in. It seems to be a recreation of you, dear player. Start Combat.
9	The remains of an expedition litter this cavern. They seem to have gone mad and say the next Square is full of terrible things. Choose an Adjacent Square, you cannot Explore it.
10	The last Room you built is duplicated here, including any Units currently Housed in it. You have control over both.
Jack	A solitary table with something on it sits alone in this cavern. ♣ Enemies will not enter this Square if there is another route for them.
Queen	This Square seems to be a supply closet for somewhere that doesn't exist. Chairs, boxes, gymnastic equipment, ladders, and other weird things have been found here. You may treat this as a Storeroom (DELVE, pg 14).
King	A piece of 21 <sup>st</sup> Century Human technology has been put into a sort of shrine here. What is it? If you take it, how does your Hold use it?
Red Joker	Oh no! Another Biome was attached here. Draw a Card to see which Biome, it is now a Wyrd version of that Biome so treat it as you usually would but get weird and creative with your interpretations of the Events. i.e. Lawyers instead of ants in the Colony or ice cream instead of ice in the Glacial Abyss.

# THE UNDERWORLD

A vast realm populated by all the departed souls of the worlds above. Strikingly beautiful yet frightening, The Underworld is a place of stark contrasts. The God of the Dead rules over this Biome but the living may find the land itself more of a threat than its denizens.

**Gameplay Effects:** Any Unit or Enemy Defeated in The Underworld has a chance to rejoin this Combat with full STR.

Draw a Card for anyone who gets Defeated:

♥ – They rejoin Combat at the furthest away Underworld Square.

♦♣♠ – They do not return.

Any returned Units disappear after Combat.

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# ROOMS & UNITS

## PSYCHOPOMP'S DOCK – 30♦

### Requires: The Underworld Biome Discovery & Adjacent Water

*The ferry master of the Underworld is strict about its fee but somehow our scholars have worked out some sort of free travel deal involving oysters.*

Up to 10 Units at once can, if in this Square, travel to any other Square that is Adjacent to water where they can disembark safely.

This travel is instant.

## BONE BARRICADE – 70♥

### Requires: Underworld Biome Discovery & Defeated 1 Ancient Monstrosity

*Made from the bones of fallen warriors and monsters, this necromantically charged barricade is the best money can buy!*

This Defensive Barricade has 150 STR and cannot be passed by Ethereal Enemies or Units.

## CATACOMBS – 50♥

### Requires: Underworld Biome Discovery

*Filled with the remains of our fallen warriors and all the citizens of the Hold who have perished pursuing its creation.*

You may now Hire Ghosts.

This Room can House 100 Ghosts.

Unit	Cost	STR	Power
Ghost	10♦	2	Ethereal

## AMPITHEATRE – 50♥ & 25♦

### Requires: Underworld Biome

*The dead love nothing more than hearing about their own deeds and they've got the coin to pay for it too.*

Once per Turn you may put on a performance for the dead. To do so, pay 5♦ and Draw a Card:

- ♥ – Increase the STR of a Unit by 2
- ♦ – Gain ♦ equal to the Value of the Card x 2
- ♣ – A Unit loses ½ their STR
- ♠ – Gain a Ghost

Face Card – Get the usual bonuses above but also one of your performers has become famous. Who are they? Why did they do?

# ♣ NATURAL FORMATIONS

Card	Discovery
A	A horde of screaming ghosts burst out of the ground here. Treat this as a Gas that can pass through Barricades. Any Units affected by this are Defeated.
2	This Square contains a field of ghostly flowers that drain all living creatures of their will to go on. Any living Units or Enemies that enter this Square must Draw a Card: Red – They lose ½ their STR. Black – They stop and stay in this Square forever.
3	Bony hands emerge from the ground here, stopping any non-Ethereal Units or Enemies that enter this Square for 1D4 Rounds.
4	Pools of divine ichor dot the landscape here. Any non-Hall of the Gods Unit or Enemy that enter this Square, loses 50 STR. Any Hall of the Gods Unit or Enemy that enters this Square gains 50 STR, this benefit can only be gained once per Unit or Enemy.
5	The Ghost of a Great Beast (100 STR. Ethereal) has made its home here. If you have the God of the Dead's Favour, it will allow you to pass. If not, Start Combat. It targets your Living Units and moves directly towards your nearest Living Unit, passing through walls and floors to do so.
6	A tree which sprouts life giving fruit stands in this Square. At the Start of each Turn you may Draw a Card and have a Unit regain STR equal to the Card's Value.
7	Errant ghosts have been escaping from the Underworld here. For each Turn that passes until you choose to shut this escape route, draw some ghosts in your Hold.

