

# GO DEEPER!

INSTRUCTION MANUAL

# GAMEPAD COMMANDS



# KEYBOARD COMMANDS

F12

TOGGLE FULLSCREEN

W

↑

CAMERA UP

+

ZOOM IN

F1

ACCESS MENU

A

←

CAMERA LEFT

-

ZOOM OUT

F2

TOGGLE HEX GRID

S

↓

CAMERA DOWN

Q

DISCARD TILE/  
END TURN

D

→

CAMERA RIGHT

ESC

CANCEL ACTION

SPACEBAR

ENTER

CONFIRM ACTION/  
ACCEPT

# PLAYING THE GAME

So I hear you're new to Delve Deeper...



YOUR STARTING LO



THE FIRST STEP IN LEARNING TO PLAY IS GOING THROUGH THE TUTORIAL ONCE, AS WELL AS READING THIS INSTRUCTION BOOK.

TRY PLAYING WITH THE AI AND MONSTERS SET TO LOW WITH THE MONEY TURNED UP UNTIL YOU UNDERSTAND HOW TO PLAY, THEN TRY YOUR HAND AT A HARD GAME WITH LOTS OF MONSTERS AND NASTY AI.

TRY BEING DEVIOUS. AND WHATEVER ELSE YOU DO, MAKE SURE TO DELVE DEEPER!

THE TUTORIAL REALLY IS A VERY SENSIBLE BEGINNING

# MULTIPLAYER GAMES



TWO PLAYERS PICK  
THEIR mining TEAMS

TO PLAY WITH MORE THAN ONE HUMAN PLAYER AT A TIME YOU MUST HAVE MORE THAN ONE CONTROLLER OR BE PLAYING ON A PC FOR HOTSEAT MULTIPLAYER.

FOR HOTSEAT MULTIPLAYER, PLAYER ONE CHOOSES THEIR TEAM FIRST, AND HITS THE READY BUTTON. THEN THE SECOND PLAYER CAN CHOOSE THEIR TEAM COLOR AND THE COMPOSITION, AND SO ON, UNTIL ALL THE AVAILABLE TEAM SLOTS ARE FILLED. THERE CAN BE UP TO FOUR PLAYERS in a MATCH.

# PICKING YOUR CAMP



CLICK ON ANY OF THE  
UNTAKEN MINING CAMPS

WHEN YOU START THE ROUND YOU WILL HAVE TO PICK A MINING CAMP. THIS IS MORE THAN JUST YOUR STARTING LOCATION, YOU CAN TURN IN TREASURE AND RELICS HERE FOR FULL PRICE, AND ANY DWARF THAT ENDS THEIR TURN ON THE MINING CAMP IS FULLY HEALED.

SOME MAPS MAKE THE CHOICE OF CAMP A BIG CHOICE, BUT ALL MAPS STRIVE TO MAKE EVERY START LOCATION EQUALLY AS VIABLE AND BALANCED FOR PLAY.

# TUNNELS AND DEPTHS



THIS DEEP TILE CAN BE  
PLACED ONLY in THE DEEP

THERE ARE THREE DEPTHS in THE MINES: DIRT, STONE, AND THE DEEP. YOU MUST UNLOCK THESE DEPTHS BY CONNECTING THEM TO YOUR TEAM'S MINING CAMP.

THAT IS TO SAY, YOU MAY ONLY PLACE A TILE in THE DEEP if ONE OF YOUR DWARFS CAN WALK TO A SECTION OF THE DEEP OR A SECTION OF STONE THAT HAS AN OPEN CONNECTION TO A PLAYABLE DEEP HEX.

SUCH AS IS THE CASE in THIS SCREENSHOT.

# EXPANDING THE MINE



SELECTING A TILE SHAPE  
TO EXPAND THE TUNNELS

PLAYERS HAVE THE OPTION TO ADD ONE NEW TILE PER TURN, CHOSEN FROM ALL DEPTHS THEIR TUNNELS CONNECT TO.

ADDING A TILE REQUIRES YOU TO FIRST PICK THE DEPTH YOU ARE WORKING IN.

THE DEPTH IN THIS SCREENSHOT IS STONE, SO THE PLAYER HAS CHOSEN THE STONE DEPTH ICON, CENTERED THEIR VIEW ON A SECTION OF TUNNEL, AND HAS SELECTED THE TOP TILE, A STRAIGHT TUNNEL TILE.

# PLACING A MINE TILE



WHEN PLACING A TILE, PLAYERS MUST CONNECT TO AN EXISTING MINESHAFT AND ANY OTHER ADJACENT CONNECTIONS.

PLAYABLE DEPTHS ARE HIGHLIGHTED IN GREEN. THE TILE PLACER IS RED THOUGH, SHOWING THE TILE IS STILL UNPLAYABLE.

