

DELVE X

APOTHECARIA

The world of DELVE is fraught with danger and peril and while I don't officially link the two settings, I thought it would be fun to present some Apothecaria-style options for DELVE and vice-versa.

This free expansion (merger?) contains:

- New Rooms and Units for DELVE based on Apothecaria and
- DELVE inspired Ailments and Reagents for Apothecaria

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DWARVISH AILMENTS

Novice

Grozin's Garish Gaze – [SENSES **][CURSE *] - Timer: 8

The afflicted has been cursed with awful taste and wants to inflict their artistic vision on the rest of their hold.

Consequence: The afflicted creates something functional but awful looking. What is it? Can it be removed? Lose 2 Reputation.

Intermediate

Contagious Cowardice

[SENSES **][MOOD **][LUNGS **] – Timer: 6

A particularly troublesome affliction that has seen holds deserted and armies scattered. Spreads via screams and tears, which are in abundance.

Consequence: The Dwarven Hold is evacuated, ignore any Event with a Dwarf in it until the end of the Season. Lose 2 Reputation.

Advanced

Fun Guy

[GHOUL ***][INFECTION ***][PARASITE ***] – Timer: 6

Cannot Use Mushroom based Reagents.

An ironic name as the afflicted is anything but. Touched by the mycelium of some terrible fungus, they have become a spore-spreading ghoul.

Consequence: The mycelium has done too much damage, they cannot be saved. What is done with the body to keep the hold safe? Lose 4 Reputation.

Expert

Monstrous Form

[MAGIC ***][CURSE ***][SKIN ***][BONES ***][SENSES ***]

Timer: 10

Through a curse foul and ancient the afflicted has been transformed into a minor monstrosity. They are trapped for now but if they break out...

Consequence: They escape and many die. Choose an event with a Dwarf in it and score it out. Lose 6 Reputation.

DWARVISH REAGENTS

Cave Goat Milk *** – ANIMAL – Dwarf (9) – Dungeon (13)

While most of us wouldn't consider these animals to be goats of any description, the dwarves seem to have a strange affinity with them.

Milk can be BOILED for [BONES] and [PARASITE]

Murder Toad Slime ** – ANIMAL – Dwarf (7) – Strange (10)

These little blighters might try to take a bite at you but that doesn't mean you can be cruel. Just remember to wear a helmet and be sneaky.

Slime can be BOILED for [SENSES]

Fleet Fern ** – PLANT – Dwarf (4)

Eons ago, a dwarvish wizard invented the Forest Seed in order to bring nature to the dark caves. It worked but the speed it grows at can be shocking.

Leaves can be CRUSHED for [MOOD]

Relic *** – MADE – Dwarf (10) – Dungeon (13) – Depths (13)

Dwarves are always digging up ancient relics. Some end up in galleries, museums, or shrines while most get tossed somewhere and forgotten. Again.

Relic can be dipped into the potion for [GHOUL] or [CURSE]

Dwarvish Fire Whisky *** – MADE – Dwarf (5)

A potent curative in its own right, this drink burns on the way down and takes a particularly strong stomach to keep there.

Adds 1 point of POISON

Whisky can be added RAW for [INFECTION]

Whisky causes [HOT *]

Cave Slime ** – MAGIC – Dwarf (8) – Dungeon (10)

Sentient slimes are a confusing byproduct of some pre-historic magical event that dwarves and other underground dwellers sadly have to deal with.

Trail slime can be BOILED for [LUNGS] and [SKIN]

Alchemical Salve *** – MADE – Dwarf (10) – Workshop (10)

Medicine is a common field for alchemists to dabble in and while their usual creations are bunk, this one actually is a useful curative.

Salve can be added RAW for [MAGIC] or [CURSE]

THE DWARF HOLD

The Hold is a bustling underground city full of artisans, soldiers, mages, and more. The sounds of industry can be heard echoing throughout the cavernous tunnels but somehow the dwarves have managed to make it homely and welcoming.

1	You blunder into the middle of a monster village. Strangely, they don't seem aggressive towards you. What sort of creatures live here? If you give them 10 Silver, they will guide you to a Reagent. If you do, draw a card and gain a Reagent that matches its value.
2	A minecart crashes into the back of your legs, tumbling you into it and taking you on a wild ride through the Hold. Where do you end up? Lose 4 Foraging Points.
3	There is a great blackstone well here that has messages both good and bad scrawled upon it. The consensus seems to be that it is a wishing well. It costs 10 Silver to make a wish. Do you make a wish? If so, it comes true the next time you draw a Joker. Red is as you wished. Black brings unexpected consequences.
4	You emerge from a tunnel to find a freezing cold river rushing past. There's no way to cross it. Decrease Timer by 1.
5	An old mine full of discarded tools stretches out in front of you. As you walk, the ghost of a dwarvish miner appears and warns you of danger ahead. What is the danger? Whenever you get this result, the ghostly miner guides you away from harm.
6	As you pick your way through the remains of a buried temple, a godly voice calls out to you. It asks you to bring it 3 Artefacts so that it may be released and return to its own realm. Who are they? Can they be trusted?

