



# DELVE: QUESTS

# INTRODUCTION

*Hail and well met Overseer! I come to your illustrious Hold with news and a request.*

*As you spend your years digging into the secret world of stone and dirt, a great darkness has been spreading across the lands. Villages, towns, and cities have been wiped off the map by rampaging monsters, armies, and plagues. Dynasties have risen and fallen and the truth be told dear Overseer is that we need Heroes. We need brave Adventurers to help set balance to the world by embarking on epic Quests.*

*I ask of you one thing Overseer;*

*Help us.*

As you may be able to tell by the title and introduction, this expansion is all about Quests and the various benefits and dangers they bring.

In this zine you will find rules for:

- Generating Quests
- Undertaking Quests
- Levelling up
- Skills and Items
- New Rooms
- And plenty of Rewards

# QUESTS

Throughout the DELVE expansions, you have been a rather isolated community. Focused entirely on your own Hold and the ground beneath your feet. In this expansion, we will be focusing nearly entirely on that above ground world.

To get started with this expansion, you'll need to build a

## Quest Board – 5♥

*A place for troubled folk, contests, and local businesses to stick their posters. You may undertake Minor Quests.*

If placed Adjacent to an Inn - Gain 1XP for free per Turn

Lets break this entry level Room down and explain what these new mechanics are bit by bit:

## Quests

There are 3 Quest tiers with their own requirements and rewards.

*Minor* – Rats in the cellar, a murder of a minor noble, retrieving a magical frying pan - These Quests don't require great Heroes but are still worth doing for the small rewards and XP they provide.

Requires a Quest Board to undertake.

*Medium* - Find a lost prince, stop a band of trolls from destroying an elven village, clear a small Dungeon – These Quests are the bread and butter of Adventurers and provide decent rewards and XP.

Requires a Unit who has reached Level 5 (page 6)

*Major* – Stop a rising Dungeon Keeper, find a legendary lost artefact, defeat an army, travel to another realm – These Quests are terribly difficult and long and provide great rewards and XP.

Requires a Unit who has reached Level 15 and a Hall of Heroes.

As you progress, you'll unlock the higher tiers and gain access to greater and greater rewards.

## XP

As part of this expansion, the Units you choose to send off on Quests get to rise above the general rabble and receive a **Name** and **Skills**.

These heroic Units are improved by spending XP which you get from successful Quests, specialised Rooms, and some Discoveries.

XP gained through Quests is given to the specific Units that were on that Quest while XP that is gained through Rooms, Discoveries, or other means can be handed out as you see fit.

## Skills and Items

Once a Unit has been on a Quest and received a Name, they can start gaining Skills.

An Item is an Artefact or a named object that you've earned as a Reward or created. These mostly provide STR bonuses, Shields, or provide the benefit of a Skill without the Unit having to know the Skill. Each Unit can have a maximum of 1 Item.

For example: an Arcane Staff provides the Magic Skill which the Unit can then use during Quest Events.

## Quest Events

Finally, while your band of merry heroes is out on a Quest, you will draw a number of Quest Events for them based on the Tier and Region.

For example, a Minor Quest in the Dwarf Mountains would have 1 Event which might be *A troll (50 STR) guards this bridge and demands a toll. Give it an item to pass or face it in battle. **Clever, Agile, Strong** may defeat the Troll and pass without paying.*

If your Unit has any of the Skills shown in Bold, then they are able to complete the Event without paying or fighting.

# QUEST EXAMPLE

Before we get even deeper into these new systems, lets take a quick look at how a Quest plays out in the context of DELVE.

After we've built a Quest Board Room in our Hold, we have the option to generate Minor Quests using the Minor Quests Table on page 10. To generate these, we draw two cards - one to see what our Goal is and one to see what our story Reason for doing so is.

So if we drew two Aces we'd get:

“Track down a group of bandits (50 STR)” which is our Goal and our Reason would be “To Return A Family Heirloom”

The middle column, Where, is always attached to the Goal. So in this case our Where is The Realms, the civilised portion of the world.

