

Delving Deeper

Book Two of Three

DELVING & EXPLORATION

Simon J. Bull

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Fantastic Medieval Wargames

Preparation for Play

Referee's Supplies

Constructing an Underworld

Preparation

Before players can begin campaigning in the labyrinthine Underworld the referee must draw a (secret!) map of the mazy dungeons on graph paper.

There is no theoretical limit to the number of levels and sub-levels a dungeon can have, nor any size restriction on these. Ideally, a dungeon should comprise no fewer than a dozen levels and offshoots—sprawling haphazardly in all directions rather than stacking neatly atop one another—with each level being progressively more difficult and more rewarding than the last.

It is advisable to outline several levels at a time, noting how they interconnect by stairs, trapdoors, chutes, chimneys, sloping passages, or even by teleportation gates. Each should offer various opportunities to descend (or ascend) in order that players not be too constrained. Conversely, the most notable features and richest treasures of the dungeon should be relatively difficult to locate. The lowest levels should always include means of egress to yet deeper depths...

Distribution of Monsters and Treasure

Distributing monsters and treasures throughout a number of sprawling dungeon levels can be a daunting prospect. The referee is advised to place the principal treasures thoughtfully, then use random determination to fill the balance of each level.

The principal treasures should comprise magical items and substantial hauls of gems and jewelry. Once these have been hidden in secret or difficult or dangerous to reach places, the referee should throw a six-sided die for each unpopulated dungeon location.

Table 1: Distribution of Rooms

1-6	Result
1-3	Empty room
4	Monster only
5	Monster and treasure
6	Treasure only

Empty Rooms

A throw of 1–3 indicates an empty room. These occur frequently and can be foreboding, curious, nondescript, or whatever.

Monsters

A throw of 4–5 indicates the presence of a monster. Use tables 2 to 5 determine the monster type, and table 6 to determine the number of monsters. Oozes, slimes, and jellies should occur in passage ways as frequently as in rooms, and without treasure.

Table 2: Monster Level Table Determination

Level Below Surface	Consult Monster Level Table					
	I	II	III	IV	V	VI
1	1–4	5	6			
2	1–2	3–4	5	6		
3	1	2	3–4	5	6	
4–5		1	2	3–4	5	6
6–7			1	2	3–4	5–6
8–9				1	2	3–6
10–12					1	2–6
13+						1–6

Table 3: Monster Level Tables I–II

1–12	I	II
1	Goblins	Hobgoblins
2	Kobolds	Gnolls
3	Orcs	Dervishes/Cultists
4	Brigands/Bandits	Berserkers
5	Cavemen	Dwarfs
6	Gnomes	Zombies
7	Skeletons	Ghouls
8	Mercenaries	Spellbinders/Theurges
9	Mediums/Seers	Sergeants/Myrmidons
10	Animals	Evil Crucifers/Incurates
11	Insects	Giant animals
12	Yellow molds	Green slimes

Table 4: Monster Level Tables III–IV

1–12	III	IV
1	Ogres	Trolls
2	Werewolves/Wereboars	Minotaurs
3	Elves	Weretigers/Werebears
4	Wights/Wraiths	Mummies
5	Thaumaturges/Magicians	Medusae
6	Heroes/Armigers	Djinn
7	Evil Vicars/Evil Priests	Hydras, 5–6 headed
8	Ochre Jellies	Gargoyles
9	Gray Oozes	Evokers/Mages
10	Cockatrices	Evil Canons
11	Giant insects	Captains/Champions
12	Dragons	Dragons

Table 5: Monster Level Tables V–VI

1–12	V	VI
1	Hill giants	Greater giants
2	Efreet/Invis. stalkers	Hydras, 10–12 headed
3	Spectres	Chimeras
4	Gorgons	Purple worms
5	Wyverns	Vampires
6	Hydras, 7–9 headed	Wizards, 11–12th
7	Manticoras	Evil Bishops, 9–12th
8	Basilisks	Warlords, 9–12th
9	Archimages/Wizards	Gothrogs
10	Apostates/Evil Bishops	Elementals
11	Superheroes	Black/Grey puddings
12	Dragons	Dragons

Treasure

A result of 5–6 indicates the presence of treasure. Use table 6 to determine its composition.

Unguarded treasure should be hidden behind secret doors, under floorboards, up chimneys, or made invisible; or secured in safes filled with deadly gas, or strong boxes trapped with poisoned needles, or any similar protection devised by the referee.

Table 6: Dungeon Treasure

Level Below Surface	Quantity Silver Pieces	Quantity Gold Pieces	Chance Gems/ Jewelry	Quantity Gems/ Jewelry	Chance Magic Item
1	100–600	50–300	5%	1–6	5%
2	300–1300	100–600	10%	1–6	5%
3	500–3000	100–600	15%	1–6	5%
4	1–6 000	300–1300	20%	1–6	10%
5	2–12 000	300–1300	25%	3–8	10%
6	3–18 000	500–3000	30%	3–8	15%
7	4–24 000	500–3000	35%	3–8	15%
8	5–30 000	1–6 000	40%	3–8	20%
9	10–60 000	1–6 000	45%	2–12	20%
10	10–60 000	2–12 000	50%	2–12	25%
11	10–60 000	3–18 000	50%	2–12	25%
12	10–60 000	4–24 000	50%	2–12	30%
13	10–60 000	5–30 000	50%	4–14	30%

Silver pieces are always present.

Gold pieces are present in 50% of treasures.

Check for gems and jewelry separately.

Tricks and Traps

The risk of death should be ever present during the dungeon expedition. In addition to monsters, the referee should include as many mysterious tricks and perilous traps as permits a *reasonable* chance of player survival. Clearly a player’s character can be killed rather easily—by falling onto poisoned spikes, drowning in armor, or being crushed underground, for example—but arbitrary elimination without player error will generally detract from the game.