7	While wandering alongside a river of lava, you spot a couple of Salamanders sleeping on the rocks. You could try to grab them. If you do, draw a card for you and a card for them. If your card is higher, choose and gain a Salamander Reagent.
8	You pass through a gateway to find a swamp stretching out into the darkness of the cavern. As you pass through a large toad grabs a Reagents from your foraging basket. Lose a Reagent you have collected.
9	The Overseer calls you up to their office with an urgent request. Draw on the Special Requests table (page XX) to see what they need.
10	You find yourself in an Inventor's Laboratory. If your Reputation is >25 the dwarf inventor offers to let you buy their latest creation for 100 Silver. Draw on the Inventions table (DELVE page 32) If your Reputation is lower, they shoo you away.
J	While exploring the deep caves, you find something glittering in the dirt; an Artefact! Draw on the Legendary Finds table (DELVE page 33) to see what form it takes and what 1 Trait it possesses
Q	One of the dwarvish doctors comes running up to you with an urgent request. They need something to cure [WOUND **]. Set a second Timer at 4. If you can provide a Reagent in time, gain an extra Reputation. If you can't, what happens to the patient?
K	Gentle humming comes from a cave ahead. Inside you find a strange being who greets you by name and offers you wisdom. Choose a Reagent from your Forage List and reduce its Foraging Value to 2 for the rest of this Forage. How do you thank the mysterious being?

TOOLS

The dwarves are a clever lot and they take any chance to show of the quality of their craft. The Tools below can be purchased after you have cured your first dwarvish Ailment.

Vault Basket – 50 Silver

A lightweight metal that is as strong as iron but light as wicker, this basket's spiked lid protects against most thieves.

Only lose 1 Reagent from gull-drakes, pixies, or other theft events.

Golem Wax – 100 Silver

Anointed with mystical oils and chanted over by at least 3 monks or your money back.

The Golem's Search action only takes ½ a Season as it moves faster.

Headlamp – 20 Silver

You should never enter a cave without one!

Gain an extra Foraging Point per turn while in Hero's Hollow or Dwarf Hold or any other dark, underground place.

UPGRADES

Apothecary – 200 Silver & Reputation >20

The dwarves like you so much that they offer you the chance to open up shop right here in the Hold.

- Spare potions you make can be sold here for 50 Silver.
- Spare Reagents you collect can be sold here for 5 Silver x highest Foraging Value.

Dig Site Funding – 100 Silver

An opportunity to help fund a newly established Hold and get a little something back for your faith.

At the end of every Season, draw a card.

If it is a ♥ or ♦ – Gain its value x 10 in Silver

If it is a ♣ or ♠ – The Hold has not had a good Season. Gain nothing.

VISITING THE HOLD

There are two ways to do this. The first is to assume the dwarf hold is well established and visit the features below as you like. The second is to play a game of DELVE alongside your Apothecaria journal and unlock them as you play.

You may visit the Hold for free if you are Foraging in the Dwarf Hold Locale or you may Decrease the Timer by 1 to visit from elsewhere.

The Inn – You may Hire an Adventurer here for 10 Silver. They can be used to negate an Event of your choosing during this Ailment.

The Library – Draw a card and gain Foraging Points equal to its value. You may use them in whatever Locale you choose during this Ailment.

The Shrine – Make an offering worth 10 Silver and you may draw twice for your first Event and choose which card to take.

The Overseer – You may visit the Overseer to be given a Special Request, see the table below.

	Problem	Reward
A	The smiths in the Forge are [HOT **]	A fine weapon
2	A cleric in the Temple is in a foul [MOOD *]	1 Reputation
3	During training a gunner got a [WOUND **]	Adventurer
4	The kitchen needs 3 SWEET for a recipe	New Recipe
5	A miner got hit by a [CURSE **]	1 Reputation
6	Farmers need 4 POISON to protect the grain	30 Silver
7	Some soldiers are in [PAIN ***]	1 Reputation
8	A golem is feeling drained of [MAGIC **]	A Clay Tablet
9	A mole person has had their [SENSES *] dulled	4 Forag. Points
10	A dwarf worries they might be a [GHOUL **]	1 Reputation

THE MONSTROSITY

While this entire expansion is optional and non-canon, this is particularly optional and non-canon as you may die here.

After you have cured all the Ailments from this expansion this terrible thing appears from the depths of the Dwarf Hold.