As the goal requires defeating 50 STR of Bandits, we know we need to have enough STR to tackle that so we choose to send 11 Soldiers as our Fellowship of the Thing. They have 55 STR so at least someone is coming back alive, right?

Yes and no! Because Quest Combat works a little differently to regular DELVE Combat any damage that is dealt can be dishd out creatively so rather than 1 Soldier coming back unscathed, we can have 5 Soldiers limp their way home with 1 STR each.

But there's another wrench in the gears to this 11 Soldiers plan. Each tier of Quests has a number of Quest Events that have to be completed before the Goal. These are determined by drawing a card at the end of a Turn and checking the appropriate table, which, for us, is The Realms table on page 16. We draw a 3 and get:

3	<p>A thief has stolen one of our Items during the night! Assign a number to each of your items and draw a card to see which Item got stolen.</p> <p><b>Steal or Track</b> may find the thief (10 STR. Attacks First). Defeat them to regain the Item.</p>
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Whenever you get a Quest Event you will have some descriptive text:

*A thief has stolen one of our Items during the night!*

Some sort of effect:

*Assign a number to each of your items and draw a card to see which Item got stolen.*

And opportunities that make use of your Skills or Items:

**Steal or Track** may find the thief (10 STR. Attacks First). Defeat them to regain the Item.

So, if our Fellowship of the Thing had and chose to use the Steal or Track Skill to find this light-fingered fiend, we'd be in a spot of bother. We'd regain the Item they stole but the Thief's Attack First ability would drop us below the STR requirements for our Goal.

We could use some healing potions (page 9) if we have any but for now, lets choose to not use any Skills or Items and instead let the item be stolen so that we can complete our greater goal.

On the next Turn, instead of facing a Quest Event we face our Goal. Item effects, Skill Powers, and Artefacts can be used to turn the battle in your favour.

Without any of those, we would win and have our 5 Soldiers come limping home. We would, immediately after completing the Goal, gain:

- A Minor Reward (page 24)
- XP for each survivor

If any survivor has enough XP to Level Up, do so now. Then, if you have a Hospital, all survivors of a Quest are healed back up to full STR.

# PROGRESSION

Every Unit starts off at Level 0 and has no Skills or Items.

Minor Quests provide 10 XP / the number of Units involved  
 Medium Quests provide 30 XP / the number of Units involved  
 Major Quests provide 100 XP / the number of Units involved

Once a Unit has completed their first Quest they gain 1 XP and become Level 1 and gain the benefits below.

XP does not reset at each level.

Level	XP Required	Gains
1	1	1 Skill & A Name
2	5	1 Skill
3	10	+5 STR
4	15	+5 STR or 1 Skill
5	20	Can take on Medium Quests
6	25	1 Skill
7	30	+10 STR
8	35	1 Skill & +5 STR
9	40	Gain a Free Item of your choice for this Unit
10	45	Can take on Major Quests
11	50	1 Skill
12	55	+10 STR
13	60	1 Skill
14	65	+15 STR
15	70	1 Skill & +20 STR & A legend is written about them

# SKILLS

			
Agile	Elf Friend	Perform	Undead
Fly	Noble Ken	Ranged	Trap
Healing	Gamble	Drink	Lockpick
Magic	Barter	Clever	Machinery
Druid	City Ken	Counter	Dungeon Ken
Riding	Lore	Track	Cultist
Potions	Beast Ken	Swim	Sneak
Holy	Charm	Climb	Repair
Sailing	Common Ken	Strong	Steal
Choose Any 	Choose Any 	Choose Any 	Choose Any 

Skills are drawn randomly with a value between A and 10.  
 Drawing a Face Card lets you choose any Skill in that suit.

# NEW ROOMS

## QUEST ROOMS

### Quest Board – 5♥

*A place for troubled folk, contests, and local businesses to stick their posters.*

You may undertake Minor Quests.

If placed Adjacent to an Inn - Gain 1XP for free per Turn

### Adventurer's Guild – 50♥ & 20♦ & 1 Artefact

*A home for wayfarers, vagabonds, and mercenaries seeking gold and glory.*

You may undertake Medium Quests.