Card	Discovery
8	A strangely beautiful place filled with the ghosts of animals and dead heroes. Any Enemy that enters this Square must Draw a Card: 1 - 10 – They pass through unharmed Face Card – A Fallen Hero (40 STR) attacks them.
9	A river of memories flows from this Square to the nearest Biome edge. Liquid. Any non-Underworld Unit or Enemy that enter one of these Squares must Draw a Card: ♥♦♣ – They pass through unaffected. ♠ – They forget themselves, become neutral and wander. This counts as them being Defeated.
10	Strange mist flows from this Square. Any Unit or Enemy that enters this Square gains the Ethereal Power (pg 1) as they leave their physical body behind.
Jack	A river of souls flows from this Square to the nearest Biome edge. There is a ferry that will take you across but costs 1♦ per Unit that uses it. Underworld Enemies can cross the river but other Enemies cannot.
Queen	A giant Three Headed Dog (300 STR. Element (Fire)) stands guard in this Square. If you have earned The God of the Dead's Favour (page 83) then you may Hire it. If not, Start Combat.
King	A Reaper has come. Your Highest STR Unit is Defeated and cannot be revived. If it is an Underworld or Hall of the Gods Unit, it returns to that Biome but cannot be Hired again.
Black Joker	Every Unit and every Enemy who has fallen to your Hold emerges from the Underworld to take revenge on you. If you have kept a record of all your lost Units and Defeated Enemies, face an Undead Army with STR equal to that total. If not, give them 100 STR x the current Depth.

# ♠ REMNANTS

Card	Discovery
A	A prisoner, bound to some strange and unusual fate is kept in this Square. What is their punishment? You can pay 100♦ to free them if you feel altruistic.
2	A window to the Underworld's prison which holds the most dangerous beings to ever die. You can see one of the Ancient Monstrosities you have Defeated here.
3	A village of ghosts stands here. They don't seem aware of our presence.
4	The gates of a fiendish prison. An Infernal Convict (20 STR) asks you to release them. If you do, Draw a Card: Red – They join you, gain a Demon (pg 23) Black – They betray you. Start Combat
5	A great feast has been laid out here. Any Enemy or Unit that enters this Square must Draw a Card: Red – They eat. They can no longer leave the Underworld Biome. They are Housed in this Square from now on. Black – They resist and pass through unaffected.
6	A great bell hangs in this Square. During Combat, Draw a Card at the start of each Round. If you Draw a ♠ – It rings and all Units and Enemies in this Biome must retreat to the nearest non-Underworld Square they can reach. They can re-enter afterwards.
7	A thin bridge mobbed with ghosts spans 2 Squares here. Any non-Ethereal Units or Enemies that try to cross it must Draw a Card: ♥♦♣ – They cross unharmed. ♠ – They are knocked off into the Square below. If that Square is unexplored, they are Defeated.

Card	Discovery
8	A glittering palace full of Dead Heroes (100 STR) looking for a fight. At the Start of any Combat, Draw a Card: Red Face Card – They join your side for this Combat. Black Face Card – They join the Enemies this time. 1 - 10 – They're too tired/ drunk/ or busy to take part.
9	A beautiful statue commemorating one of your Defeated Units stands in this Square. Any living Unit that enters this Square gains +5 STR for the rest of the Combat.
10	The treasures of a dead emperor fill this Square. Each Turn you may Draw 2 Cards and gain ♦ equal to their Combined Value. If you Draw an Ace during this, a Tomb Guard (40 STR) appears. Start Combat. The treasures disappear after this Combat.
Jack	A house belonging to one of your Defeated living Units. They rejoin you. Gain one of your Defeated living Units. If you have no record of your Defeated Units, gain a Soldier (DELVE, pg 6). Units claimed by The Reaper (pg 67) cannot rejoin you.
Queen	The God of the Dead sits in judgement here. You are brought before them and judged for your deeds as Overseer. If you have ever attacked non-Hostile creatures or people or if your Hold has ever had a Prison then you are found unworthy and must face the Black Joker Event for this Biome (pg 67).
King	If you have done none of these things then you are found worthy and gain the God of the Dead's Favour as well as access to the Hall of the Gods Biome (page 82). Attach it to this Square or a Three Headed Dog (Q♣) Square. This can only be found once per Hold. If you Draw this result again, ignore it and Re-Draw.
Red Joker	A ghostly armoury filled with magical weapons. The Underworld Guards (400 STR. Ethereal) attack you regardless of the God of the Dead's Favour. Start Combat. If you Defeat them, all of your Units can now attack Ethereal Enemies.

