

DELVE NECROMANCY



INTRODUCTION

Overseer, a solution to our... situation has been suggested but I fear you may not like it. With our numbers so few and echoes rising from the deep, our mages have suggested that we focus on the practical and lift the ancient ban on... Necromancy.

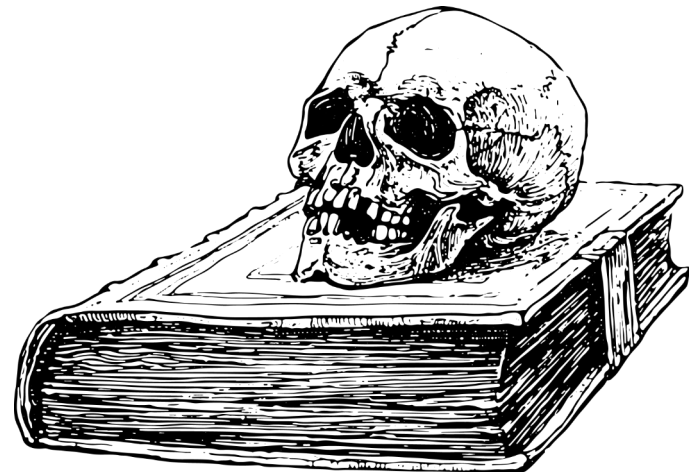
The decision is yours Overseer but before you choose, consider how many lives we could save by putting the dead to good use.

Founding a Hold can be a dangerous project that sees hundreds of dwarves slain in battle, poisoned by gas, drowned in floods, or lost to the wyrdness below. But rather than be restricted to the expensive and needy units you've relied upon so far, this expansion introduces the new Undead unit type for the less superstitious Overseer.

To access the abilities in this expansion, you'll need to hire some Necromancers by building a Crypt Study. From there, you'll be able to create Bone Golems, raise Undead Gunners, and gather Bones for use in your rituals.

Or, you can follow the opposite path and keep your Hold in the light by hiring Vampire Hunters, Paladins, and Clerics of Purity to protect you from the undead onslaught found in the new Undead Discoveries.

Whatever you choose, may luck be on your side and may your Hold stand for a hundred years Overseer!



NECROMANCY

“Death is but an obstacle to overcome,
and overcome it we shall.”

Once you build a Crypt Study and hire a Necromancer, you will have access to a host of terrible new powers that can be utilised to bring your fallen soldiers back from death or to create new units from the Bones of your enemies.

The various Necromancer powers are listed below:

Power	Description	Cost
Resurrection	Roll 1D4 to Resurrect a Defeated Unit. On a 1 or 2 - the spell fails. On a 3 - they become a Skulldwarf. On a 4 - they come back to life.	5♦
Imbue	Create an Bone Golem out of collected Bones. +1 STR per Bone, minimum 10 Bones to create.	10♦
Fuse	Add more Bones to an undead unit, granting them +1 STR per Bone.	2♦

Bones are found in certain Undead Discoveries (pages 6 - 7) or whenever an enemy is Defeated with each 10 STR points providing 1 Bone.

As your Hold grows, units may also find themselves with powers like:

Power	Description
Vampirism	Turned by a Vampire, these units heal back to full STR after Defeating an enemy. As a downside though, their unit Room cannot be on the same Depth as a Temple or Shrine and they can be instant killed at Range by any Holy Enemy.
Lichdom	The ultimate form of undeath, any unit with this power will be instantly revived in their unit Room after combat has ended. However, if their unit Room is damaged, they are Defeated forever.

UNITS

This expansion introduces a number of new undead units as well as those that have dedicated themselves to hunting them and while it isn't impossible to have both in a hold, you would be foolish to let them cross paths.

Vampire Hunters, Clerics of Purity, and Paladins will attack any of your undead units that enter an adjacent Grid Space to them.

Unit	STR	Cost	Power
Skull Dwarf	1	5♦	Undead. On defeat, roll 1D4: 3+ revive after combat
Undead Gunner	3	7♦	Same as Skull Dwarf above. Ranged. Cannot shoot past friendly units.
Necromancer	1	20♦ 1 Food	Can revive any unit Defeated during this combat as a Skull Dwarf.
Bone Golem	10	—	Undead. See Imbue Ritual (page 2). Immune to Gas and Liquid.
Vampire	—	—	Undead. See Vampirism (page 2). Unit regains all lost STR after Defeating an enemy.
Vampire Hunter	15	20♦ 1 Food	Ranged.
Cleric of Purity	1	8♦ 1 Food	Provides a 20 STR shield to non-undead. Can force undead and Vampires to move in any direction during Combat if on same row.
Paladin	30	50♦ 3 Food	Counts as a mobile Shrine of Purity (page 4). Ranged.
Ghoul	1	1♥	Undead. Hostile to both sides. Targets nearest unit/ enemy rather than Entrance.
Lich	—	—	Undead. Automatically revives after Combat. Gains +10 STR per item in their Chamber.