A monster lair should not be so filled with devious tricks and traps that it is uninhabitable. Rather, the referee should thoughtfully position these devices in out of the way places, or where they have been set to protect treasure or prevent trespass.

Following are a sample of the kinds of tricks and traps that can be added to any dungeon level:

- Natural caverns of irregular proportions and tunnels which twist and turn haphazardly are difficult to map accurately.
- Slanting passages which deviate from the cardinal compass headings will usually go unnoticed by players (other than dwarfs) and prevent them from mapping a level accurately.

- Sloping passages can cause, across a reasonable distance, the players to unknowingly descend (or ascend) a dungeon level.
- False stairs, up or down, are too shallow to ascend or descend a whole dungeon level, or lead to sloping passages so that the players remain on the same level. A stair up or down can collapse into a one-way chute to a lower level.
- False doors can trick players into dead end passages and rooms, possibly cornering them if pursued by monsters—or at least forcing them to back track after wasting valuable time.
- One-way doors are passable in one direction only, obstructing any return by the same route. Similarly, bars or portcullis gates can fall behind the players—especially on stairs descending to lower dungeon levels.
- Rooms can be made difficult to locate by placing them behind secret doors, having doors that appear and disappear at fixed or random intervals, hiding passages at the bottom of pit traps, or having them reachable only by teleportation.
- A two-way secret door can reveal either of two destinations, determined by the throw of a die. A two-way stair can alternate between up and down, or between a one- and two-level descent.
- A room can rotate periodically—or a section of dungeon wall move intermittently—to conceal or reveal passages and confound map making. Whole rooms can sink to lower dungeon levels while the doors remain shut fast. Shifting sections are generally undetectable by players (except dwarfs).
- One- or two-way transporters to indistinguishable or dissimilar areas anywhere the referee likes, including other dungeon levels, other dungeons, or other worlds. Possibly activated by a lever or by touching a skull or gem or similar.
- Deep or shallow pit traps can occur almost anywhere, with or without deep water or poisoned spikes in them. A shallow pit would cause damage on a throw of 1–2 on a six-sided die and require a turn to clamber out with assistance (assuming it didn't have a snap-shut lid).
- Players can be magically compelled to perform undesired behaviors, or deceived by illusions. Safe places can appear treacherous and vis versa; an altered perception of time or space can make passages or stairs seem longer or shorter than they are.

Maintaining Freshness

As the players explore a dungeon level its monster stocks and treasures will be diminished and so too will its mystery. While egress to the greater challenges of lower levels is desirable, the referee should never allow any dungeon level to become too well known.

If even a single chamber is left for any length of time there is the possibility of new denizens arriving to replace losses. These might be from adjacent areas, lower levels, or newly excavated passages. Monsters that previously eluded the players might fortify areas by blocking or collapsing passages, barring doors, setting new traps, and so on. Intelligent monsters might set alarms or leave warnings in case of the players' return.

The referee should not shy from extending the limits of a dungeon so that fresh areas always await exploration. Should the players nonetheless become blasé, the referee can introduce wholesale change due to cave-in, subsidence, flooding, supernatural winter, slime plague, and so on. These are but a few of the options the referee can employ to keep a dungeon fresh and challenging.

Underworld Exploration

The referee is advised to keep careful track of time as players explore the Underworld. Time underground is reckoned in *turns* of ten minute duration, with two moves allowed per turn. One scale inch (1") represents 10ft in the Underworld, thus a movement rate of 12" allows two cautious 120ft moves per turn; while making a map, listening for noises, watching for surprises, and so on.

The referee must adjudicate how much time activities such as searching for hidden treasure, listening at doors, use of magic spells, and so on, will require. As a guide, searching a 10ft length of wall for secret passages should require one turn; using an *Extrasensory Perception* spell should require but one-quarter turn.

Light The Underworld is generally unlit so that players—especially Men and Hobbets—must carry some kind of illumination. Torches, lanterns, enchanted swords, and light spells will illuminate a 30ft radius beyond which only dim shadows are visible. Dungeon denizens are assumed to see well in the dark, however, and carrying light will ruin any possibility of surprising them, except by coming through a door. Note that torches can be extinguished by sudden gusts of wind.

Rest One turn of rest is required after combat and during any hour of Underworld exploration. Two turns of rest are required after flight or pursuit.

Doors Doors in the Underworld are typically stuck and must be forced by strength. Men, dwarfs, and elves can defeat stuck doors with a throw of 5–6 on a six-sided die, while hobbets and other weaklings require a throw of 6.

Bursting through a door might surprise whatever is on the other side, but any failed attempt will ruin this opportunity. Two man-types can throw their weight against a single door simultaneously, but will be unable to react to whatever may be lurking on the other side as they burst through. There can be up to three throws against any one door.

Despite the difficulty in opening them, most Underworld doors will automatically close. Even if a door is wedged open with an iron spike it will later be found to have closed if the referee throws a 5–6 on a six-sided die. Underworld denizens have the knack of opening these doors and can pass through unless a door has been held fast by the players.

Listening Any player may wish to listen at a door to detect muttering, shuffling, or other noise before trying it. The referee will adjudicate time required and throw a six-sided die for the player with a result of 6 (5–6 for dwarfs, elves, and hobbits) indicating that the player detects an audible sound. Quarrelsome orcs will be rackety, for example, while the undead will be absolutely silent.

Secret Passages Secret doors and passages will be discovered by men, dwarfs, and hobbits searching on a throw of 5–6 on a six-sided die, or by elves searching on a throw of 3–6. At the referee's option, elves merely passing by will sense a secret passage on a throw of 5–6 on a six-sided die.

Traps Traps will usually be sprung if the referee throws a 5–6 on a six-sided die as a character passes over or nearby. Most can be discovered before they are sprung with appropriate inquiry. A trap can usually be circumvented or avoided once it has been found.

Wandering Monsters The referee should check for wandering monsters at the end of each exploration turn by throwing a six-sided die; a 6 indicates the appearance of monsters, and the possibility of surprise.