# ANCIENT WORKSHOP

There are legends of the lost workings of our ancestors and this Biome proves them all humble. To think, all of this sacred knowledge could be lost for so long. Mechanical creatures, trapped sunlight, thinking boxes, and things more wondrous still await us here!

**Gameplay Effect:** Double the Value of any ♥ Cards found while Exploring in this Biome.

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# ROOMS & UNITS

## THINKING MACHINE – CANNOT BE BUILT

### Requires: Thinking Machine Discovery & 4 Generators

*A vast intelligence built by the dwarves of yore. This thing knows the answer to every question except where the bloody Void Crystal is!*

You may ask the Thinking Machine a Yes or No question and then Roll 1D4 to determine the answer. The answer is always true and reality will be altered to make it so.

1	No and lose 100♦ to repair the Thinking Machine
2	Yes
3	No
4	Yes

E.g. “Is there an Artefact in the next Square I explore?”

4 –Yes. Gain an Artefact regardless of what the Event says.

## GENERATOR – 120♥

### Requires: Ancient Workshop Discovery

*The ancient dwarves managed to harness the power of lightning to power their machines and give them thought and life. Absolute genius!*

Allows you to power the Thinking Machine and any Mechanical Units you Hire.

## CHARIOT GARAGE – 80♥

### Requires: Ancient Workshop Discovery & Forge Chariot Event

*These coal powered chariots must have made getting around a breeze! Shame about all the smoke though.*

Any Unit that passes through this Square can ride a forge chariot for the rest of Combat.

These allow the Unit to move 6 Squares per Round.

Once you have discovered the Mechanical Factory J♠ Event, you may Hire and House Mechanical Pawns and Mechanical Shield-Bearers in those Squares.

Unit	Cost	STR	Power
Mechanical Pawn	8♥	10	Mechanical. Slow.
Mechanical Shield-Bearer	15♥	5	Shield 40. Slow.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	Uh-oh, we've disturbed a Gremlin Nest. Any Mechanical Units you have cannot be used for the next 10 Turns.
2	
3	Water brought to boil by the machines above fills this cavern with steaming pools. If Combat takes place in this Square, any Units or Enemies involved lose an extra 20 STR.
4	
5	
5	The air here crackles and our miners report sparks at the end of their pickaxes. Any Unit that would wield a metal weapon that enters this Square loses 5 STR. See page 88 for more.
6	The ancient dwarves were careless with their waste and we've just found a cavern full of their used oils. Liquid. If this Liquid touches any Room that has a fire in it - e.g. a Lava Cavern Square, Forge, or Kitchen - it ignites and becomes a Poison Gas as well. Treat every Square the Liquid passed through as a source for the Gas.
7	The floor of this cavern is covered in a thick tar. Only Units and Enemies with Flying, Fast, or Ethereal can pass it. Any other Units or Enemies that enter this Square must Draw a Card: Red - They pass through! Black - They sink and are Defeated. Element (Fire) Units or Enemies that enter this Square are stopped for 1D4 Rounds as they burn it, gain X2 STR, and remove the tar.