THE PLAYER IN THIS SCREENSHOT MUST FIRST ROTATE THE TILE TO THE RIGHT OR LEFT USING THE GRAY ARROWS. ONCE THE TILE CONNECTS, THE PLACER TURNS GREEN.

PLACING AND ROTATING  
A TILE TO CONNECT TUNNELS

# VALID TUNNEL DESIGN



A GREEN TILE PLACER  
SHOWING VALID PLACEMENT

THE GREEN TILE PLACER SHOWS THAT THIS TILE IS ROTATED PROPERLY AND HAS CONNECTIONS TO ALL ADJACENT TILES.

THIS PLAYER CAN NOW PRESS THE ACCEPT BUTTON AND CONTINUE WITH THE GAME.

EXPERIMENT WITH UNUSUAL SHAPES AND REMEMBER THAT YOU MUST CONNECT TO AN EXISTING TUNNEL SECTION, BUT YOU CAN PLACE THEM ANYWHERE, LIKE WHERE A RIVAL IS TRYING TO CONNECT TO...

## DWARF MOVEMENT



VALID MOVES ARE  
LIT UP in BRIGHT GOLD

SELECT A DWARF AND YOU WILL SEE THE MAXIMUM MOVEMENT RADIUS LIT UP in BRIGHT GOLD HIGHLIGHT. RIGHT-CLICK THE MOUSE WITHIN THIS RADIUS TO MOVE A DWARF, OR WALK THEM THERE YOURSELF USING THE XBOX OR USB GAMEPAD.

GLOWING BATTLEAXES DENOTE MONSTERS, AND WALKING PAST THEM WILL LOCK THE DWARF INTO COMBAT UNTIL THE END OF YOUR TURN, ENDING THEIR MOVEMENT.

## mining TREASURES



THE GEMS IN THIS HEX  
MAKE FOR GREAT mining

ANY DWARF THAT STOPS ON A TILE WITH MINERALS ON IT, SUCH AS THE GEMS IN THIS SCREENSHOT, WILL AUTOMATICALLY MINE. AT THE END OF YOUR TURN, THE MINING DWARF WILL LOWER THE VALUE OF THAT VEIN BY ONE AND ADD IT TO ITS INVENTORY. EACH DWARF WILL REMOVE ONE SO LONG AS THE WALL HAS ANY LEFT.

MAKE SURE THE DWARF HAS ROOM FOR THE TREASURE IN ITS INVENTORY.

# LIGHT UP THE MINES



THIS LANTERN IS  
A LIGHT IN DARK PLACES

DWARFS WILL TRY TO SET LIGHT SOURCES ON ANY SQUARE THEY END A TURN ON.

LANTERNS GIVE OFF LIGHT THAT STOPS MONSTERS FROM RANDOMLY SPAWNING, FORCING THEM TO APPEAR IN DARK SPOTS. LIGHT DOES NOT SPREAD AROUND CORNERS.

KEEPING YOUR TUNNELS LIT WILL FORCE MONSTERS TO SPAWN IN AN OPPONENT'S PORTION OF THE MAP, OR IN UNEXPLORED REGIONS, DEEP WITHIN THE MINE.

## NEUTRAL VENDORS



THE GNOMES CHARGE  
A FEE FOR THEIR SERVICES

EACH MAP INCLUDES A NUMBER OF BANKS AND BAZAARS WHERE YOU CAN TURN IN YOUR TREASURES AND RELICS AS IF THEY WERE A MINING CAMP. UNLIKE THE CAMP, YOU WON'T GET THE FULL SCORE VALUE FOR ITEMS TURNED IN AT A VENDOR.

BOTH CHARGE A FLAT RATE OF TWO GOLD PER TRANSACTION, REDUCING THE VALUE OF ANY RELIC OR TREASURE PILE TURNED IN BY TWO POINTS. IT IS BETTER TO TURN CHEAP TOTALS IN TO THE MINING CAMP.

## MOVING TO COMBAT



THIS FIGHTER TAKES ON  
A ROAMING GNOME KNIGHT

WHEN YOU MOVE INTO A MONSTER OR RIVAL DWARF, OR THEY MOVE INTO YOU, COMBAT BEGINS AT THE END OF THE TURN.

COMBAT IS AUTOMATIC. PARTICIPANTS GO IN ORDER OF FASTEST TO SLOWEST, WITH ATTACKERS FAVORED IN CASE OF A TIE.

SIMILARLY, THE SLOWEST UNITS ARE THE ONES HIT FIRST BY AN ATTACK. USE SLOW FIGHTERS TO ABSORB BLOWS AND QUICK SCOUTS TO GET THE JUMP ON WEAK FOES.