The direction of approach should be determined randomly. The direction and manner of a monster's approach should be adjudicated by the referee in accordance with its type, the surroundings, and the disposition of the players.

Type of Wandering Monsters The referee dices for the monster level table, (table 2) and then for monster type (tables 3–5).

Number of Wandering Monsters When the monster level table equals the dungeon level the basic number of monsters appearing will be either 1 fantastic-type or 1–6 for normal-types. Otherwise, the basic number of monsters increases by dungeon level (see table 7). 4–6 players will bring twice the basic number of monsters, 7–10 players thrice the basic number, and so on.

Surprise Surprise is possible only when either or both parties are unaware of the other. Noise and other forewarnings will negate the possibility of surprise, as will illuminating the way unless coming through a door. Otherwise, either party will surprise the other with a throw of 5–6 on a six-sided die.

Surprise is the benefit of one free turn segment which can be used to move, to fire missiles or throw spells, to attack in melee, or

Table 7: Basic Number of Monsters

Dungeon Level	Monster Level Table					
	I	II	III	IV	V	VI
1	1	1	1	1	1	1
2	2	1	1	1	1	1
3	3	2	1	1	1	1
4	4	3	2	1	1	1
5	5	4	3	2	1	1
6	6	5	4	3	2	1
7	7	6	5	4	3	2
8	8	7	6	5	4	3
9	9	8	7	6	5	4
10	10	9	8	7	6	5
11	11	10	9	8	7	6
12	12	11	10	9	8	7
13	13	12	11	10	9	8

otherwise. A man-type who is surprised will drop any held item on a six-sided throw of 1.

Sighting Monsters If surprise occurs monsters are sighted at 1–3”, otherwise at 2–12”.

Monster Behaviour Hostile monsters—including man-types encountered in the Underworld—will usually attack and pursue the players, attacking immediately if they surprise players within 2”, or otherwise closing the distance in order to attack. Intelligent types will, however, recognise and avoid a clearly superior force.

Not *all* monsters need be hostile. Where no specific behavior is prescribed monsters should be directed by the referee or a reaction check which should be adjusted appropriately for alignment, fear, bribes, and so on.

Monsters that are subdued or surrender in combat (see *Morale*) can be forced to serve, for a time. Non-hostile monsters may be lured into service with appropriate payment if their alignments are not opposed to the player’s.

Avoiding Monsters a.k.a. Flight/Pursuit Flight and pursuit speed is four moves per turn with no mapping possible.

The players can choose to flee unless they alone are surprised by monsters within 2” (20ft in the Underworld). The initial gap between the two parties will open or close according to their movement rates.

Monsters will pursue so long as they do not fall more than 9” behind. Should the players turn a corner, take a stair, or pass through a door the pursuit will continue only on a throw of 5–6 on a six-sided die. Should players pass through a secret door the pursuit will continue only on a throw of 6.

Deterring Pursuit Players may wish to lighten their encumbrance to increase their movement speed. Discarded foodstuffs will distract unintelligent, animal, or intelligent pursuers with a throw of 2–6, 4–6, or 6 on a six-sided die, respectively. Discarded treasure has the inverse effect, being more likely to distract intelligent pursuers. Burning oil is also an effective deterrent.

Constructing a Wilderness

Preparation

Players can encounter fantastic creatures both hostile and benign when traveling overland from one perilous dungeon to the next. Wilderness adventure games of this sort are a desirable element of play, and can soon become the chief format of the campaign.

Before the players can mount expeditions to discover legendary treasures, fresh territories to occupy, or shrouded lairs, the referee must draw or procure a wilderness map on hexagonal graph paper. The referee can invent this map whole cloth, or adapt an existing map or playing board—prepared for another game—to serve. Whatever the case, the referee’s map should minimally include the territory immediately surrounding the dungeon and the nearest town or village where the players have based themselves. In any event, the referee’s map must always remain unknown to the players!

Distribution of Wilderness Terrain

Table 8: Distribution of Isolated Terrain

First Throw	Second Throw	
	1–5	6
1	Mountains	
2–3	Woods	Swamp
4–6	Open	Desert

Table 9: Distribution of Adjacent Terrain

Current Terrain	Terrain Type of Adjacent Hex				
	Open	Wood	Mountain	Desert	Swamp
Open	1–4	5 ^a	6 ^e	e	a
Wood	1 ^a	2–6 ^e	e		a
Mountain	1–2 ^a	a	3–6 ^e	e	
Desert	a		1 ^a	2–6	
Swamp	a	1 ^e	e		2–6 ^a

^s A second throw of 6 results in the terrain type marked a.

^e A second throw of 6 results in the terrain type marked e.

Distribution of Wilderness Features

Table 10: Random Wilderness Features

Feature	Chance of Feature in Terrain Type				
	Open	Wood	Mountain	Desert	Swamp
River	$\frac{1}{6}$	$\frac{1}{20}$			$\frac{1}{6}$
Trail		$\frac{1}{20}$	$\frac{1}{20}$		$\frac{1}{20}$
Town, Lair, or Stronghold	$\frac{1}{20}$	$\frac{1}{20}$	$\frac{1}{20}$		$\frac{1}{36}$

Fords If a river is indicated in open terrain there is an additional 1 chance in 6 that there is also a ford.

Rivers If there is a river in an adjacent hex, the possibility of that river continuing through an open, woods, or swamp hex is increased to 1 chance in 3. An existing river absolutely will continue through the last available open or woods hex, or otherwise end if it does not continue into the last available swamp hex.

Trails If there is a trail in an adjacent hex, the possibility of that trail continuing through a woods, mountain, or swamp hex is increased to 1 chance in 3. An existing trail absolutely will continue through the last available woods, mountain, or swamp hex, unless it contains a town, lair, or stronghold where the trail ends.