If placed Adjacent to an Inn - Gain 2XP for free Per Turn

Can House 10 Adventurers

### Hall of Heroes – 150♥ & 50♦ & 3 Artefacts

*Filled with sagas and relics of a hero's journey, this is the big leagues.*

You may undertake Major Quests.

If placed Adjacent to an Inn - Gain 5XP for free per Turn

Can House 10 Adventurers

## BONUS ROOMS

### Armoury – 50♦

*Accept no forgeries! This armoury produces only the finest works of steel.*

Allows you to purchase Weapon Items from the Items Table

### Potion Brewer – 50♦

*A little sip of luck, a brew that can stop death, or just a tasty tea?*

Allows you to purchase Potion Items from the Items Table

### Tailor – 50♦

*A stitch in time saves you nine!*

Allows you to purchase Clothing Items from the Items Table

### Stable – 20♥

*A place to keep mounts no matter how weird they are.*

Units with the **Riding** Skill can mount up and gain Fast if they enter this Room during Combat.

# ITEMS

Card	Item	Effect	Price
A	<b>Dwarvish Axe (Weapon)</b>	+5 STR	5♦
2	<b>Simple Healing (Potion)</b>	Restore 10 STR. Single Use.	10♦
3	<b>Leather Armour (Clothing)</b>	Gain a 5 STR Shield	5♦
4	<b>Simple Crossbow (Weapon)</b>	Gain <b>Ranged</b>	8♦
5	<b>Clear Mind (Potion)</b>	Draw a second card during a Quest Event. Single Use.	20♦
6	<b>Steel Halberd (Weapon)</b>	+12 STR	10♦
7	<b>Scale Mail (Clothing)</b>	Gain a 15 STR Shield	10♦
8	<b>Bear Trap (Weapon)</b>	Use <b>Traps</b> Skill to place a 10 STR Trap before Combat.	20♦
9	<b>Sea Breath (Potion)</b>	Do not lose STR to any Quest Event involving drowning	15♦
10	<b>Plate Mail (Clothing)</b>	Gain a 30 STR Shield	20♦
J	<b>Grudge Hammer (Weapon)</b>	+50 STR	30♦
Q	<b>Dragon Scale (Clothing)</b>	Gain a 50 STR Shield	40♦
K	<b>Restoration Juice (Potion)</b>	Restore all lost STR. Single Use.	50♦

# MINOR QUESTS

Minor Quests take 2 Turns to complete and require you to complete 1 Quest Event in its Where Locale and fulfil the What requirement.

Rewards for the Quests are generated on page 24

	What	Where	Why
A	Track down a group of bandits (50 STR)	The Realms	To return a family heirloom
2	Protect a marked noble during an event (Charm or Alert)	The Realms	To ensure a noble house doesn't fall
3	Escort a rich merchant (2 Events)	The Realms	Because they paid you
4	Clear out some vicious animals (45 STR. Beast Ken or Traps)	The Wilds	To protect a village
5	Defeat a group of lawless dwarves (60 STR or Drinking)	The Realms	For justice!
6	Deliver a cursed relic to a local wizard (Magic)	The Realms	For research!

	What	Where	Why
7	Defeat an infamous dire beast (80 STR)	The Wilds	To prevent more harm
8	Solve a crime that has stumped the guards (Clever or Steal or Magic)	The Realms	For justice!
9	Assist a druid as they perform a ritual (Magic or Beast Ken)	The Wilds	To restore a natural place's beauty
10	Defeat a vampire (60 STR or Cleric Unit. City Ken)	The Realms	To prevent more harm
J	Journey to a special place and document it (2 Events)	The Wilds	For research!
Q	Defeat a magical creature (50 STR. Attacks First)	The Wilds	To gain power
K	Defeat a local Pirate Captain (60 STR. Sailing. Duel)	The Sea	To rescue a kidnapped noble.

# MEDIUM QUESTS

Medium Quests take 3 Turns to complete and require you to complete 2 Quest Events in its Where Locale and fulfil the What requirement.