NEW ROOMS

CRYPT STUDY – 35♥ & 10♦ & 5 Bones

A morbid place by most accounts, this room serves as the workplace of your Necromancers as they unlock the secrets of life and death.

Can house 5 Necromancers.

Unlocks the use of Necromancer Powers as detailed on the previous page.

CRYPT – 15♥ & 1 Bone

While Necromancers do their best to bring people back properly, we do need somewhere to store the less... successful attempts.

Can house 10 Skulldwarves or Undead Gunners.

Allows you Hire Skulldwarves and Undead Gunners.

EXTRACTOR – 20♥

Some butchers do the job for money, others do it for pleasure. The Extractor unfortunately requires more of the second kind...

Double the number of Bones gathered from Defeated Enemies.

GHOUL PIT – 30♥

Undead that cannot be controlled are kept in these cell like pits, ready to be released if the Hold should ever have such dire need.

Can house 100 Ghouls.

At any point you may open this Room to unleash all the stored Ghouls.

Ghouls are hostile to both sides and target the nearest unit/ enemy.

HUNTER'S GUILD – 50♥ & 20♦ & Must Have Defeated A Vampire

The guild serves as the gathering spot for all manner of Vampire Hunters.

Thankfully they can be convinced to leave your afflicted dwarves alone.

Allows you to Recruit Vampire Hunters (page 3).

Any Vampire that enters this Room is immediately Defeated.

STITCHER – 40♥

A particular type of Necromancer, a Stitcher keeps undead in working order, replacing lost limbs, teeth, and organs as the need arises.

Can house Undead Units up to a total of 100 STR.

SHRINE OF PURITY – 20♥

Made of bright stone and shining metals, this shrine seeks protection against the foul undead that lurk in these dark places.

Any Unit or Enemy with Undead or Vampire in their name cannot pass this Grid Space. If this would cause them to be unable to reach the Entrance, they start a Takeover (DELVE, page 10)

MONASTERY – 40♥ & 10♦

Dedicated to the Dwarvish God of Light, this peaceful place serves as the home and training ground of the holy Paladins and Clerics of Purity.

Can house 2 Paladins.

Can house 5 Clerics of Purity.

Any Unit or Enemy with Undead or Vampire in their name cannot pass this Grid Space. If this would cause them to be unable to reach the Entrance, they start a Takeover (DELVE, page 10)

PHYLACTERY CHAMBER – 50♥ & 40♦ & 1 Phylactery

When a lich is defeated, they will re-materialise next to their phylactery and, understandably, would prefer this to be in a safe and private place.

Once you have obtained a Phylactery, you may turn a unit into a Lich (page 3) by sacrificing 1 Legendary Item. This Item is destroyed.

Can house 1 Lich.

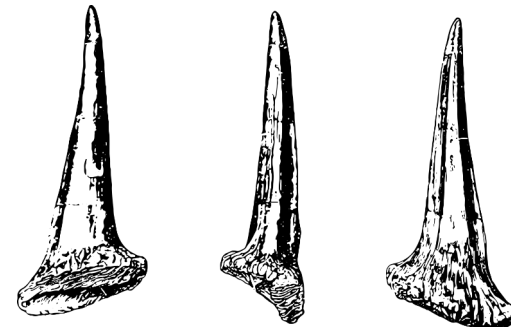
Lich gains 10 STR for each Legendary Item stored in this Room.

VAMPIRE NEST – 15♥

Vampiric units find it too difficult to be near the living due to their thirst, these darkened and quietened rooms help with the... urges.

Can house 3 Vampires.

Cannot be on the same Depth as a Monastery or Hunter's Guild.



♠ UNDEAD DISCOVERIES ♠

Whenever you draw the 2♠ or K♠ during an Exploration phase, you may choose to draw again on this table to find a more exciting undead horror.

Any card drawn is treated as a ♠ for the purposes of this table.

A♠	Ancient Burial Site – A kobold graveyard, a troll cairn, whatever the form this site contains 5 Bones and some treasure. Draw a card and gain ♦ equal to its value.
2♠	Blood Pool – The site of some gruesome ritual or just the run-off from some dead beast. A Crypt Study built here can perform Necromantic Powers for ½ their written cost.
3♠	Resting Vampires – You come across a trio of coffins and the unmistakable stench of Vampires (30 STR). Flip a coin, if it is Heads - They are awake and Combat begins. Whenever a Vampire Defeats a unit, they regain all their lost STR. If it is Tails, they are asleep and can be dispatched with ease.
4♠	Pyre – An eternal flame burns in this room calling all undead towards it. If any undead (enemy or your own unit) comes within 2 Grid Spaces of this fire, they are compelled towards it and throw themselves in, instantly Defeating them. Draw a card every time someone jumps into the fire, if you draw a ♥ Face Card the fire finally extinguishes.
5♠	Fossils – The walls of this cavern are full of the trapped bones of ancient creatures. Gain 1 Bone per turn as your Necromancers and Miners work to extract them.
6♠	Royal Resting Place 1D4 Grid Spaces – The extravagant grave of a royal family. Upon discovering, draw on the Bad Magic Table (DELVE, pages 27 - 28). Once the magic has been dealt with spawn a 50 STR undead at the last Grid Space as you finally awaken the royal family. Once the undead are Defeated, gain a Legendary Item (page 8)