Towns, Lairs, and Strongholds Determine which is indicated as follows: in open terrain 1–2 town, 3–4 lair, 5–6 stronghold. In woods 1 town, 2–5 lair, 6 stronghold. In mountains 1–4 lair, 5–6 stronghold. In swamp only lairs occur.

Strongholds

Where a stronghold is indicated it is an occupied keep, tower, or fastness at a strategic locale such as a bluff, crossroad, valley, bridge, or island. The principal resident of the stronghold should be superheroic figure determined as follows:

The resident will be attended by an entourage as indicated below: Number appearing 2–12, or half this number with riders.

The resident may also have one or several lieutenants, as follows:

Regardless of the above a stronghold is occupied by a force of 30–180 soldiers with additional supporting staff. If the principal resident

Table 11: Stronghold Resident

1-6	Align	Type
1	L	Bishop, 8th+ level
2	N	Fighter, 8th+ level
3	N	Magic-User, 9th+ level
4	C	Fighter, 8th+ level
5	C	Magic-User, 9th+ level
6	C	Evil Bishop, 8th+ level

Table 12: Stronghold Resident's Entourage

1-6	Bishop	N. Fighter	N. Magic-User
1	Elves	Heroes	Heroes
2	Heroes	Ogres	Centaur
3	Centaur	Minotaur	Minotaur
4	Werebear	Griffon*	Griffon*
5	Hippogriff*	Giant	Djinn
6	Roc	Chimera	Dragon
1-6	C. Fighter	C. Magic-User	Evil Bishop
1	Anti-Heroes	Anti-Heroes	Ogre
2	Ogre	Medusa	Werewolf
3	Troll	Manticore	Wraith
4	Wyvern*	Wyvern*	Specter
5	Giant	Efreet	Vampire
6	Chimera	Dragon	Gothrog

* With (appropriately aligned) Heroes riding these creatures.

Table 13: Resident's Lieutenants

Resident	Throw	Type	Level
Bishop	3+	1-6 Cleric	3-6
C. Fighter	5+	Magic-User	5-8
	4+	Anti-Cleric	4-7
N. Fighter	5+	Magic-User	5-8
	4+	Fighter	3-6
Magic-User	5+	Fighter	5-8
	4+	Magic-User	4-7

is chaotic these are 50% likely to be orcs; otherwise, they are men. Half their number will be crossbowmen, the remainder footmen. 10–60% of this force will be mounted.

Should the characters pass near a stronghold, the resident's scouts or spies will spot them with a throw of 6 on a six-sided die at two hexes distance, with a throw of 5–6 at one hex distance, and with a throw of 3–6 if they pass within the same hex as the stronghold itself. If the players are spotted, or hail the stronghold directly, the resident will respond to their presence.

A Resident Fighter will challenge the highest level fighter to a joust. Should the player joust and win he earns the right to the resident's hospitality for up to a full month for himself and his company—although the resident may prove reluctant to pay! Should the player joust and lose the resident will demand his armor. If the players lack a fighter or decline the contest, the resident will levy a toll of 100–600 gp for their passage.

A Resident Magic-User will exact one magic item of his choice from the players as a toll, or else 1000–3000 gp if they have nothing desirable. If they cannot pay the magic-user will *Geas* them to collect the necessary treasure on some quest. The magic-user will take at least half of any treasure so recovered, including his choice of magic items; being miscellaneous magic items, wands or staves, or magic rings, in that order.

A Resident Bishop will require a tribute for his temple amounting to one-tenth part of whatever wealth the player characters have. If they cannot pay the cleric may *Quest* them to perform some lawful mission—which will earn them his hospitality if completed successfully.

A Resident Evil Bishop may demand one-fourth part of whatever wealth the player characters have. If they cannot pay he might simply slay them or else *Quest* them to perform some chaotic mission—which might be their undoing.

Wilderness Exploration

Wilderness terrain is mapped in hexagons, each being about 6 miles across.

Time in the wilderness is reckoned in *turns* of one day duration, with two moves allowed per turn. One scale inch (1") represents 1 mile in the wilderness, thus a movement rate of 9" allows 3 hexagons (18 miles) movement per day.

Table 14: Overland Movement

Type	Hexes
Wagon or Cart	3
Heavy Foot	3
Light Foot	4
Heavy Horse	4
Medium Horse	5
Light Horse	6

Overland movement rate while exploring on foot is according to encumbrance, while exploring on horseback is as heavy horse.

A company of 100 or more figures should take a one hex movement penalty. A company of 1000 or more figures should take a two hex movement penalty.

Difficult Terrain Entering a mountain, swamp, or river hex requires three moves except when navigating a trail through a swamp, or crossing a river at a bridge or ford. Entering a wood or desert hex require two moves unless navigating a trail through woods. A mountain trail can be navigated on foot, requiring two moves.

Rest Overland travel require all figures to rest for one day after six days of exploration. Dragons alone can sustain three weeks of exploration before needing to sleep for one week or three weeks where they travelled overland or on the wing, respectively.

Mapping The players should mark their starting location—a town, village, or stronghold—near the centre of a sheet of hexagon graph paper. As they move into each new location the referee will describe the terrain in that hex. This manner of exploration will gradually reveal the lay of the land to the players bringing castles, lairs, and so on to their attention.

Getting Lost So long as players stick to established routes they will have little difficulty navigating from one settlement to another. However, once they strike out into the wilderness, there is the possibility of becoming lost. The referee should secretly throw a six-sided die for the players at the beginning of each wilderness turn with a 1 (in open terrain), a 1–2 (in woods or mountains), or a 1–3 (in swamp or desert) indicating that the players have gotten lost. If the players are lost they will move in an random direction that turn without realizing it.

Wilderness Monsters

Wandering Monsters Occur in the wilderness as they do in the Underworld. The referee should check once per day with a throw of 6 on a six-sided die indicating an encounter. The referee should make one additional check per day if the players are resting, or in a river hex.