Card	Discovery
8	Lightning Wisps (10 STR. Fast 3. Element (Electricity)) flit around this cavern. Start Combat. Any Mechanical Unit that loses STR to a Lightning Wisp is instantly Defeated.
9	Glowing mushrooms have sprouted in this cavern. If you are using the Feast & Famine expansion, you may build a Mushroom Garden here. It provides +15 Food instead of +5 Food. Otherwise, you may Draw a Card at the Start of each Turn and gain ♥ equal to its Value. If you Draw an Ace, the mushrooms are depleted.
10	Clouds of metal eating insects swarm in this cavern amidst the ruins of an old machine. Any Unit that would wield a metal weapon and enters this Square loses that weapon and cannot deal damage. They can get a new weapon if they return to the Unit Room they are Housed in. See page 88 for more.
Jack	Strange Experiments (100 STR. Fast) let loose by the old dwarves, have made this cavern their home. Draw a Card: ♥ – They are friendly! They let your Units pass but attack any Enemies. ♦♣♠ – They aren't friendly! Start Combat.
Queen	A curtain of water falls across this cavern. Any Element (Fire) Enemies that enter this Square lose ½ their STR. Any Element (Ice) Enemies that enter this Square are stopped for 1D4 Rounds but gain X2 STR.
King	A Mechanical Dragon (150 STR. Ranged 3. Flying. Mechanical) is asleep in this cavern. It rests atop a hoard of ancient materials. You may Draw a Card to try and steal from its hoard: ♥ – Draw a Card and gain ♥ equal to its Value x 2 ♦ – Draw a Card and gain ♦ equal to its Value x 2 ♣♠ – It awakens. Start Combat. The hoard is now destroyed.
Black Joker	An explosion echoes through the Hold as a pocket of gas has been ignited. This Square and all 8 Adjacent Squares become empty. A smoking hole remains where they once were. Any Units or Enemies affected by this are Defeated.

# ♠ REMNANTS

Card	Discovery
A	The mad drawings of an inventor who has lost their mind or a vision of the future? If you have a copy of UMBRA, you may now Build Rooms and Hire Units from it. If not, perhaps we will never know.
2	A tremendous array of mirrors and pulleys funnels natural light into this Square. Any Units Housed adjacent to this Square gain +10 STR.
3	Mechanical Insects (50 STR) swarm out of this workshop. Any Room they enter is Damaged and they regain any lost STR.
4	Something has broken here and is electrifying this Square. Any non-Golem or Mechanical Unit that passes through is Defeated. The next Jack you find has a switch that lets you turn off the electricity and pass through the electrified Square.
5	A Forge Chariot teeming with Gremlins (20 STR. Double STR damage to Golems and Mechanical Units) comes hurtling out of this workshop. Start Combat.
6	There are blueprints here for Traps even more powerful than our own. The Level Limit of Traps has been increased by 1. This Level Limit increases each time you get this event.
7	We've found a Level 10 Damage Trap (100 STR). Each time a Unit or Enemy is Defeated by it, Draw a Card: ♥ – It jams up and is no longer a threat! ♦♦♠ – It is well made and resets itself til the next passerby.

Card	Discovery
8	This workshop contains an unfinished Artefact. Generate an Artefact with only 1 Power (DELVE, pg 33 – 34).
9	A great device that pulls precious metals out of water fills this Square. From now on, anytime a Liquid Event happens, Draw a Card and gain ♦ equal to its Value x the number of Squares affected.
10	A Thinking Machine dominates this Square but has no Power. Once you have Dedicated 4 Generators (pg 71) to it, you can use the Thinking Machine (pg 71)
Jack	A factory fills 1D4 Squares here. The conveyor belts are full of parts to make Mechanical Pawns and Mechanical Shield-Bearers (pg 71). If you Dedicate a Generator to this Room, you can Hire and House these Units.
Queen	A Mechanical Knight (100 STR. Slow) stands guard of the workshop in this Square. Start Combat. When it is Defeated, Draw a Card: Red – It revives with full STR and Combat continues. Black – It is destroyed for good.
King	A legendary piece of dwarven artillery sits forgotten in this workshop. It has 300 STR and can fire up to 10 Squares away. It can fire through walls and floors in any direction but Damages any Rooms it shoots through. It cannot be moved from this Square. Each use of this artillery piece costs 100♥
Red Joker	An ancient dwarf kept alive all these millennia by the very machines they've built is housed in this Square. You may now create Artefacts by paying 100♦

# FALLEN HOLD

It is a terrible thing when a Hold falls but nothing is more tragic than its legacy being forgotten completely. Sadly, there are many Holds that have met this fate. With this discovery, we have the chance to discover what happened to these noble dwarves and rewrite their lost history.

**Gameplay Effect:** Once a Fallen Hold has been completely Explored, the Under-King sends a reward of 300♦ to your Hold.

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# ROOMS & UNITS

## WOLF CANNON FORGE – 30♥

### Requires: Wolf Cannon Event

*An ancient weapon once forgotten by our kind, this walking cannon strikes fear into the hearts of those who meet its fiery gaze.*

Allows you to Hire Wolf Cannons.

Wolf Cannons can be Housed in Forges and Cannon Outposts (DELVE, pg 11)

Unit	Cost	STR	Power
Wolf Cannon	50♦	20	Ranged 3. Fast.
Ancient Mage	–	40	Ranged 3. Element (All). Can choose to be Ethereal.