Rewards for the Quests are generated on page 26

	What	Where	Why
A	Find and defeat a Vampire Lord (150 STR)	The Realms	To free a town from tyranny
2	Clear some monsters from the heart of the Forest (80 STR. Nature)	The Wilds	Because a god asked you too
3	Find a missing child (Track. Nature)	The Wilds	To save someone
4	Slay a vicious Sea Serpent (100 STR. Sailing)	The Sea	To open trade routes
5	Explore a sunken wreck (+1 Event)	The Sea	To find lost treasure
6	Find a cure for a dying general (Heal. Nature)	The Wilds	To prevent a war

7	Find and reclaim a stolen artefact (Steal. City Ken)	The Realms	To stop a dark ritual
8	Seal the entrance of a Dungeon (200 STR or Machinery)	The Dark	To prevent monsters from attacking
9	Slay a powerful monster (150 STR)	The Wilds	To keep people safe
10	Sail to foreign shores (+2 Events. Sailing)	The Sea	To discover new lands
J	Find some lost miners (+1 Event)	The Dark	For information
Q	Protect a dryad's glade (70 STR. Charm)	The Wilds	To protect a forest
K	Rescue some lost adventurers (+1 Event)	The Dark	For love!



# MAJOR QUESTS

Medium Quests take 5 Turns to complete and require you to complete 3 Quest Events in its Where Locale and fulfil the What requirement.

Rewards for the Quests are generated on page 28

	What	Where	Why
A	Reach the heart of a Dungeon (+4 Events)	The Dark	To lock an evil away
2	<i>If Event above has been completed</i> Defeat a Keeper (250 STR. Magic)	The Dark	To vanquish an evil
3	Rescue a kidnapped royal (Tracking. Steal. 100 STR)	The Dark	To save someone from a terrible fate
4	Break a devious curse (Magic x 3)	The Dark	To prevent something evil from being summoned
5	Survive the Circus of Chaos (250 STR. Perform. Agile)	The Dark	For... reasons
6	Out bet a Dark God (Gamble. Drink. Draw a card for each side, highest wins. A unit is Defeated if you lose)	The Dark	To earn a favour

7	Appease a Nature God (Druid. Beast Ken. Do not Build for the duration of this Quest)	The Wilds	To clear the debts of our forebears
8	Find the lost sunken city (+4 Events. Sailing x 4)	The Sea	To learn from our past
9	Defeat an Ancient Monstrosity (Draw a Monstrosity and Defeat it)	The Dark	To protect our kin
10	Calm a living storm (Charm x 3 Perform x 3)	The Sea	To stop a city from starving
J	Stop a rampaging colossus (Machinery. Lockpick. Traps. Magic. 100 STR)	The Dark	To save an empire from destruction
Q	Defeat the Unseelie Queen (Clever. Steal. Charm. Perform. 50 STR)	The Wilds	To prevent more children from being stolen
K	<i>Once all Quests are done</i> Dethrone a vengeful god (500 STR. Any 20 Skills)	The Realms	To free an oppressed people

# THE REALMS

The Dwarven Mountains, the Elvish Woods, or the Human Cities, The Realms encompasses all known and civilised lands. Don't be fooled by the facade of comfort and civility though, a dagger is a dagger no matter the hand that wields it.

A	The party is accosted by a group of corrupt guards (20 STR) who say they're guilty of some clearly made up crime. The guards offer to accept a bribe of 20♦ or will throw the party in jail for 5 turns. <b>Lockpick, Charm, Perform</b> can get the party out for free.
2	A rare item merchant stops the party and asks them to take a look at their wares. You may purchase a Reward from the Reward Table of the current Quest Tier at 10♦ x its card value. Each Unit with <b>Barter</b> lowers the above cost by 2♦
3	A thief has stolen one of our Items during the night! Assign a number to each of your items and draw a card to see which Item got stolen. <b>Steal</b> or <b>Track</b> may find the thief (10 STR. Attacks First). Defeat them to regain the Item.
4	The party is distracted by a local tavern and spend a turn drinking and frolicking. <b>Drink</b> Skill having Units may draw a card to see if they win any bets. Gain 2♦ x card value if the card is ♥ or ♦. Lose an Item if you draw a ♣ or ♠ Face Card.
5	A rusted old gate blocks the path here. Going round or over looks like it'll be painful (-5 STR). <b>Lockpick</b> or <b>Strong</b> may open the gate with no STR loss.
6	One of the party gets into a spot of bother with a local. Other locals look ready to fight over it. Local Mob (30 STR) if you attack first, the party is arrested for 5 turns. <b>Charm</b> or <b>Agile</b> can escape the mob without conflict.