Table 15: Chance of Wandering Monsters

Terrain Type	Encounter Occurs on a Throw of
Town/Stronghold	6
Open	6
Desert	6
Wood	5–6
Mountain	5–6
Swamp	5–6

Type and Number of Wandering Monsters When an encounter is indicated the referee can determine the type of monster by dicing on the appropriate wilderness encounter table for the terrain type.

Surprise Surprise occurs in the wilderness as it does in the Underworld— with a throw of 5–6 on a six-sided die. If the players are surprised by three or more monsters, they may find themselves encircled.

Sighting Monsters If surprise occurs monsters are sighted at 1–3”, otherwise at 2–12”.

Monster Behavior Monster reaction to the players in the wilderness is as per the Underworld.

Table 16: Wilderness Monster Table Determination

Terrain Type	Monster Table					
	I Men	II Giants	III Animals	IV Swimmers	V Flyers	VI Dragons
City	1–5		6			
Mtns.	1	2–3	4		5	6
Woods	1	2	3–5			6
Swamp	1	2	3	4–5		6
River	1	2	3	4–5		6
Desert	1	2	3		4	5–6
Clear	1–2	3	4		5	6

Table 17: Wilderness Monster Table I: Men

Men Occurring by Terrain Type			
1–6	City	Mountains	Woods
1	Bandits	Brigands	Bandits
2	Dervishes†	Berserkers	Berserkers
3	Mercenaries	Cavemen	Brigands
4	Militia	Dervishes†	<i>Lycanthropes</i>
5	<i>Player-type</i>	<i>Lycanthropes</i>	<i>Lycanthropes</i>
6	<i>Undead</i>	<i>Player-type</i>	<i>Player-type</i>
1–6	Swamp	River	Desert
1	Bandits	Bandits	Dervishes†
2	Berserkers	Buccaneers	Martians*
3	Brigands	Mermen	Martians*
4	Cavemen	Pirates	Nomads
5	<i>Lycanthropes</i>	<i>Player-type</i>	Nomads
6	<i>Undead</i>	Sailors	<i>Player-type</i>

Italicized entries refer to the appropriate sub-table (see below).

† Including Cultists.

* Throw one die to determine Martian skin color; black, blue, green, yellow, orange, or white.

Table 18: Wilderness Monster Table I: Sub-Tables

1-6	Lycanthropes	Sub-Types Occurring	
		Player Types	Undead Types
1	Werebears	Bishop	Skeletons/Zombies
2	Wereboars	Evil Bishop	Ghouls
3	Weretigers	Warlord	Wights/Wraiths
4	Werewolves	Warlord	Mummies
5	Werewolves	Wizard	Spectres
6	Werewolves	Wizard	Vampires

Table 19: Wilderness Monster Tables II-IV

1-6	II Giant Types	Sub-Types Occurring	
		IV Swimmers	V Flyers
1	Hob/Goblins	Bishop	Skeletons/Zombies
2	Orcs	Evil Bishop	Ghouls
3	Gnolls	Warlord	Wights/Wraiths
4	Ogres	Warlord	Mummies
5	Trolls	Wizard	Spectres
6	Giants	Wizard	Vampires

Table 20: Throw Necessary to Avoid Monsters

Party Size	Relative number of Monsters		
	$-1/4$	$1/4-2/3$	$2/3-$
1-3	4-6	3-6	2-6
4-10	5-6	4-6	3-6
11-33	6	5-6	4-6
34-100	Double 6	6	5-6

Flight/Pursuit

Seafaring Exploration

Aerial Exploration

Combat

Scale

A single figure represents one man or monster. 1" represents 10 yards outdoors or 10 feet underground, on a ship's deck, or similar. One turn of play represents one minute of time in battle.

The Simultaneous Turn Sequence

1. Both sides state orders for their figures.
2. *The Movement Segment*: Both sides reposition their figures according to their orders, checking for melee contact due to other figures' moves while:
 - a. Making one-half of the ordered movement,
 - b. Conducting any pass-through- or split-move-and- fire,
 - c. Completing the balance of movement as ordered.
3. *The Missile Segment*: Missile fire and spells are resolved.
4. *The Melee Segment*: Hand-to-hand combat is resolved.

Steps 1 through 4 are repeated until the action is decided. Morale checks must be made in whatever turn segment the game circumstances demand.

The Movement Segment

Movement rate is according to encumbrance, with movement taken in two one-half move steps. Mounted figures may always change their second half-move to a counter charge if friendly figures—including themselves—are charged within reach. Any figure who reserved at least a half-move may join an existing melee within 3".

Pass Through Fire Stationary bowmen and crossbowmen may give pass-through fire to figures passing by or toward them at the half-move portion of the turn. Throwing axes, hammers, spears, and javelins may always give pass-through fire to figures charging them.

Split Move and Fire Mounted figures and elves with horsebows and on foot may perform a split move and fire; moving up to one-half of their normal movement, firing normally, and then moving up to one-half of their normal movement.

Missiles (Including Spells)

Archers, crossbowmen, elves, hobbits, and particularly magic-users may wish to employ missiles rather than engage in melee. The player must declare what kind of missile or spell is being used. Missilemen and spell casters will then cast their respective missiles during the missile segment of the turn, and will be unable to participate in the first round of melee should they be contacted.

Rate of Fire

- Bowmen (except composite bowmen) who do not move and are not meleed by the end of the move segment may fire twice.
- Bowmen and crossbowmen who move up to one-half of their normal movement may fire once.
- Bowmen and crossbowmen who move more than one-half of their normal movement may fire once only if they win a die throw.
- Heavy crossbowmen may fire every other turn, alternately reloading. They cannot move more than one-half their normal movement and reload in the same turn.
- Throwing axes, hammers, spears, and javelins may be hurled once per turn.
- Spell casters who do not move, are not meleed by the end of the move segment, and are not disturbed by missiles may throw one spell.

Determining Hits

Missile fire hits and misses can be determined with Attack Matrices I and II. A throw equal to or greater than the score required on either matrix indicates a hit.

