

ERRATA SHEET FOR

DELVING DEEPER

R E F E R E N C E R U L E S

VERSION 1 (RELEASED OCTOBER 2012)

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Vols 1, 2, and 3 p1:

Added missing credit "With special thanks to David Macauley".

Cover art license corrected.

Updated version number and date.

Vol 1 p10:

Changed: "Against enemies with no more than 1+1 hit dice, a fighter can attack once per round for each of his own hit dice. As he has at least 1+2 hit dice himself, a fighter is not subject to such multiple attacks."

To: "In melee combat versus enemies with fewer than 3 hit dice a fighter throws one attack roll per round for each of his own hit dice."

Added: "Starting at 4th level he adds +1 to morale rolls of any troops he leads in combat, and is no longer subject to randomized missile or melee hits while there are other targets available."

At 8th level and above a fighter is aware of invisible opponents within 30ft, and man-types with fewer than 3 hit dice must immediately check morale if he charges them."

Changed: "and is restricted to a limited selection" To: "and has a limited selection".

Fighter XP required for 9th level corrected to: 250,000.

Fighter HD Progression corrected: 1+2, 2+1, 3, 4, 5, 6, 7, 8+1, 9+2, 10, 10+2, 11.

Saving throw headings corrected: switched "Wands/Rays" and "Paralysis/Petrification".

Added: "A fighter adds one hit die per 2 levels beyond the 9th."

Vol 1 p11:

Cleric HD Progression corrected: 1, 2, 2+1, 3, 4, 5, 5+1, 6, 7, 7+1, 7+2, 8.

Saving throw headings corrected: switched "Wands/Rays" and "Paralysis/Petrification".

Cleric saving throws corrected.

Added: "A cleric adds one hit die per 3 levels beyond the 9th."

Vol 1 p12:

Magic-user HD Progression corrected: 1, 1+1, 2, 3, 3+1, 4, 5, 5+1, 6, 7, 7+1, 7+2.

Saving throw headings corrected: switched "Wands/Rays" and "Paralysis/Petrification".

Magic-user saving throws corrected.

Added: "A magic-user adds one hit die per 4 levels beyond the 10th."

Vol 1 p13:

Changed: "Halflings can choose to be fighters" To: "Halflings can be fighters"

Added: "They make excellent scouts, being nearly invisible when they blend into the background, and can move almost silently."

Vol 1 p13:

Changed: "Dwarfs are as fighters excepting that they are the only characters able to employ the +3 war hammer to its full potential. They are adept at evading large, clumsy enemies and suffer only half damage from such foes as giants and ogres. Moreover, a dwarf makes all saving throws at four levels higher than his actual level. He is, however, limited to the 6th level of advancement."

To: "Dwarfs dwell underground and see equally well by day or by night. They can advance to the 6th level as fighters, but make all saving throws at four levels above their actual level and are the only characters able to employ the +3 war hammer to its full potential. They are adept at evading large, clumsy enemies and suffer only half damage from such foes as giants and ogres."

Vol 1 p14:

Changed: "All these are accomplished on a roll of 3-6. Additionally, at 3rd level and above, a thief is able to decipher treasure maps on a roll of 3-6 no matter the language or cipher is used to obscure its secrets. At 9th level and above this ability extends to the reading of magic-user spells from scrolls."

To: "All these are accomplished with a roll of 3-6 on a six-sided die. At 3rd level and above a thief is likewise able to decipher treasure maps no matter what language or cipher is used to obscure its secrets. At 9th level and above his ability extends to the reading of magic-user spells from scrolls."

Thief HD Progression corrected: 1, 1+1, 2, 2+2, 3+1, 4, 4+1, 5, 5+1, 6, 6+1, 7.

Saving throw headings corrected: switched "Wands/Rays" and "Paralysis/Petrification".

Thief saving throws corrected.

Added: "A thief adds one hit die per 4 levels beyond the 12th."

Vol 1 p17:

Moved "Mercenaries" in from page 19. Subsequent text changed to 9pt to fit onto page.

Vol 1 p18:

Moved "Missiles" out to page 19.

Vol 1 p19:

Moved "Missiles" in from page 18.

Added range categories to Missiles table.

Added: "The short, medium, and long range categories are applicable to accurate shooting at individual targets. The maximum range category is applicable outdoors in fair weather and is primarily for shooting at bodies of troops or similarly sized targets."

"1 gp per week" corrected to "1 gp per month".

Moved "Mercenaries" out to p17.

Vol 1 p22:

"the reversible form" corrected to "the reverse form".

Vol 1 p36:

"Elves split their levels evenly" corrected to "Elves may split their levels"

Vol 1 p37:

Cost of potions corrected to 250gp per spell level.

Vol 2 p16:

Changed: "Monsters and fighters roll one die for each of their own hit dice against enemies with no more than 1+1 hit die."

To: "Monsters and fighters instead roll one die for each of their own hit dice against enemies with fewer than 3 hit dice."

Vol 2 p17:

"Morale is then checked" clarified to read "Confidence is then checked with a hundred-sided die roll".