7	As the party travels along a quiet path, they are struck by a bandit (20 STR) trap. Draw a card: ♥ or ♦ – A net or snare. The Bandits get a free attack on all caught. ♣ or ♠ – A spike trap or pit. Lose 25 STR on one unit. <b>Trap</b> avoid getting caught by a trap and fight normally before trapped units are damaged.
8	A locale blacksmith offers to upgrade one of your Unit's armour or weapon for a modest fee of 20♦ If you accept, double a party member's STR or Shield.
9	You come across a town under attack by monsters. They beg for your help and offer a Minor Reward as payment. The Monsters have 20 STR, 20 STR, and 20 STR and must be fought separately.
10	A rowdy mob (20 STR. Attacks Last) are demanding a city official's head for an apparent injustice. The official offers you 10♦ if you can protect them. <b>Charm</b> or <b>Common Ken</b> can convince the mob to leave.
J	Two thieves make off on a fast carriage with the party's belongings. Choose three Items to lose. <b>Riding</b> may chase down and retrieve the stolen Items.
Q	One of the party members gets into a spot of bother with the law and the party has to lay low for 3 Turns. What did they do? Draw once on The Wilds table to see what happens out there.
K	Your party is brought before the ruler of these lands and given a new Quest. Draw on the Quest Tier above your current Quest and embark on that instead. <b>Noble Ken</b> may refuse the Quest. Otherwise, all aboard!

# THE WILDS

Deep forests and untouched places, lands that only beasts and monsters call home. Most adventurers turn back and choose a life of quiet comfort after one week in these uncaring lands. Extreme weather, dangerous beasts, and worse await you here.

A	A Troll (50 STR) guards a bridge that you must cross. The terrifying brute demands an Item in order to pass. If you have no Item or choose not to pay, Fight the Troll. <b>Clever, Agile, Strong</b> may pass without paying or fighting.
2	Elvish Glade Guards (30 STR. Attack First) accost your group claiming they have tread on sacred grounds and must atone in front of their leader. Spend a turn atoning or fight them? <b>Elf Friend</b> or <b>Druid</b> may smooth things over and pass.
3	The trees here speak in slow and booming voices about previous adventurers and the grim fate that awaits. <b>Charm</b> may be used to ask the trees of any Items these ill-fated adventurers may have left. ♥ – Gain an Item (page 9) ♦♣♠ – There is nothing to find.
4	Wolves stalk your group in the dark. They're waiting for you to rest or be injured. If you do not have <b>Beast Ken, Magic, or Ranged</b> then one of your group is Defeated.
5	An injured beast lays beneath a tree here. If you have <b>Healing</b> you may nurse it back to strength. What sort of creature is it? If you have <b>Riding</b> you may use it as a mount and gain Fast.
6	One of your group has eaten a mushroom. Gods know why. Draw a card to see what happens. Face – They gain +5 STR Numbers – They lose 10 STR to a minimum of 1 STR Ace – They are Defeated. <b>Druid</b> may revive them with ¼ their total STR