## PALACE – 100♥ & 50♦

### Requires: Fallen Hold Discovery & Minimum 50 Rooms in Hold

*Royals are like rats, once one finds its way in more are sure to follow.*

A Royal (5 STR) moves into this Palace and takes ownership of the 8 Squares surrounding this Palace.

- Any Unit Rooms in these Squares always have the maximum number of Units they can House but they can only move to the Palace.
- Any Resource Producing Rooms in these Squares give no yield to you but you may Draw a Card at the start of each Turn and treat it as a ♦ to represent the Royal paying for these Resources.

If the Royal is Defeated, the Palace becomes a memorial and no longer provides any bonuses. All Rooms revert to your control.

## MEMORIAL – 25♥

### Requires: Fallen Hold Biome

*It is our duty to record the deeds of our ancestors.*

A Memorial provides any Dwarf Unit that passes it during Combat +5 STR until the end of Combat.

## CAT SHELTER – 10♥ & 20♦

### Requires: Cats Event (K♣) or Pawrtal (DELVE, pg 25)

*It is of the utmost importance that our new feline friends be given the most comfortable accommodation possible! There will be no discussion on this.*

Cats will move to this Square.

Any rat Enemies that enter this Square are instantly Defeated.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	The skeleton of some large creature fills this half collapsed lair. Draw a Card and gain ♥ equal to its Value.
2	The ceiling of this cavern is filled with loose stalactites. Anytime a Unit or Enemy enters this Square, Draw a Card: Red – A stalactite falls! Lose 15 STR. Black – They hang tight for now. No effect.
3	Mountains of waste have been dumped into this Square by the old dwarves. Gas. Any Units affected are Defeated. Each Turn you may Draw a Card: 1 - 10 – Gain ♥ equal to the Card's Value. Face Cards – Flammable Gas! (DELVE, pg 9) Joker – An Artefact or an Ancient Monstrosity at ½ STR
4	Beard mites! These awful little parasites are the bane of any dwarven Hold. All of your Dwarves have to shave their beards. Every Dwarf has their STR halved for the next 10 Turns.
5	
6	Rubble and ruin from the Fallen Hold. There is nothing here for us except memories.
7	



Card	Discovery
8	Metal once spilled into this cavern and has layered every surface. Reduce the cost of Cannons and Wolf Cannons by 5♦ from now on. This Event can only be found once per Fallen Hold Biome. Ignore and Re-Draw any repeats of this Event.
9	Foul water from the Hold has filled this Square. Liquid.
10	Something that has been surviving down here hides among the shadows. Whenever a Unit or Enemy enters this Square, Draw a Card for them: ♥ – They are Defeated. ♦♣♠ – They pass through untroubled.
Jack	We've come across a nest of Whisky Rats (40 STR. Fast. Swarm) who have been drinking dwarvish whisky for generations and have grown bigger, stronger, and meaner for it! Start Combat.
Queen	A poor lost cave goat has made its home here and it doesn't seem to be pleased at the interruption. Draw a Card for its age: ♥ – A rag kid! You can claim it if you have a Milking Shed ♦♣♠ – An Ancient Cave Goat! See Feast & Famine pg 10 to see what type it is.
King	There are cats here. How have they survived so long? They refuse to be picked up but will automatically Defeat any rat Enemies that enter this Square.
Black Joker	An Ancient Monstrosity trapped in unbreakable chains is held prisoner in this Square. Generate a Monstrosity to determine what Traits it has. If a Monstrosity is ever generated with 1 of those Traits, it loses 100 STR.

# ♠ REMNANTS

Card	Discovery
A	A statue stands here as a faded reminder of this Hold's legacy. What does it depict?
2	This Square contains a devious Level 3 Trap (DELVE, pg 17) that will trigger the first time a Unit or Enemy passes through during Combat. After that, it can be claimed as your own for free.
3	There is a giant hole in the floor here where a drill has passed through. Draw a Card and draw a shaft going down a number of Squares equal to its Value. Any Square opened this way is an empty cavern with no floor or ceiling.
4	A Barracks (DELVE, pg 11) with ancient weapons still in their racks. Any Units Housed here gain +10 STR against Ancient Monstrosities.
5	Gold and silver surrounds an ancient shrine here. You can gain 30♦ but must Draw on the Bad Magic table (pg 27 – 28).
6	A wonderful piece of dwarvish art fills this Square. Any Units Housed on this Row gain +2 STR. If this art gets Damaged by an Enemy, all Units gain double STR until the end of this Combat. Art cannot be Repaired.
7	A closed Drawbridge stops our progress for now. It will take 1D4 Turns to open unless you have a Unit that can Fly or Climb.