Changed: "Subdued monsters will obey for a time without reaction checks and can possibly be sold as slaves, pets, curiosities, or else brought into service as retainers if an acceptable offer is made."

To: "Subdued monsters will obey without reaction checks initially, and can be sold as slaves, pets, curiosities, or else brought into service as retainers if an acceptable offer is made." (to fit onto the page).

Vol 2 p18 Wilderness Exploration Rate:

Draft horse rates corrected to 12" and 2 hexes.

War horse rates corrected to 18" and 3 hexes.

Vol 2 p24 Drowning:

Added: "(excepting buoyant items such as wooden clubs, staves, spears and shields)"

Changed: "Each heavier item" To: "Each item retained"

Changed: "leather and mail armor counting for 2 and 4 items"

To: "leather and mail armor counting for 1 and 4 items"

Added: ", and there is always a minimum 3 in 6 chance of drowning during a storm."

Changed: "Otherwise, a successful survival roll" To: "A successful survival roll"

Vol 3 p7 Replaced text with:

"Number Appearing and Number in Lair are the numbers of monsters typically encountered outside of or in their lair respectively. A + indicates the possibility of leader-types and/or accompanying monsters, either in their lair or outside of it.

AC is for armor class.

Move Rates are given at the dungeon scale in tens of feet; br is for burrowing, cl is for climbing, fl is for flying, hop is for hopping, and sw is for swimming.

HD lists the number of hit dice with any adjustment to hit points being applied after the given number of six-sided dice have been rolled and summed.

Lair Nearby is the percentage chance that any encountered monsters will be from a nearby lair. "Nearby" is relative to the monster's usual mode of locomotion. Whether the lair is easy or difficult to locate is left to the referee's discretion.

Treasure Type is for determining what treasure will be present in the lair (see page 28). A * indicates the possibility of additional treasure, as detailed in the monster description.

Align is for alignment; L being for lawful, N being for neutral, and C being for chaotic."

Vol 3 p9 Centipedes:

Added: "while giant centipedes have a hard, armored head but a relatively soft body".

Vol 3 p12 Dragons:

Added: "All dragons can sense hidden and invisible creatures within 60ft. From adulthood they are impervious to normal missiles and need never check morale. Old and ancient dragons cause man-types with fewer than 3 hit dice within 150ft to check morale."

Vol 3 p14 Dwarfs:

Added: "dwell underground and see equally well by day or by night. They "

Changed: "redoubtable fighters such that" To: "redoubtable fighters and".

Deleted: "They have a long standing enmity against goblins and will attack them on sight."

Vol 3 p15 Elementals, Air:

Changed: "add +1 "to hit"" to: "attack at +1 to hit".

Vol 3 p16 Ghouls:

Added: "Their attack rolls and morale checks are penalized by -2 in daylight but "

Giants: Added "and need never check morale against man-types."

Vol 3 p17 Goblins:

Changed: "and subtract -2 from attack and morale rolls" To: ", adjusting attack and morale rolls by -2"

Deleted: "They especially hate dwarfs and will attack them on sight."

Vol 3 p21:

Men, Berserkers: Changed "They add +2 to hit" to: "They attack at +2 to hit".

Vol 3 p22:

Men, Dervishes: Changed "They add +2 to attack rolls" to: "They attack at +2 to hit".

Men, Zealots: Changed "They add +2 to attack rolls" to: "They attack at +2 to hit".

Vol 3 p22 Minotaurs:

Changed: "always attack and never retreat." To: "always attack and never check morale."

Vol 3 p23:

Orcs:

Changed: "subtracting -2 from attack and morale rolls in full daylight."

To: "adjusting attack and morale rolls by -2 in full daylight."

Pegasi:

Replaced text with: "PEGASI are shy and wild but noble winged horses. If captured they are difficult to tame and will serve only lawful characters."

Vol 3 p24 Rocs:

Added: "Their eyesight is peerless and they automatically spot hidden (but not invisible) man-types. The largest rocs are so fearsome that man-types with fewer than 3 hit dice must check morale if attacked."

Changed: "aeries comprising a series of nests that" To: "aeries that"

Changed: "there will be an additional 1-6 unhatched eggs"

To: "there will also be 1-6 unhatched eggs"

Vol 3 p26 Treants:

Changed: "are 30ft tall, talking walking" To: "are 20-30ft tall, walking talking"

Changed: "They suffer half damage from weaponry other than axes, but are vulnerable to fire."

To: "They are invulnerable to mundane weapons and suffer one-half damage from magical weaponry other than axes, but are vulnerable to fire."

Vol 3 p27 Wraiths:

Changed: "WRAITHS are a dreadful undead" To: "WRAITHS are dreadful undead"

Added: "Man-types with fewer than 3 hit dice must check morale if charged by a wraith, while evil sorts fighting alongside one receive +1 on their morale dice."

Vol 3 p36 Gauntlets of Ogre power:

Changed: "to add +2 to damage rolls"

To: "to deal +2 hit points damage "

End of errata.