## RECOVERING HEALTH



THIS FAIRY FOUNTAIN  
IS A GREAT PLACE TO REST

AFTER SOME BATTLES YOUR DWARFS WILL BEGIN TO SHOW SERIOUS WEAR AND TEAR. BRINGING THEM TO THE MINING CAMP OR TO A FAIRY FOUNTAIN AND ENDING THEIR TURN ON IT WILL ALLOW YOU TO GET HEALED ALL THE WAY BACK TO FULL.

KEEP AN EYE ON THE CURRENT HEALTH LEVELS OF YOUR DWARF SQUADMATES. REMEMBER THAT A DWARF WILL LOSE A TURN AND DROP ALL THEY CARRY IF THEY GET KNOCKED OUT, DON'T LET IT HAPPEN.

# TIPPING THE SCALES



MOVING IN TEAMS  
MAXIMIZES YOUR SAFETY

FIGHTING TO WIN MEANS FIGHTING DIRTY.  
IF ONE DWARF STUMBLES INTO COMBAT,  
SEND A FEW EXTRA ALLIES TO HELP OUT.

EVEN IF YOU LOSE THE FIGHT, YOU MAY  
TAKE A FEW OF THEM WITH YOU, SO THAT  
YOU CAN ESCAPE MORE EASILY WHEN YOU  
WAKE UP FROM BEING KNOCKED OUT.  
AND REMEMBER THE ORDER OF COMBAT:

QUICK UNITS HIT FIRST AND ARE HIT LAST.  
SLOW UNITS ARE HIT BEFORE FASTER ONES.

# WINNING THE GAME



RED TEAM LOOKS TO  
EVEN THE SCORE A LITTLE

THE WINNER IS THE PLAYER WITH THE HIGHEST SCORE AT THE END OF THE GAME. GREEN IS WINNING IN THIS SCREENSHOT,

BUT RED JUST KO'D TWO OF HIS DWARFS AND IS STEALING THE SCOUT'S RELIC. THIS COULD CHANGE THE WHOLE MATCH, SO LOOK FOR WAYS TO HAMPER YOUR FOES.

THE BIG TIP: TRY TO PLACE TUNNEL TILES THAT WILL CONNECT YOUR RIVALS TO A BIG PILE OF ANGRY MONSTERS.

# DELVE DEEPER!

CRITTER COMPENDIUM



## MOUNTAIN DWARFS

THE HARD WORKING AND EVEN HARDER DRINKING DWARFS OF THE MOUNTAINS HAIL FROM THE SIX CLANS OF THE HIGH PEAKS.

THE MOUNTAINS MAY BE HOME TO DANGEROUS MONSTERS, BUT NOTHING ABOVE OR BELOW THE GROUND IS AS DANGEROUS AS A TEAM OF DWARFS FIGHTING FOR BRAGGING RIGHTS AGAINST A DIFFERENT TEAM OF DWARFS.

ATTACK	◆ ◆ ◆ • •
HEALTH	◆ ◆ ◆ ◆ •
AGILITY	◆ ◆ ◆ ◆ •



## KING OF THE DWARFS

THE KING OF THE DWARFS IS A MIGHTY FELLOW, ANCIENT AND WISE. AND HANDSOME. AND JUST.

BLESSED WITH A UNIQUE SENSE OF HUMOR AND NO PATIENCE FOR FAILURE, THE KING'S RULE ENDURED THE TRAITOR UPRISE, THE GOBLIN WARS, AND HE NOW COMMANDS THE FULL SUPPORT OF THE CHURCH OF DWARFKOR AND UNITED MOUNTAIN CLANS.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆



## DWARF SCOUT

A JAUNTY FEATHER IN HIS CAP AND A PICKBOW IN HIS HANDS, THE DWARF SCOUT IS A LIGHT SKIRMISHER AND RELAY RUNNER FOR DWARF TREASURE HUNTERS.

SCOUTS HAVE A HIGH AGILITY, GIVING THEM GREAT SPEED AND HIGH CRITICAL RATE, BUT LOW ATTACK AND HEALTH. THEY ARE EXCELLENT AT RUNNING RELICS TO BASE OR AT RAIDING MINERS.

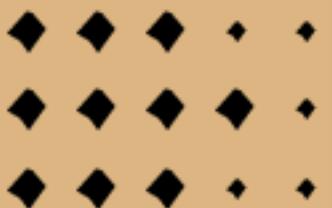
ATTACK	◆ ◆ ♦ ♦ ♦
HEALTH	◆ ◆ ◆ ♦ ♦
AGILITY	◆ ◆ ◆ ◆ ◆

## DWARF MINER

BACKBONE OF THE DWARF CLANS, THE MINER CARRIES A PICKAXE IN HIS MEATY FISTS, AND CAN BOTH DIG AND FIGHT MIGHTILY.