Card	Discovery
8	A tax collector's office once occupied this Square. Some gold still remains. Draw a Card and gain ♦ equal to its Value.
9	A Golem Forge (DELVE, pg 22) has been hard at work on its last command. Draw a Card: ♥ – Gain 5 Golems. ♦ – Gain 50♦ ♣ – Molten metal flows out. Liquid! ♠ – The Golems (40STR x Card Value) go to war with you. Start Combat.
10	An Ancient Mage is in stasis here. Decide what your method of waking is then choose a Unit and Draw a Card: 1 – The mage's defences Defeat the Unit. 2 – 10 – It doesn't work but no-one gets hurt. Face Cards – It works Gain an Ancient Mage (pg 77)!
Jack	A Wolf Cannon (20 STR. Ranged 3. Fast) has made a den here. Start Combat.
Queen	An Undead Dwarven Monarch (90 STR) rules this Biome from this ruined Palace. Once discovered, every explored Square in this Biome spawns Forgotten Dwarves (20 STR). Start Combat.
King	The sound of digging echoes from this Square as a Cursed Miner (10 STR. Shield 100) digs into the Square below. Draw a Card to see what is in that Square. The Cursed Miner reveals 1 Square every 2 Rounds until Defeated by your Units, other Enemies, or Liquid. Gain any ♥ or ♦ revealed as if you had Explored it yourself.
Red Joker	A map of the deeps has been laid out in this Square. Draw a Card to see how many Squares it describes then choose that many Squares on your page and Draw a Card for each, noting the result but not revealing their contents.

# HALL OF THE GODS

The fabled Hall of the Gods in all its splendour! We're not quite sure how you got here but hey, to the brave go the spoils. Who knows what riches lie inside for those capable of reaching the innermost sanctum.

**Gameplay Effects:** Entering the light grey Squares brings you into the Inner Sanctum where the All-Mother (1000 STR. Shield 100) sits at the head of a vast table. She gives you a challenge; Find and bring her a Void Crystal within 20 Turns. If you fail or refuse, Start Combat against her and any discovered Gods.

If you succeed in either case, gain a Godling Unit.

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# ROOMS & UNITS

**FEASTING HALL – 100♥ & 50♦ – 2 Squares in size**

**Requires: Hall Of The Gods Discovery**

*Endless rivers of mead, mountains of meat (and veg for the more humane heroes) and ceaseless song to keep them distracted until they're needed.*

Allows the Hiring of Fallen Heroes and Valkyries and can House 10 of each.

Unit	Cost	STR	Power
Valkyrie	20♦	15	Shield 10. Fly.
Godling	–	250	Heal 10. Fast. Ranged 2.
Fallen Hero	60♦	40	Ethereal.

**ACTIVE TEMPLE – 200♦ & 80♥**

**Requires: Earn a God's Favour**

*Most temples tell you that the gods are listening and expect sacrifices of gold and sheep. This one actually has the god sitting there answering.*

Gain a God Effect dependent on the God whose Favour you gained:

God	Benefit
War	Any Units you currently have get X2 STR
Invention	Unlock all Inventions
Home & Hearth	Gain 300 Food
Magic	Draw Thrice and choose when Drawing for Magic
Seas	Water no longer flows unless you want it to
Beasts	All ♣ Creatures are no longer hostile to you
Dead	Choose 1 Unit to recover all their STR at the end of each Combat.
Drinking & Parties	If an Enemy enters an Inn, roll 1D4 – On a 4 they become Friendly. On a 1 they get X2 STR.

# ♣ NATURAL FORMATIONS

Card	Discovery
A	A tall fruit tree with glittering fruit stands alone here. A sign says that it belongs to the gods alone. You may choose a Unit to eat the fruit, if you do, Draw a Card: Red – They get 10X STR Black – The Gods are angered. That Unit gets 10X STR but is Hostile. Start Combat.
2	A waterfall of many colours flows through this Square. Liquid.
3	This Square is filled with the blood of a dead god. Liquid. Any Unit touched by the blood turns Hostile and gains X2 STR. Start Combat.
4	Shimmering jewels line every surface here. Draw a Card and gain ♦ equal to its Value x 3.
5	The Hall itself comes to life to stop your intrusion. Any ♥ or ♦ Cards Drawn while Exploring this Biome now cause Living Furniture (50 STR) to attack.
6	This Square houses a number of gargantuan farm animals. They don't seem bothered by you. If Combat takes place in this Square, any Units and non-Hall of the Gods Enemies lose 20 STR.
7	A room full of godly arts and craft materials. Draw a Card and gain ♥ equal to its Value x 3.