7	The party stumbles upon an ancient spiritual site. <b>Holy</b> or <b>Lore</b> or <b>Druid</b> can unveil its powers and gain the effects of a Good Magic (DELVE, page 25) for the Hold
8	An old airship has crashed into the trees here and it looks like it has an Item in it. <b>Climb, Fly, or Elf Friend</b> may get up and claim a free Item. <b>Ranged</b> can knock it down if they get a King in three attempts.
9	Well the good news is the party made it through the swamp. The bad news is that they're covered in leeches. <b>Beast Ken, Healing or Druid</b> may remove the leeches. Otherwise each Unit loses 5 STR per Quest Event.
10	A group of passing centaurs take pot shots at your party for getting too close to their territory. Draw a card for each party member and a card for the centaurs. Each party member whose card is lower than the centaur's loses 10 STR
J	One of your group has gotten into a heated argument with a talking forest critter (5 STR). Draw a card to resolve this: Red – The critter demands blood and attacks. Black – The argument resolves peacefully. <b>Charm, Clever, or Druid</b> may resolve peacefully with a draw.
Q	The forest is on fire! Stampeded animals rush through the smoke, bowling over your party and crushing anyone too slow to flee. Draw a card for each party member. A – they are Defeated. Otherwise – They lose ½ their STR. <b>Agile</b> or <b>Riding</b> escape unharmed.
K	While resting up for the night one of the party members is bitten by a snake. <b>Druid or Potion</b> may cure the bitten Unit, otherwise they are Defeated. <b>Undead</b> is immune and the snake dies instead.

# THE SEAS

It takes a certain person to face the open ocean without fear. Some would say bravery, others, foolishness. The waters hide pirates and sea beasts, sirens and storms. One wrong move and you'll be joining the drowned down in the depths.

A	One of your group mistakes a manatee for a beautiful mermaid and has leapt overboard. Assign each Unit a number or suit and draw a card to see who jumped. <b>Swim</b> can drag the love-struck moron back aboard. Otherwise they lose ½ their STR before getting rescued.
2	The quartermaster of the ship offers to sell your group some Items (page 9). Just don't tell the captain. <b>Barter</b> lowers the cost of an Item by ¼ <b>Charm</b> lowers the cost by another ¼
3	The maddening song of a Siren calls out to all those aboard the ship. Units that aren't attracted to women are unaffected and can tie down 1 Unit each. Any Unit not tied down leaps into the sea and loses ½ their STR before being rescued. <b>Swim</b> lowers the STR loss to 5 STR or ¼ - whichever is lower
4	A storm batters the ship relentlessly. It takes all hands on deck to keep the ship from sinking. Any Unit without <b>Sailing</b> loses 5 STR.
5	The crew manage to trick the party into a game of liar's dice. Draw a card for each unit and two for the crew. For each Unit who's card is lower than the crew's, lose 5♦. For each Unit card higher than the crew's, gain 2♦. <b>Gamble</b> automatically gains 10♦ without drawing.
6	Someone on the ship was murdered during the night and fingers are pointing at one of your party members. <b>Clever, Common Ken, Sneak, or Healing</b> can prove it wasn't your party member. Who really did it? If you have none of these Skills, the party member is Defeated.

7	The ship sails serenely through soft seas. It is very boring.
8	The ship has run out of food. The crew say that someone has to be eaten if they are to survive. With numbers and diplomacy on their side, it looks like you have to choose one of your own. Choose a Unit to be Defeated.
9	The ship docks at an elvish resort and the party spends a wonderful night getting pampered. Restore all lost STR or gain +5 for each Unit.
10	An attack beneath the waves has left the ship sinking! Quick, into the lifeboats! +1 Quest Event before reaching your Goal. <b>Repair</b> can fix the ship before it sinks and continue on as normal.
J	A sea witch emerges from the water and curses one of your party members. The poor unfortunate soul loses their voice and must be kissed by their true love before the end of the Quest. Draw a card to find their true love. Face – You find them! Otherwise - The Unit can never speak again.
Q	The Manatee Queen offers the flipper of a handsome manatee prince or princess to the highest Level Unit in your group IF they come and live in their undersea city for 20 Turns. Any Unit that goes gains <b>Noble Ken, Swim, Sailing, Magic</b> . The Hold gains 10♦ per Turn as part of the dowry.
K	The ship wrecks on the coast of a deserted island and everyone must work together to build a raft and escape this awful place. Draw a card. Red – They learn valuable lessons and escape: Everyone Gain a Level. Black – Someone declares themselves lord of the flies. Defeat a Unit then everyone gets rescued.

# THE DARK

Dungeons, caverns, and forgotten ruins. The Dark is the name given to any place that the light has forgotten and which Evil calls home. Undead, monsters, cave-ins, and eldritch magic awaits any adventurer foolhardy enough to explore these places.