STURDY, STRONG, AND SPEEDIER THAN YOUR AVERAGE MONSTER, MINERS ALSO HAUL HUGE LOADS OF GOLD, GEMS AND MITHRIL TO BASE. A RELIABLE BASIS FOR ANY TEAM, MINERS ARE EQUALLY AT HOME MINING OR IN COMBAT.

ATTACK  
HEALTH  
AGILITY

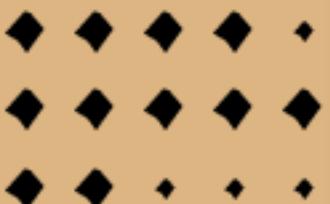


## DWARF FIGHTER

REOWNED FOR TOUGHNESS AND BRAVERY, THE DWARF FIGHTER LEADS THE CHARGE AGAINST THE FOUL CREATURES OF THE MINES.

SLOW OF FOOT AND ALREADY BURDENED BY ARMOR AND AXE, FIGHTERS ARE POOR AT MOVING TREASURES BACK TO BASE. BUT NONE SURPASS THEIR ABILITY TO BATTLE RIVALS AND GUARD THE TEAM AGAINST MONSTER RAIDS.

ATTACK  
HEALTH  
AGILITY



## SLIME MOULDS

SLIMES ARE ROCK-EATING GLOBS OF GOO THAT POSSESS ONLY THE BAREST FORM OF INTELLIGENCE.

SADLY, THEY SEEM DEAD-SET ON EATING THE GOLD OUT OF YOUR TEETH. AND THEN THE REST TOO.

SMALL AND HORNED SLIMES ARE NOT TERRIBLY DANGEROUS, BUT THE JELLY MOULDS ARE ABLE TO SWALLOW DWARFS WHOLE.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆





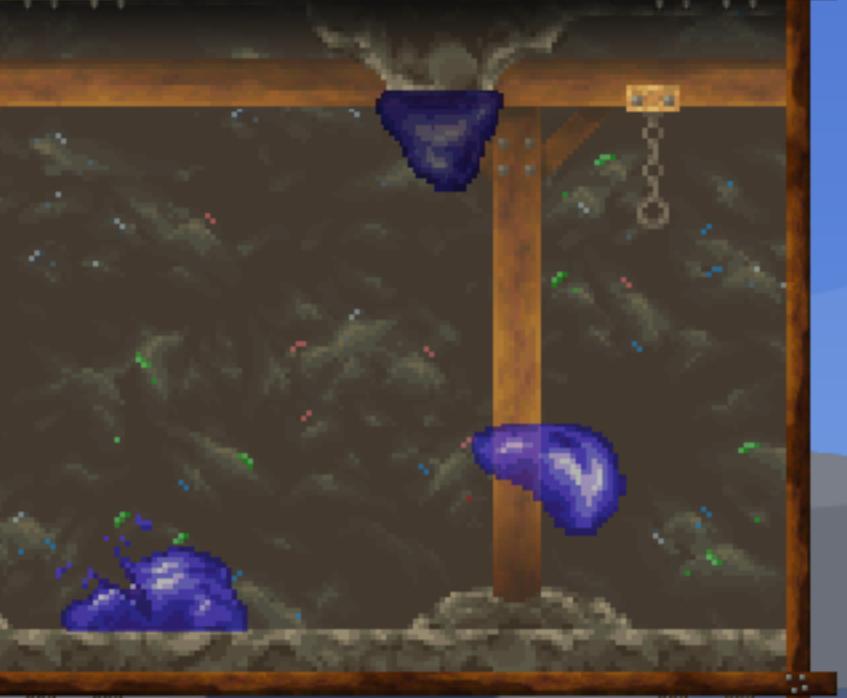
## GREEN SLIME

THE HUMBLE GREEN SLIME IS, WITHOUT A DOUBT, THE SINGLE MOST PATHETIC CREATURE IN THE ENTIRE NETWORK OF MINES.

THIS PITIFUL BALL OF GLOP HAS ALL THE STARRY-EYED OPTIMISM OF A HERO, FIGHTING THE GOOD FIGHT WITHOUT HOPE OF A WIN.

ATTACK	• • • • •
HEALTH	• • • • •
AGILITY	◆ • • • •

FOR YOUR SAKE, DO NOT BE THE FIRST MINER FELLED BY A GREEN.



## BLUE SLIME

A BLUE SLIME IS MORE POTENT THAN A GREEN SLIME, BUT BOTH RANK IN SOMEWHERE AROUND THE LEVEL OF HALF A GOBLIN.

NOT EVEN THE TOP HALF WITH THE ARMS EITHER, MIND YOU.