Card	Discovery
8	A Terrible Beast (90 STR. Fly) had been trapped in this room until you entered. Start Combat.
9	A godly sneeze once kept sealed in this Square erupts out into your Hold. All Units with 5 or less STR are Defeated as a divine flu spreads among them.
10	This Square is filled with the skull of some mythical beast long since slain by the gods. It whispers secrets to you. Lower the STR of all Gods by 40.
Jack	The God of Rats (100 STR. Fast 4) has burrowed into the Hall of the Gods with all of its kin. Treat this Square as a Liquid that flows upwards as well as downwards. It cannot pass a Cat Shelter (pg 77). Start Combat.
Queen	The God of Cats (200 STR. Fast 4) rests on its pillow here. If a ♠ Remnant event in this Biome starts Combat then this divine feline joins in. Otherwise, it just lays there.
King	The God of Dogs (400 STR) sits in constant vigilance in this divine kennel. It barks, waking those nearby. Draw a Card for the nearest Square in this Biome and treat it as a ♠. If a ♠ Remnant event in this Biome starts Combat then this divine canine joins in.
Black Joker	An Enchanted Hoard (1 STR. Shield 1000) rises from this Square and meanders towards your Entrance. Gain ♦ equal to how much Shield it has lost by the time it reaches your Entrance. You do not lose the game if it escapes.

# ♠ REMNANTS

Card	Discovery
A	This Square contains a divine armoury belonging to The God of War (400 STR. Shield 50. Immune to Ranged). They do not take kindly to the intrusion. You must Defeat them to gain their Favour.
2	The God of Invention (80 STR) stands surrounded by their latest work. They will grant you their Favour if you have completed at least 4 Inventions (DELVE, pg 31-32)
3	A mob of Drunken Valkyries (50 STR) floods out of this divine tavern looking for a fight. Start Combat.
4	The world shifts and turns as The God of Magic (160 STR. Ethereal) works their craft. Draw 10 Cards and treat Red as Good Magic and Black as Bad Magic (DELVE, pg 25-28). Resolve them in the order they were drawn. If you survive this, you gain their Favour.
5	This Square opens onto a vast pool where The God of the Seas (400 STR) lounges. They bring forth a flood as a test of your Hold. Treat your Entrance as the source for this flood. Liquid. If you survive, you gain their Favour.
6	You have found the fabled broom closet of the gods! There's nothing of much use in here.
7	A group of Fallen Heroes have turned this Square into a clubhouse of their own and offer to give one of your Units some proper training. Choose a Unit and give them +30 STR and either: Fast or Ranged 3



Card	Discovery
8	The Kennel of The God of Beasts (300 STR. Fast. Climb. Fly). They let out a frightful sound and all the creatures in your Hold turn against you. Start Combat with this God and any animals in your Hold. If you survive, gain this God's Favour and revive all animal Units with full STR.
9	The God of Drinking and Parties (100 STR. Immune to Ranged & Melee) challenges you to brew enough ale to satisfy them. You will need 10 Inns to make enough ale. If you do, gain this God's Favour. If not, all of your Adventurers get drunk and turn hostile, Start Combat.
10	An Ancient Monstrosity (DELVE, pg 35-36) has been imprisoned here by the gods. If you let it out, it will attack them first before turning on you if still alive.
Jack	Warmth and the scent of home-cooking fill the air as The God of Home and Hearth (100 STR) invites you in. They will grant you their Favour if you can finish a bowl of their soup. You must have at least 100 Units to finish the soup. You have 4 Turns before the offer is taken away.
Queen	The God of the Dead (300 STR. Ethereal) is on holiday here. They ask for a list of all those who have fallen while serving your Hold. If you have a list, gain their Favour. If you have no such list, Start Combat and open any Demon Portals in your Hold.
King	This Square houses an Artefact that the gods have been using for something very mundane. What is it? What have they been using it for? Gain an Artefact (DELVE, pg 33 – 34)
Red Joker	A Trickster God with no love for their kin gives you a weapon that can Defeat a God in a single strike. Who do you choose to wield it? What does it look like? Instantly Defeat 1 God.