A	A shambling horde of Undead (100 STR) is approaching. Draw a card to see how many hiding places are available. Any Unit who chooses not to or is unable to hide must stand and fight. <b>Sneak, Climb, Fly, Magic, Undead</b> , may hide without a space.
2	One of your group triggers a devilish trap. If they move, it will spring forth dealing 40 STR to them and them alone. Assign a number or suit to each Unit and draw a card to see who it hits. <b>Traps</b> or <b>Agile</b> can save them from their fate.
3	An Artefact (DELVE, page 34) stands atop a pressure plate. You may attempt to steal it by drawing a card. If it is a ♦ – gain an Artefact. Otherwise – the Unit is Defeated by devious traps. <b>Traps</b> or <b>Steal</b> may draw twice and choose which card to use.
4	It appears you've found the laundry room of the dungeon. There is a chance for mischief here. What cruel prank do you pull?
5	Ahh, a sacrificial altar, at last! This classic bit of dungeon décor allows <b>Cultist</b> Skill having Units to sacrifice other party members and gain their Levels for themselves. <b>Lore</b> can gain 2 XP from studying the altar.
6	Uh oh! The party have, through some hijinks, found themselves dressed as cultists and expected to take part in a ritual. <b>Cultist</b> or <b>Lore</b> can perform the ritual and get the party out safely. Otherwise they must fight Annoyed Cultists (60 STR)

7	The dungeon twists and turns in a maddening labyrinth. Draw a card each Turn to see if your party finds the exit. Face Card – You find the exit and may continue your Quest. Numbers – You are still lost. Lose 5 STR. Ace - A Minotaur (80 STR) finds you. Defeat it to continue. <b>Clever</b> lets you draw twice per Turn.
8	The party beds down for the night to rest and recuperate but there is a drip nearby and it is really quite annoying. Choose one party member; they won't stop complaining about it and regain no STR. Everyone else regains all lost STR.
9	The party stumbles upon a ritual circle and one of the party members is Cursed. Choose a party member and draw a card. Face – They are turned into an animal and have ½ their STR Numbers – They lose a Skill Ace – They gain a Monstrosity Trait (DELVE, page 36)
10	There is an Artefact (DELVE, page 34) embedded in the stone here. Each Unit may try to free it by drawing a card. If they get a King – the Artefact is unearthed and theirs to keep. There is only one Artefact here. Any other card fails to move it.
J	Choose a party member. They end up separated from the group and cornered by a very persuasive monster who convinces them that a time-share in a dungeon is a great investment. Draw a card and lose ♦ equal to its value x 3.
Q	You've stumbled into a dark prison full of captured adventurers. The Monstrous Guard (400 STR) attacks. If you lose this fight, you party is captured and can be rescued later. The Guard keeps its wounds. If you succeed, rescue any Units you have lost to this Event & Draw a card and gain that many Adventurers (DELVE, page 23)
K	A shadowy incorporeal figure whispers dark secrets into the mind of a party member causing them to betray you. Choose a Unit, they must be Defeated. <b>Grapple, Trap, Beast Ken, Druid</b> can capture the traitor and revive them after the Quest is completed.

# MINOR REWARDS

Gained as Rewards from Minor Quests

A	<b>Temple Blessing</b> – A holy item that can be given to a Unit to grant them a 20 STR Shield.
2	<b>Weighted Blade</b> – The wielder may block one attack per Quest.
3	<b>Cornucopia</b> – The hold is granted 50 FOOD or 30♥
4	<b>Druid's Staff</b> – Once per Quest you may spawn a Badger (10 STR) or use the Nature Skill.
5	<b>Guard's Armour</b> – Wearer gains +15 STR and City Ken Skill
6	<b>Elvish Bow</b> – Wielder gains Ranged. If Wielder already had Ranged they have a Range of 4 Grid Spaces instead of 2.
7	<b>A Big Bag Of Money</b> – Draw 5 cards and treat them as ♦
8	<b>A Title</b> – Choose a Unit to gain the title, it cannot be transferred. This Unit gains the Noble Skill.
9	<b>Detailed Map</b> – Single Use. Travel directly to the end of a Quest, do not do any Quest Events.
10	<b>Training</b> – Choose a Unit to level up.
J	<b>Dwarvish Steel</b> – Gain 30♦ or increase a Golem's STR by 15
Q	<b>Pistol</b> – Once per Quest/ Combat, the wielder can make a 30 STR Ranged attack. Why did they make them so awkward to reload?
K	<b>Arcane Axe</b> – Draw a card after any attack with this axe: ♥♦♣ – The Enemy is frozen for 1 Turn. ♠ – The Enemy is frozen for 2 Turns. Enemies cannot be frozen twice.