Missile fire range is divided into three equal parts being; close, medium, and maximum range. Thus, a short bow with a total range of 15" fires at close range up to 5", at medium range up to 10", and at maximum range up to 15". Missile attacks at close and maximum range are adjusted by +1 and -4, respectively.

Missile fire into melee is forbidden, and nor can bowmen or crossbowmen fire from within 1" of a hostile figure.

Cover Soft cover such as woods or brush, waist-high fences or walls, and poor visibility will reduce hits by half. Hard cover such as high walls or movable mantlets make targets behind them—or firing through arrow slits in them—“arrow proof” except to indirect fire.

Indirect Fire Bowmen (but not crossbowmen) may fire over figures more than 3” away at targets without overhead cover within medium range. Hit probability is always per long range. Throwing axes, hammers, spears, and javelins cannot be fired indirectly, however; cover will not reduce the number of hits caused by indirect fire.

Melee

Melee is resolved as either normal combat, or else fantastic combat. Once a melee is commenced, rounds of blows are exchanged until either side is slain, flees, or surrenders, or until ten rounds of blows have been fought.

Fighting Capability

The Fighting Capability statistic denotes the number of men a figure *fights as* in normal combat, followed by the fantastic-type a figure *fights as* in fantastic combat, if any. Normal-types have no fantastic fighting capability.

Space Required

All figures are considered to control the space immediately around them so that no opponent can pass within 1” of a man-sized figure, or 2” of a monstrous figure, without melee contact. A figure in melee contact can decide to attack with melee weapons but not missiles.

Note that fighting requires space. The referee should allow perhaps three men to stand abreast in a 10ft wide passage if they carry spears; swords and axes would require more space. Not more than eight man-types can engage a single large monster in a combat round.

Number of Attacks

When figures come into melee contact one or several blows will be struck. In fantastic combat there is typically one exchange of blows per round, while in normal combat there can be several blows struck per round.

In normal combat a player-type fights as the number of men indicated by his fighting capability. Figures without a listed fighting

capability implicitly fight as a number of men equal their their number of hit dice.

Blows per Round Sometimes, a man-type can strike two (or even three!) blows to his opponent's one.

If a man-type's weapon weighs not more than one-half his opponent's he will strike one additional blow per round. If his weapon is not more than one-sixth the weight of his opponent's he will strike two additional blows per round.

The Order of Striking

The order of striking is determined as follows:

In the first round of combat the first blow is struck by the figure attacking from the flank, with greater reach, fighting from above, or else by the attacker. The defender can then return a blow if he is not surprised, not attacked from behind, and not slain.

In subsequent rounds of combat the first blow is struck by the figure with the lighter weapon, fighting from above, or else by the figure who struck the first blow in the previous round. If any figure drops his weapon or otherwise switches to another, he loses one blow.

Determining Hits

The referee determines the score needed to hit the target's armor class with the first column of Attack Matrix I for normal combat, or with the remaining columns of attack matrices I and II for fantastic combat.

The player throws his attack roll with a single twenty-sided die. Attack rolls may be adjusted for tactical factors, magical weaponry, and spells, with a total equal to or greater than the number needed indicating a hit. Anything less indicates a miss.

Impetus Bonus Armored man-types and large-sized figures receive an impetus bonus when charging into melee either down-slope or across level terrain. In normal combat such figures add one attack die; in fantastic combat they instead adjust their attack roll by +2.

Flank Attack Figures attacking from the flank automatically receive the first blow in the first round of melee.

Rear Attack Rear attacks are adjusted by +2 in melee. Figures attacked from behind cannot return a blow in the first round of melee and automatically strike second in the following round of melee.

Table 21: Attack Matrix I: Men Attacking

Armor Class		20-Sided Score to Hit				
		Magic-User Level	1-3	4-9	10-21	22+
		Cleric Level	1-3	4-7	8-19	20+
	Fighter Level	1-2	3-6	7-11	12-19	20+
2	Plate & Shield	17	14	11	8	5
3	Plate	16	13	10	7	4
4	Mail & Shield	15	12	9	6	3
5	Mail	14	11	8	5	2
2	Leather & Shield	13	10	7	4	1
3	Leather	12	9	6	3	1
4	Shield Only	11	8	5	2	1
5	No Armor	10	7	4	1	1

Table 22: Attack Matrix II: Monsters Attacking

Armor Class		20-Sided Score to Hit by Monster Hit Dice					
		$\frac{1}{2}$ -2	3	4-6	7	8-10	11
2	Plate & Shield	17	15	14	12	11	9
3	Plate	16	14	13	11	10	8
4	Mail & Shield	15	13	12	10	9	7
5	Mail	14	12	11	9	8	6
2	Leather & Shield	13	11	10	8	7	5
3	Leather	12	10	9	7	6	4
4	Shield Only	11	9	8	6	5	3
5	No Armor	10	8	7	5	4	2

Adjust attack rolls by +2 for large-sized monsters attacking man-sized figures.

Parrying

A defender can forgo his attack to parry and cause an opponent to suffer a -4 attack penalty. Should his opponent miss because of this -4 penalty the defender's weapon will be dashed from his grasp by a heavier weapon. If, on the other hand, his opponent misses regardless of this penalty the defender is allowed a counter-attack if equipped with a lighter weapon.

Determining Kills

In normal combat all hits cause one *hit die* damage, deducting 1–6 hit points from the target. In fantastic combat man-sized figures continue to cause one die damage on a hit unless noted otherwise. Large-sized monsters cause two, three, or even four dice damage on a hit.

Any figure reduced to zero (or fewer) hit points is slain. Whether sustaining damage will otherwise affect a figure is left to the referee's discretion. A slain figure cannot riposte—his attack is wasted.