# SPECIAL MECHANICS

## New Terminology

Instead of Grid Spaces, Rooms and Events now occupy Squares.

Ranged now has a number after it to signify how many Squares that Unit or Enemy can shoot – Most DELVE Units and Enemies with Ranged have Ranged 2 unless otherwise stated.

Shield is now followed by a number – i.e. Shield 10 – to make tracking it easier and to serve as an elegant way to make some Enemies tougher but not stronger. Units and Enemies with Shield take any incoming damage before others.

## Sabretooth Squirrel

If your Hold gets broken in two, my advice is to cut your Hold page in two and tape the cut Hold to another piece of paper in order to add this extra Column in.

If this is too much effort, you can ignore this mechanic and instead pay 200♥ to simulate the cost of repairs.

If you cannot afford this, treat all the Rooms in the column above this Squirrel as Damaged.

## Burning Armour Monstrosity

This Ancient Monstrosity from the original DELVE counts as Element (Fire) for the sake of any Events that affect it.

## Metal Weapons

DELVE gives you a lot of freedom to determine how you equip your Units but doesn't make a mechanical differentiation between a metal longsword and a bone club. Try and think fairly when dealing with this Event.

♣ Creatures are very unlikely to wield a metal weapon whereas Dwarves are likely all carrying metal weapons of some kind.

Cannons that enter the metal eating insect Square can either be considered damaged and must return to their Unit Room like any other Unit OR you could be cruel and decide that this Event destroys any Cannons that enter.

## Water Meets Lava

If water ever enters a Square containing lava, it solidifies, stopping the Flood and removing any lava based danger from that Square. Usually this will result in an Empty Cavern Square.

# CHALLENGES

Continuing on the spirit of the original DELVE, I have included a number of Biome specific challenges for you to undertake. Think of these like achievements like those found in most video games.

ITS GETTING WYRD – Have an entire Row made up of Wyrd Rooms and Wyrd Biome Squares.

MOTHER KNOWS BEST – Bring the All-Mother a Void Crystal.

THE GOLDEN CHILD – Gain the Favour of 3 Gods in a single Hold.

42 – Provide power to The Thinking Machine and ask it a question.

THIS IS MY BOOMSTICK – Defeat an Ancient Monstrosity with the legendary Dwarven Artillery piece.

TREE HUGGER – In a single Hold, complete both a Roots Biome and Buried Jungle Biome without building a Lumbermill.

PULL THE PLUG – Cause a Liquid Event that Floods 50 Squares.

CAREFUL ITS A RENTAL! – Explore an entire Dark Seas Biome with a single Submarine.

FIRE IN THE FRIDGE – Have a Lava Cavern Biome Flood into a Glacial Abyss Biome

NUTS TO ALL OF YA! – Have all of your Units turned into Squirrels and still find the Void Crystal.

FACING THE PAST – Face the Underworld Black Joker Event and win.

CONSPIRATOR – Let a Rising Dungeon Biome convert 30 Squares

CAT PERSON – Defeat the Three Headed Dog with a Sabretooth or other Cat Unit.

OUCH – Have a Unit with more than 150 STR Defeated by the Reaper.

EXPLORER EXTRAORDINAIRE –         
Discover every Biome. Can be done  
across multiple Holds.

DELVE: Biomes is an expansion to the map drawing game  
DELVE: A Solo Game of Digging Too Deep.

In this expansion you will have the opportunity to grow your dwarven  
stronghold through 14 unique biomes each with their own gameplay mechanics,  
events, enemies, and rewards.

This expansion requires the core DELVE game to play.

You can find DELVE at [blackwellwriter.itch.io](https://blackwellwriter.itch.io) or [blackwellwriter.com](https://blackwellwriter.com)



### Credits

Designed by Anna Blackwell

Additional Game Design by Shanice Fagan

Artwork by Ed Lynden-Bell

### Also check out my other solo drawing games

RISE: A Solo Game of Spreading Evil  
and

UMBRA: A Solo Game of Final Frontiers

All of which can be found online at [blackwellwriter.itch.io](https://blackwellwriter.itch.io) or  
[blackwellwriter.com](https://blackwellwriter.com)

1<sup>st</sup> Printing