If you wish to help face it and keep the people of High Rannoc and the Dwarf Hold safe, you will need to:

- 1) Draw on the Ancient Monstrosity table (DELVE pages 35 & 36) to determine its name and powers.
- 2) Draw 10 cards face down for the Monstrosity
- 3) Draw a card for yourself + one for each:
 - Special Request that you have fulfilled
 - If you have a Fine Weapon (page 7)
 - If your Familiar joins the fight
 - If you have given at least 10 Silver to the Monster Village
 - Any useable Artefact you have access to
 - And draw 5 cards if you have rescued the trapped voice (page 4)

Reveal one card from each side, the higher card wins. If one side has more cards, they can use the extras to replace lower value cards. Whichever side has the most wins by the time all cards have been flipped is victorious!

If you lose by more than 5 cards, this is your final entry. What happened?

If you lose by less than 5 cards, you escape but the Dwarf Hold falls. It cannot be visited again.

If you win, gain 10 Reputation and describe the battle.

DELVE ROOMS

Apothecary – 10♦ + 20♥

The home and workplace of a witch where sick dwarves can be healed.

Adjacent Units are immune to the effects of Bad Magic results.

Can House 1 Witch

Study Hall – 70♦

Magic is an art but don't let that fool you into thinking it isn't scientific!

Draw twice whenever you are prompted to see if something is Good Magic or Bad Magic. Take whichever result you prefer.

Magic Academy – 50♥ & 5 Mages

Stidious sorcerers seldom sustain significant spell related injuries.

Mages and Witches cost ½ their written value.

Ravenloft – 15♥

Messenger ravens make their roost here in between deliveries.

Pay 40♦ to negate a Bad Magic result in this column.

UNITS & LAYERS

UNIT	STR	COST	POWER
Witch	2	20♦	Needed for Apothecary to work. Ranged.
Familiar	Card	Free	Requires Witch. Draw Card for STR. Min 1.

Start on Moonbreaker and move down a layer if you draw the K♥

MOONBREAKER – Dwarf units cost ½ their usual cost. Income generating rooms provide 150%

GLIMMERWOOD – All ♥ results are doubled. All ♣ Creatures start with double STR.

MELTWATER – Liquid travels 4 Grid Spaces horizontally rather than 2. All ♦ results are doubled.

HERO'S HOLLOW – All ♠ Enemies start with double STR. Remnant room sizes are doubled.

EXPLORING RANNOC

This draw table is for use with DELVE and brings some Rannoc Ranges themed events to your Hold.

Use this table whenever you draw a ♥ (Still gain the usual Resources)

A	Spiders from the Weaver's Wood have made their nest here. Giant Spiders (40 STR) spawn and attack upon first discovery. Afterwards this Grid Space counts as a Level 3 Stopping Trap.
2	This Grid Space houses a chaos well. Glittering water flows upwards from it. Flip your sheet and deal with a Liquid event. Afterwards you may gain 5♦ per turn from the well.
3	Some ancient Wayfarer Stone has somehow ended up down here. Any Unit housed adjacent to this Grid Space gets +2 STR
4	A flood of frigid water and ghosts comes pouring in from this Grid Space. Deal with the Liquid first then start Combat with Ghosts (15 STR. Takes ½ damage from all Units except Mages. Not stopped by Barricades)
5	Rumours of a Mimic (10 STR. Fast) are circulating around the Hold. Draw a card for each Room starting at the lowest. If you draw a Face Card, the Mimic is found, start Combat. If no Face Card is drawn, they were merely rumours.
6	We've found a mysterious bazaar run by demons and mechanical things. They will buy any Artefact for 200♦

7	A massive pungent truffle fills this Grid Space. It can be used as either 20 FOOD per turn or sold for 200♦ This event does not repeat.
8	Somehow a single Gull-Drake (1 STR. Fast) has managed to get down here. Bizarrely it attacks, begin Combat.
9	Our miners have stumbled upon some sort of Rannoc ruin. Choose a Room and place it here. It is Damaged but can be repaired.
10	Our miners have broken through into Hero's Hollow. Draw a Remnants Event (DELVE pages 21 & 22) and gain any Enemies as Friendly Units of the same STR. Immediately skip to the Hero's Hollow Layer (page 9)
J	We've accidentally dug into a Giant's home. It is 4 Grid Spaces in size and occupied by a Giant. Roll 1D2 for its mood. On a 1 - It is angry, begin Combat. 100 STR. Burrowing. On a 2 - It is friendly and will attack any enemies that pass it.
Q	A gargantuan beetle lives in this Grid Space. It offers 2♦ per FOOD you can provide it each Turn.
K	Roots of some wise and ancient tree emerge into a 1D4 Grid Space cavern here. Friendly Dryads can be found here. If you have an Underground Forest or Fleet Forest, they turn those Grid Spaces into Level 6 Damage Traps.