BLUE SLIMES ARE JUST STURDY ENOUGH TO TAKE A HIT, IF YOU ARE UNLUCKY, AND CAN DELIVER A NOTICABLE BURN ON A JUMP.

ATTACK	◆	◆	◆	◆	◆
HEALTH	◆	◆	◆	◆	◆
AGILITY	◆	◆	◆	◆	◆



## RED SLIME

JUST WHEN YOU THOUGHT IT  
WAS SAFE TO LAUGH AT SLIMES,  
THE RED SLIME MELTS YOUR LEG.

TWICE AS FAST AS THEIR GREEN  
AND BLUE COUSINS, THESE SLIMES  
ARE ABLE TO SURVIVE A HIT  
OR TWO AND ARE CAPABLE OF  
INFlicting INJURIES AS HARSH  
AS THOSE FROM A FIGHTER AXE.

BE PREPARED TO LOSE A HAND.

ATTACK	◆ ◆ ◆ • •
HEALTH	◆ ◆ • • •
AGILITY	◆ ◆ • • •



## SLIME JELLY

LIKE A MASSIVE STREET-SWEEPER, THE BULK OF A SLIME JELLY CAN ABSORB ALL IT TOUCHES. HAVING A FEW AROUND MAKES FOR A VERY TIDY MINESHAFT.

ON THE OTHER HAND, THE JELLY IS STILL A DANGEROUS WALL OF SLUDGE, SO BEWARE. IF ONE OF THESE CUBES OF WRIGGLING GOO CATCHES UP TO YOU, BE READY FOR A VERY LONG, SLIMY FIGHT.

ATTACK	◆ ◆ • • •
HEALTH	◆ ◆ ◆ ◆ •
AGILITY	◆ • • • •

## ROYAL JELLY

ROYAL JELLIES STYLE THEMSELVES AS THE LEADERS OF AN EMPIRE OF SLIMES. THEY ARE MISTAKEN.

NONETHELESS, THEY ARE BRIGHT ENOUGH TO KNOW THE CROWN OF A KING WHEN THEY EAT ONE, AND THEIR HUGE FLABBY MASS IS DOWNRIGHT REGAL TO SLIMES.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆

A ROYAL JELLY WITH RETINUE CAN EVEN OUTMATCH DRAGONS.



## DIRTGNAW GOBLINS

THE GREY GOBLINS OF THE MINE ARE MEMBERS OF THE DIRTGNAW TRIBE. FACTIOUS AND VIOLENT, GREY AND GREEN GOBLINS SLEW EACH OTHER IN A CONFLICT KNOWN AS THE GOBLIN WARS.

CONQUERED BY THE ROCKSHOT GOBLINS, DIRTGNAW LENDS THE GUTTRIPPERS AND RATMANGERS OF THEIR TRIBE TO THE CAUSES OF THE GREEN GOBLIN KINGS.

ATTACK	◆ ◆ • • •
HEALTH	◆ ◆ • • •
AGILITY	◆ ◆ ◆ • •



## GREY GUTRIPPER

THE LOWEST FORM OF GOBLIN  
IS THE GREY GOBLIN GUTRIPPER.

THESE MEEK FOES ARE EAGER TO  
FIGHT, ARMED WITH A RUSTY  
KNIFE AND SOME DIRTY RAGS,  
BUT THEY ARE POOR WARRIORS.

ALONE OR IN PACKS, THESE ARE  
ONLY A THREAT WHEN THEY  
ESCORT A GREATER THREAT, OR  
ARE WORKING WITH GREENS.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆



## GREY RATMANCER

WICKED AND DISGUSTING, THESE GOBLIN SHAMANS WORSHIP A GOD OF DEAD RATS AND SWEAR OBEDIENCE TO THE GOBLIN KING.

THE UNPREDICTABLE NATURE OF THEIR MAGICS RESULTS IN WIDE VARIATION IN ATTACK DAMAGE. THEIR CONJURED RATBLASTS ARE UNLIKELY TO CRIT, BUT THEY HAVE MAGICALLY HIGH HEALTH, LETTING THEM ENDURE ATTACKS.

ATTACK	◆ ◆ ♦ ♦ ♦
HEALTH	◆ ◆ ♦ ♦ ♦
AGILITY	◆ ◆ ♦ ♦ ♦





ATTACK	◆ ◆ ◆ • •
HEALTH	◆ ◆ ◆ • •
AGILITY	◆ ◆ ◆ ◆ •

## ROCKSHOT GOBLINS

THESE GREEN GOBLINS ARE THE ROCKSHOT TRIBE, VICTORS OF THE GOBLIN WARS, AND CHIEF AMONGST THE GOBLIN TRIBES.