Attacking to Subdue

Most intelligent monsters (including man-types) can be subdued and made to surrender if this intent is announced prior to attacks being resolved. Damage from subdual hits is recorded independently of damage from actual hits. After any melee round in which subdual damage is suffered the referee must determine the sum of subdual damage sustained as a percentage of actual hit points. The referee then throws a hundred-sided die with any result lower than the percentage of subdual damage sustained indicating the monster is subdued.

Mounted Combat

Mounted Men Attacking Charging lancers attack at +4 and cause 2–12 hit points of damage and use the jousting table to determine broken lances and unhorsing. Otherwise, mounted man-types attack those on foot at +2. Mounted war horses and giant wolves can also attack enemies on foot, having one attack roll per turn even versus normal-types.

Attacking Mounted Men Man-sized characters on foot attack mounted man-types at –2.

Shooting at Mounted Men Missile fire against mounted normal-types is penalized by –2. Mounted heroic-types are subject to missile fire only on a six-sided die throw of 5–6; otherwise the mount suffers that missile fire.

A hit on any rider will unhorse him on a six-sided die throw of 6. He will crash to the ground and be stunned for the remainder of the turn and, if he throws 1–4 on a six-sided die, for all of the following turn in addition. Should a rider or his mount be slain the rider is automatically unhorsed.

Jousting

Jousts are knightly contests of mounted combat. A fighter must possess armor, shield, helm, mount, and three lances to participate.

A joust comprises up to three tilts in which two mounted knights enter the lists and, separated by a barrier, make an unimpeded charge at one another with the objective of unhorsing the opponent.

Each throws a single, simultaneous attack roll adjusted for the quality of his mount: destrier +4, war horse +3, riding or draft horse +1. On a hit throw two six-sided dice and consult the jousting table. For sport the lesser of the two dice indicates damage sustained; in war damage is the sum of both dice.

A miss or glancing blow scores no points. Breaking a lance upon the opponent scores one point, or three points upon the opponent's helmet. Unhorsing the opponent scores ten points. If a knight cannot continue due to injury he loses.

The loser forfeits his armor or a grander wager by prior arrangement.

Morale

Intelligent non-player types—including those employed by players—are subject to morale checks whenever dangerous or unnerving situations arise.

Man-types on foot who are charged by mounted or large-sized figures must test morale unless they are facing their attackers with pikes or pole arms. Man-types should likewise check morale whenever receiving a flank attack, or suffering one-third numerical losses. However, morale need not be checked while defensible structures (such as castle walls) continue to hold.

Morale is tested by the referee with a throw of two six-sided dice adjusted for loyalty, troop quality, heroic/anti-heroic support, and possible enchantments.

Table 23: Morale

2–12	Morale Result	Possible Interpretation
2	Very poor	Surrender
3–5	Poor	Flee
6–8	Uncertain	Hold/retract
9–11	Good	Hold/press
12	Very good	Press boldly

A high result indicates good morale and a low result indicates poor morale. A poor morale result should result in refusal to obey orders, surrender to the enemy, fleeing from combat, or whatever the referee deems appropriate. Fleeing figures with no safe retreat will instead surrender. An "uncertain" result means morale should be checked again in the following turn unless circumstances dictate otherwise.

Monsters who surrender will remain subdued so long as their master is in a commanding position, and can be ransomed or sold as slaves, pets, or curiosities or brought into service as retainers if an acceptable offer is made. Otherwise, they will attempt to escape or slay their master whenever the opportunity arises.

The Campaign

Time

As the campaign gains momentum it is likely that player expeditions will be setting out here, there, and everywhere. In order to keep consistent time the referee is advised to keep a record of each player, noting their whereabouts at the end of each campaign week.

The passage of campaign time is as follows:

Table 24: Campaign Time

Turn	Game Time
Campaign Turn	1 week
Wilderness Turn	1 day

The passage of each week of *real time* should cause one game week to pass even for players who have not participated; presumed to be hiding out in their safe-houses or strongholds.

Wilderness expeditions include as many days of rest and recuperation as is necessary to occupy a whole number of game weeks.

A typical dungeon adventure—preparations, a short trek, a one day descent into the Underworld, followed by several days of rest and recuperation—should occupy players for one game week.

Other activities that can occur in a campaign turn are described below.

Cost of Living

Each player must pay monthly support and upkeep costs amounting to 1 gp per 100 experience points his character has. When the player achieves Top Level and establishes a wilderness stronghold these costs cease.

Natural Healing

Lost hit points will be recovered—slowly—with the passing of time. For each week of *complete rest* a figure will regain 3–4 hit points (one hit die). Lost experience levels can only be restored by earning fresh experience points.

Hired Help

Loyalty

Mercenaries

Command and Control

Players, monsters, and barbaric man-types are self-motivated and do not require orders to respond to dangerous circumstances around them. Civilised man-types, however, require firm leadership to do anything more daring than to advance toward obvious loot or to retreat from apparent threats.

A leader may issue orders to his troops within 1" per point of charisma he possesses. Additionally, he may authorise up to two lieutenants to relay his orders from within his command range, but their influence will be 1" less. All figures—including lieutenants—must be within command range to respond to (or relay) orders; figures beyond this reach will not respond.

Command range is extended by 1" per 1" of elevation while a leader is in clear view above the troops, but halved while engaged in melee. Moreover, figures engaged in melee can respond to commands only if they throw a 3–6 on of six-sided die.

Specialists

Researching Spells

Constructing Spell Books

Enchanting Objects

Appendices

Appendix A: 2d6 Attack Matrices

Determining Missile Hits

Missile fire hits and misses can be determined with the Individual Missile Fire table. A throw equal to or greater than the score required indicates a hit.