# MEDIUM REWARDS

Gained as Rewards from Medium Quests

A	<b>Siren's Kiss</b> – Choose a Unit, they are immune to Liquid (excl. Lava)
2	<b>Mole Gauntlets</b> – The wielder can Burrow (DELVE, page 9)
3	<b>Sworn Sword</b> – Gain an Adventurer (DELVE, page 23) who joins your noble band of heroes. They start at Level 5.
4	<b>Familiar</b> – Choose a Unit to gain a Familiar. It cannot be transferred. This Unit gains the Magic Skill. If they already had Magic, they gain a 10 STR Shield at the start of each Combat or Quest.
5	<b>Trident</b> – The wielder gains the Sailing Skill and is now Fast.
6	<b>A Hefty Reward</b> – Draw 8 cards and treat them as ♦
7	<b>Fame</b> – Lower the ♦ cost of new Units by ½ for the next 4 Turns.
8	<b>Knowledge</b> – Choose an Event in any Region except The Dark. You always succeed on this Event when it comes up.
9	<b>Trap Kit</b> – Wielder gains the Mechanical Skill and can place a level 1 Trap if they spend a round not moving or fighting.
10	<b>Artefact</b> – Gain an Artefact (DELVE, page 34)
J	<b>Miner's Mask</b> – The wearer is immune to Gas.
Q	<b>Flaming Sword</b> – Undead Enemies flee from this Item. If the Unit spends a Turn not moving or fighting they can create a level 1 Offensive Barricade.
K	<b>Wolf Cannon</b> – A living and moving Cannon (50 STR. Ranged) sculpted to resemble a beast.

# MAJOR REWARDS

Gained as Rewards from Major Quests

A	<b>Wisdom</b> – The party gains a Level.
2	<b>A Courtly Favour</b> – Choose and place 150♥ worth of Rooms as the Quest giver pays for their construction.
3	<b>Sun Lantern</b> – Undead are instantly Defeated if they enter the same Grid Space as this Item.
4	<b>Future Tech</b> – Gain an UMBRA Relic (Umbra, page 34) or a Plasma Rifle (+20 STR. Can shoot through Defensive Barricades and Walls)
5	<b>A Reputation</b> – Whenever an Enemy with less STR enters the same Grid Space as this Unit draw a card. Red – They know of you and swear loyalty. Black – They fight you.
6	<b>Vengeance</b> – If this Unit is Defeated, whatever Defeated it shares the Unit's fate.
7	<b>Glory Seekers</b> – Gain 50 STR worth of Soldiers. They camp outside of the Hold and enter via the Entrance during Combat.
8	<b>Scroll of Banishment</b> – Single Use. Immediately Defeat any Enemy of your choice.
9	<b>Dark Power</b> – Gain a RISE Relic (RISE, page 33) or a Cloak of Darkness which makes the wielder immune to Ranged attacks.
10	<b>Artefact</b> – Gain an Artefact (DELVE, page 34)
J	<b>Bag of Hold</b> – This Item contains a small 6 room Hold. Play a short game of DELVE to see what's in it. The Unit gains any relevant bonuses and may summon other Units from it.
Q	<b>Fairy Folk</b> – This Unit is protected by the fairy folk and may use this Item to revive with full STR after being Defeated. Single Use.
K	<b>Staff of Teleportation</b> – Instantly travel to the last challenge of a Quest skipping any Quest Event requirements. Single Use.

DELVE: Quests introduces the new Quest mechanic which allows you send your Units out into the world where they can gain Levels and Skills, purchase useful Items and explore outwith the Hold.