THEIR RATMANCERS AND KINGS ARE AMONG THE MOST DEADLY OF ALL CREATURES IN THE MINE, AND THEIR OBJECTIVE SEEMS TO BE NOTHING LESS THAN TOTAL CONTROL OVER THE MOUNTAINS AND DEATH TO THE DWARF KING.



## GREEN GUTRIPPER

FAST moving and intelligent, a GREEN GUTRIPPER is a goblin worth hitting with an axe.

Skilled in the fine art of stabbing you in the face, a GREEN GUTRIPPER's low attack belies its high rate of crit.

ATTACK	◆ ◆ • • •
HEALTH	◆ • • • •
AGILITY	◆ ◆ ◆ ◆ •

They cannot survive long in combat alone, but goblins are notorious pack hunters.

## GREEN RATMANCER

WARSHAMAN OF THE ROCKSHOT GOBLINS, THE GREEN RATMANCER IS CAPABLE OF INFlicting GREAT HARM ON ANY DWARF IT MEETS, AND OFTEN TRAVELS IN GROUPS.

ABLE TO SHRUG OFF AXEBLOWS AND DELIVER A WICKED BLAST FROM IT RAT-STAFF, THE GREEN RATMANCER STILL SUFFERS FROM THE UNPREDICTABLE NATURE OF THE MAGICS IT COMMANDS.

ATTACK	◆ ◆ • • •
HEALTH	◆ ◆ ◆ • •
AGILITY	◆ ◆ ◆ ◆ •



# GOBLIN KING

MASTERS OF THE UNDERGROUND,  
A VAST LABYRINTH OF TUNNELS,  
THE ROCKSHOT GOBLIN KINGS  
RULE WITH CAPRICIOUS GLEE.  
GOBLIN KINGS ARE THE PATIENT  
HAND THAT GUIDES THE HORDE.

FLINGING SMALL CRYSTAL ORBS  
WITH SUPERNATURAL ABILITY,  
GOBLIN KINGS HAVE STAGGERING  
CRITICAL RATES AND DISPATCH  
EVEN FIGHTERS WITH EASE.



ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ • • •

## DEEPWARP TRIBE

THE STRANGE DARK EYES OF THE DEEPWARP TRIBE BETRAY THEIR SINISTER NATURE, AND AMONG EVEN GOBLINS THEY ARE FEARED FOR THEIR APPETITE FOR CRUEL AND UNRELENTING VIOLENCE.

THEIR ORIGINS ARE A MYSTERY, BUT THEY SHUN THE WORSHIP OF THE RATMANCER'S GOD AND THE GOBLIN KINGS FEAR A NEW THREAT WATCHING IN THE DEEP.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆



## PURPLE GUTRIPPER

WARPED BY STRANGE MAGICS NO RATMANCER COMMANDS, THE PURPLE GUTRIPPER IS A MEMBER OF THE CURSED DEEPWARP TRIBE.

SICKENINGLY FAST AND BRUTAL WITH THEIR BLADE, A PURPLE GUTRIPPER IS A MATCH FOR A DWARF FIVE TIMES ITS SIZE.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆

THE SIGHT OF A DEEPWARP GOB HERALDS A BREACH IN THE DEEP.





## TRAITOR OUTCASTS

A GROUP OF REGICIDAL HERETICS ATTEMPTED TO SEIZE THE KING'S CROWN AND THRONE, AND FOR THEIR DEFIANCE WERE THROWN FOREVER INTO THE DEPTHS.

CURSED, WITH THEIR FALSE KING AND VILE DIVINERS AS GUIDES, THE TRAITORS HAVE SET UP A FOUL FALSE KINGDOM IN THE MOUNTAINS, SWEARING REVENGE AND PUNISHING ANY TRESPASS.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆



## TRAITOR GUARD

THE GUARD OF THE FALSE KING STILL SERVE THE DIVINERS AND THE FALSE KING OF THE DEEPS. DERANGED AND CORRUPT, THEY ARE TRUE MONSTERS now.

THOUGH WEAKENED BY DISEASES AND VILE MAGICS, DARK GUARDS ARE MORE THAN CAPABLE OF TAKING ON EQUAL NUMBERS OF MINERS, AND ARE OFTEN BACKED BY THEIR MYSTICAL DIVINERS.

ATTACK	♦ ♦ ♦ • •
HEALTH	♦ ♦ ♦ • •
AGILITY	♦ ♦ ♦ • •

## TRAITOR DIVINER

PEERING DEEP INTO THE CRYSTAL SPHERES AND CONJURING DARK SPIRITS, THE DARK DIVINERS OF THE TRAITORS ARE POWERFUL SORCERORS WITH GREAT MAGIC.