Table 25: Individual Missile Fire Table

		Score on Two Six-Sided Dice to Hit Armor Class							
Weapon Class	Range	No Armor	Shield Only	Leather	Leather+Sh.	Mail	Mail+Sh.	Plate	Plate+Sh.
		9	8	7	6	5	4	3	2
Short bow	Short	6	7	6	8	8	9	9	10
	Med.	7	8	7	9	9	10	10	11
	Long	8	10	9	10	11	12	–	–
Horsebow	Short	6	7	6	7	7	8	8	10
	Med.	7	8	7	8	8	9	9	11
	Long	8	9	8	9	10	12	–	–
Longbow	Short	6	6	6	6	6	7	8	9
	Med.	7	7	7	7	8	9	9	11
	Long	8	9	8	9	10	12	–	–
Composite bow	Short	6	6	6	6	6	7	7	8
	Med.	7	7	7	7	7	8	9	10
	Long	8	8	8	8	10	11	12	12
Lt. crossbow	Short	6	7	6	7	7	9	9	10
	Med.	7	8	7	8	8	10	10	11
	Long	8	9	8	10	11	12	–	–
Hv. crossbow	Short	6	6	6	6	6	6	6	7
	Med.	7	7	7	7	7	8	7	9
	Long	8	8	8	8	9	11	11	12

Determining Melee Hits

The referee determines the score needed to hit the target's armor class with the Man-to-Man Attack Matrix for normal combat, or with the Fantasy Combat Table for fantastic combat.

The player throws his attack roll with two six-sided dice. Attack rolls may be adjusted for tactical factors, magical weaponry, and spells, with a total equal to or greater than the number needed indicating a "hit". Anything less indicates a "miss".

Table 26: Man to Man Attack Matrix

Armor Class	No Armor 9	Shield Only 8	Leather 7	Leather+Shield 6	Mail 5	Mail+Shield 4	Plate 3	Plate+Shield 2
Club/Cudgel	7	8	8	9	9	11	11	12
Dagger	7	8	8	9	8	10	11	12
Staff	6	7	8	9	9	10	11	12
Hand axe	7	8	8	9	8	9	10	11
Mace	7	8	8	9	8	9	9	10
Sword	6	7	7	8	8	9	10	11
Spear	7	7	7	8	9	9	11	11
Battle axe	7	7	7	8	7	8	9	10
Warhammer	7	7	7	8	8	9	9	9
Morning star	7	8	7	7	7	8	9	10
Flail	8	8	7	7	8	8	9	9
Two-handed sword	6	7	7	7	7	7	8	8
Pike	8	8	7	8	8	9	10	10
Halberd	8	8	7	7	7	8	9	10
Pole arms	8	8	7	8	8	8	9	9
Mtd. lance	6	7	6	7	7	8	9	10

Impetus Bonus Armored man-types and large-sized figures receive an impetus bonus when charging into melee either down-slope or across level terrain. In normal combat such figures add one attack die; in fantastic combat they instead adjust their attack roll by +1.

Rear Attack Rear attacks are adjusted by +1 in melee. Figures attacked from behind cannot return a blow in the first round of melee

and automatically strike second in the following round of melee.

Monsters Attacking

Table 27: Fantasy Combat Table

Attacker	Score on Two Six-Sided Dice to Beat Defender													
	Gothrog	Dragon	Elemental	Giant	Troll	Lycanthr.	Ent	Roc	Wraith	Wight	Hero	Superhero	Bishop	Wizard
Gothrog	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Dragon	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Elemental	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Giant	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Troll	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Lycanthr.	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Ent	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Roc	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Wraith	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Wight	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Hero	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Superhero	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Bishop	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Wizard	8	8	8	8	8	8	8	8	8	8	8	8	8	8

Parrying

A defender can forgo his attack to parry and cause an opponent to suffer a -2 attack penalty. Should his opponent miss because of this -2 penalty the defender's weapon will be dashed from his grasp by a heavier weapon. If, on the other hand, his opponent misses regardless of this penalty the defender is allowed a counter-attack if equipped with a lighter weapon.

Appendix B: Additional Combat Notes

Overbearing

todo

Combined Individual Missile Fire Table

Table 28: Combined Individual Missile Fire Table

		Score on Two Six-Sided Dice to Hit Armor Class							
Weapon Class	Range	No Armor 9	Shield Only 8	Leather 7	Leather+Sh. 6	Mail 5	Mail+Sh. 4	Plate 3	Plate+Sh. 2
Typical	Short	6	7	6	8	8	9	9	10
scores for	Med.	7	8	7	9	9	10	10	11
all weapons	Long	8	10	9	10	11	12	-	-

Attack Matrix I Rotated

Attack Matrix I Rationalised and Rotated

Table 29: Attack Matrix I: Men Attacking

Armor Class	No Armor	Shield Only	Leather	Leather+Shield	Mail	Mail+Shield	Plate	Plate+Shield
	9	8	7	6	5	4	3	2
Fighter 1-2	10	11	12	13	14	15	16	17
Fighter 3-6	7	8	9	10	11	12	13	14
Fighter 7-11	4	5	6	7	8	9	10	11
Fighter 12-	1	2	3	4	5	6	7	8
Magic-User 1-3	10	11	12	13	14	15	16	17
Magic-User 4-9	7	8	9	10	11	12	13	14
Magic-User 10-	4	5	6	7	8	9	10	11
Cleric 1-3	10	11	12	13	14	15	16	17
Cleric 4-7	7	8	9	10	11	12	13	14
Cleric 8-	4	5	6	7	8	9	10	11

Table 30: Attack Matrix I: Men Attacking

Armor Class	No Armor	Shield Only	Leather	Leather+Sh	Mail	Mail+Sh	Plate	Plate+Sh
	9	8	7	6	5	4	3	2
Normal Man	10	11	12	13	14	15	16	17
Fighter 3-6	7	8	9	10	11	12	13	14
Fighter 7-11	4	5	6	7	8	9	10	11
Fighter 12-	1	2	3	4	5	6	7	8
Magic-User 4-9	7	8	9	10	11	12	13	14
Magic-User 10-	4	5	6	7	8	9	10	11
Cleric 4-7	7	8	9	10	11	12	13	14
Cleric 8-	4	5	6	7	8	9	10	11

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