7♠	Vampiric Beast – Some poor small creature (10 STR) has been turned by a vampire that didn't finish feeding. It attacks until it comes into contact with a Vampire Unit, at which point it automatically tames. Whenever this creature Defeats a Unit, it regains all of its lost STR.
8♠	Cursed Miasma – Gas. Any unit caught by this accursed cloud of corpse stench is instantly Defeated and revived as a hostile undead with the same STR.
9♠	Burial Pit – Draw to the Bottom of the current page – A group of monsters have been throwing their dead into this pit for generations. After this has been discovered, if you draw the 9♠ at any point, start Combat as 400 STR of undead monsters start climbing up the pit.
10♠	Bone Wyvern – A nightmarish nest of bones and the remains of an undead dragon. 100 STR. Ranged. ½ Damage from Ranged attacks. Once Defeated, gain 20 Bones from the nest.
J♠	Vampire's Castle 1D4 Grid Spaces – Sequestered away where the sun has no hope of reaching, this ancient vampire (200 STR) proposes a deal. Deliver a Unit to them that they can feed on and they will grant said unit Vampirism (page 2). The ancient vampire will attack if attacked or if left unfed for 4 turns.
Q♠	Lich's Lair – A monument to one's own hubris, this decaying lair contains a lich and their undead servants (50 STR). If you defeat the lich, you may seize their Phylactery (page 5).
K♠	Monster Maker 1D4 Grid Spaces – A twisted mind has been at work stitching monster parts together to create a truly terrifying monstrosity. Choose 3 Monstrosity Traits from DELVE, RISE, or UMBRA and spawn it in this room.

LEGENDARY ITEMS

Reviled and feared, the ancient art of Necromancy has been practised only in the quiet and forgotten places of the world. Practitioners of this dark magic have long found solace in caverns and dungeons, far from the prying eyes of holy orders and wrathful gods. It comes as no surprise that you should find the fruits and failures of their labours.

Whenever you draw a Red Joker, draw two cards and check the table below to determine the form the Legendary Item takes and another two cards on the table below that to determine what powers it possesses.

1D4	1 - 2	3 - 4
1 - 2	Skull	Coffin
3 - 4	Taxidermy	Tombstone



A - 3	Necrotize – Any unit that passes this artefact gains the Undead tag.
4 - 6	Protection – Any unit that passes this artefact’s grid space gets a 20 STR shield.
7 - 10	Raise – This artefact summons a new Skulldwarf everytime you draw a ♥ or ♦ during the Exploration Phase.
J	Bone Growth – Bones grow from this artefact at a constant rate. Gain +5 Bones per turn.
Q	Divine – Blessed by a Forgotten God, this artefact doubles the STR of a chosen unit when facing an Ancient Monstrosity.
K	Control – Any Undead that enters this artefact’s Grid Space is now a Unit under your control. House them in the most appropriate unit room.

MONSTROSITIES

While the Ancient Monstrosities we’ve heard of in other holds have been the stuff of nightmares, this expansion makes it even worse.

Whenever you draw a Black Joker, you may draw on any of the Ancient Monstrosity tables to create your monster but if you are playing with World Layers (DELVE, page 37) and find a Black Joker in the Graveyard Layer, you must draw 4 cards with at least 1 being from the table below.

A - 3	Undead – Whenever this Monstrosity takes damage, part of it breaks off and becomes a new 10 STR enemy that travels in front of it.
4 - 6	Legion – This Monstrosity is comprised of dozens or hundreds of smaller creatures. Whenever it has a choice in path it can take, it splits into equal chunks and goes each way it can.
7 - 10	Swine – Each Butcher spawns 20 STR of Undead Swine. Every Food Production Room this Monstrosity passes grants it +40 STR.
J	Ghoulish – This Monstrosity lets out a roar which calls all of your Ghouls to its side. All Ghoul Pits open and they only target your units.
Q	Undying – Make a note of where this Monstrosity is found. Whenever you find a new Monstrosity, revive this from its original lair instead.
K	Vampiric Aura – Whenever this Monstrosity Defeats a unit, it regains STR equal to the STR of the unit it Defeated.





Utilise new Necromantic Magic in this expansion to
DELVE: A SOLO GAME OF DIGGING TOO DEEP

New Units
New Rooms
New Undead Discoveries
New Legendary Items
&
New Monstrosity Traits

Written by Anna Blackwell
Images sourced from Heritage Library