THEIR ATTACKS RAKE AN AREA IN FLAMES, SCORCHING ENTIRE SQUADRONS OF DWARF MINERS. THEY ARE BEST AVOIDED UNTIL SEPERATED FROM THEIR BULKY DARK GUARDIANS.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆





## DUNGEON DRAGONS

THE TUNNEL-DWELLING DRAGON VARIETY THAT ARE THE SUBJECT OF MUCH DWARF SONG ARE CALLED DUNGEON DRAGONS, FOR THEIR HABIT OF CURLING UP TO REST IN THE LOWER REACHES OF ABANDONED CASTLES AND MINES AFTER LONG HUNTING FLIGHTS.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆

THEIR BREATH CAN REDUCE AN ENTIRE SQUAD TO ASHES IN A SINGLE BELCH OF FLAME.

## GREEN DRAGON

PREDATORS OF THE FORESTS AND FIELDS, GREEN DRAGONS ARE THE LEAST DANGEROUS AND MOST COMMON OF ALL SUB-TYPES.

NONETHELESS, APPROACH THEM WITH EXTREME CARE, FOR THE GREEN DRAGON POSSESSES A FIRE THAT CAN MAKE SHORT WORK OF SCOUTS AND MINERS ALIKE, AND ARE PROTECTED BY A THICK ARMOR OF DRAGON SCALES.



ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆

## RED DRAGON

THE COLOR OF BLOOD AND RUBY, A MATURE RED DRAGON IS A FORMIDABLE FOE. ONE SWIPE OF THEIR CLAW CAN CLEAVE A DWARF IN HALF, SO LUCKY FOR YOU THAT THEY STICK TO FIRE.

WITH MORE STRENGTH THAN A GREEN DRAGON, REDS CAN STAND TOE TO CLAW WITH THE MOST POWERFUL OF DWARFKIND, AND FEAR NOT GROUPS OF MINERS.



ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆



## BLACK DRAGON

RUINERS OF KINGDOMS, SCOURGE OF THE NIGHT AND DARK PLACES, A BLACK DRAGON IS WITHOUT EQUAL AS A SLAYER OF DWARFS.

FOUL PURPLE FIRE ISSUES FROM THEIR RELIC-FED GULLETS, AND KEEN INTELLIGENCE GLINTS FROM THEIR SEARCHING AMBER EYES. NONE LESS THAN A FULL TEAM OF HEROES CAN MATCH A BLACK DRAGON IN COMBAT. BEWARE!

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ • • •

## FAERIE DRAGON

PINK DRAGONS ARE A RARITY, AND THESE ODD ALBINOS ARE DEFICIENT IN NEARLY ALL THE GIFTS OF DRAGONKIND. BUT...

BEING PINK, THE FAERIE TAKE A LIKING TO THESE ODD IN-BRED CREATURES. WHILE NO THREAT TO A GROUP OF DRAGONSLAYERS, THE PINKS TEND TO REST IN THE PRESENCE OF FAERIE FOUNTAINS, AND CAN BE A NASTY SURPRISE.



ATTACK	◆ ◆ ♦ ♦ ♦
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ♦ ♦ ♦ ♦

## OTHER BEASTIES

THE MINES AND MOUNTAINS ARE ALIVE WITH CREATURES OF ALL SHAPES AND SENTIMENTS. A FEW ARE ACTUALLY HELPFUL TO THE DWARFS WHO DELVE THE DEEPS.

MANY ARE OUT TO MAKE SOME COIN OF THEIR OWN, BUT THE UNALIGNED FOLK OF THE MINES CAN MAKE DANGEROUS FOES AS WELL. DWARF RULE OF THUMB: "NEVER TRUST ANYTHING SOBER."

ELLER



ATTACK	◆ ◆ ♦ ♦ ♦
HEALTH	◆ ♦ ♦ ♦ ♦
AGILITY	◆ ◆ ♦ ♦ ♦



## BLUE FAERIE

THE FAERIE THAT INHABIT THE MINES ARE MISCHEVIOUS AND CURIOUS CREATURES, AND THEY LOVE THE SOUNDS OF GURGLING WATER COMING FROM ABOVE.

THEY ALSO SEEM TO LIKE PINK.

STANDING IN THE FAERIE CIRCLE FORMED AT THESE FOUNTAINS CAN REVITALIZE EVEN THE MOST WEARY OF WOUNDED DWARFS.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆

## OOGLER MERCHANT

OOGLERS HAVE AN EYE FOR THE FINER THINGS IN LIFE, AND WILL PAY YOU FOR ANY INTERESTING TREASURES YOU DRAG TO THE BIZARRE BAZAARS IN THE MINE.

THEY SAY THAT BEAUTY IS IN THE EYE OF THE BEHOLDER, BUT AN OOGLER HAS NEVER SEEN A RELIC IT DIDN'T WANT TO BUY. AND NOBODY SAYS NO TO AN OOGLER. AT LEAST, NOT TWICE.

ATTACK



HEALTH



AGILITY



## GNOME BANKERS

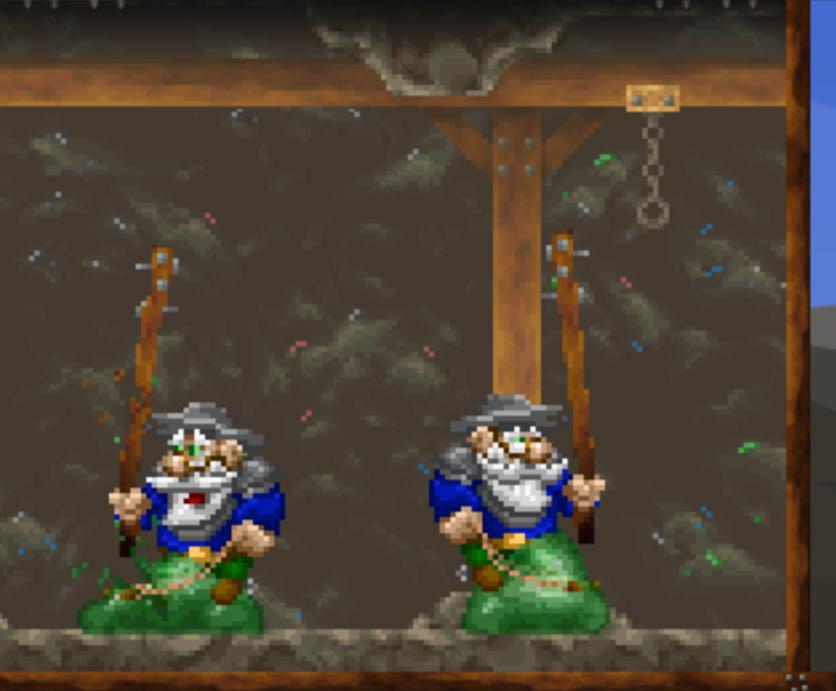
IF YOU HAVE SOME GEMSTONES THAT ARE BURNING A HOLE IN YOUR POCKET, THE GNOMES WILL TRADE THEM IN FOR YOU, AT A MINOR SERVICE FEE OF COURSE.

GNOMES OPERATE THESE BANKS TO LEND AD-VENTURE CAPITAL.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆

THE DWARFS OF THE MINES ARE MORE THAN HAPPY TO LINE THE TINY POCKETS OF THE GNOMES.





## GNOME KNIGHT

GNOME KNIGHTS ARE TOUGHED FELLOWS, QUESTING IN SEARCH OF CHIVALRY AND NOBLE DEEDS.

ONCE THEY FIND A NOBLE STEED, KNIGHTS WILL ARM THEMSELVES AGAINST VILLIANY AND GIANTS.

MISTAKING DWARFS FOR GIANTS, OR PERHAPS WINDMILLS, THEY BATTLE THE MINERS AND IGNORE THE MONSTERS OF THE MINES.

ATTACK	◆ ◆ ◆ ◆ ◆
HEALTH	◆ ◆ ◆ ◆ ◆
AGILITY	◆ ◆ ◆ ◆ ◆

## GNIGHT ERRANT

A GNOME GNIGHT-ERRANT HAS ANNOYED THE DWARFS LONG ENOUGH TO EARN HIM A TITLE OF NOBLE RANK AND A JAUNTY RED FEATHER TO MARK HIM AS A GIANT-SLAYER OF DISTINCTION.

ASTRIDE A MIGHTIER STEED AND WIELDING A METAL HAND-RAIL, GNIGHT-ERRANT GNOMES CAN BE DANGEROUS TO ANY DWARF'S ANKLES, KNEES, OR SHINS.

ATTACK	◆ ◆ ◆ • •
HEALTH	◆ ◆ • • •
AGILITY	◆ ◆ ◆ ◆ ◆





## LUMBER mimic

CHESTS ARE FULL OF TREASURE.  
THIS IS THE NATURAL ORDER.

THE LUMBER mimic CHALLENGES  
THIS SACRED TRUST BETWEEN  
ADVENTURER AND WOODEN BOX,  
CONTAINING NOT TREASURE AT  
ALL, BUT TEETH AND BITING AND  
THE STENCH OF CRUSHED HOPES.

ATTACK	♦ ♦ ♦ ♦ ♦
HEALTH	♦ ♦ ♦ ♦ ♦
AGILITY	♦ ♦ ♦ ♦ ♦

OTHER mimics EXIST, BUT NONE  
MAKE YOU FEEL THIS LET DOWN.