

# A Delving Deeper Companion

Expand your Delving Deeper campaign with this set of rules and classes inspired from the earliest days of table top roleplaying.



Assembled by Joshua Koed

Original Rules: E. Gary Gygax, Dave Arneson

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## Foreward

I have been playing table top roleplaying games since the 80's after having received the Mentzer "Red Box" basic set as a gift from my uncle when I was around twelve years old. My life was never the same after that. Through playing *Dungeons and Dragons* and eventually other roleplaying games, my grades in school got better. I became quick at math through calculating THACO scores, I developed an interest in history, geography, other cultures, and religions, just through trying to better understand the pseudo lived experience of these fantasy games.

Curiosity over alchemists led to me taking chemistry courses and reading about esoteric philosophy. In wanting to be like a monk character I once had, I dedicated myself to martial arts. I was fascinated with rangers, so I took wilderness survival courses. I learned to speak more than one language, and eventually earned more than one university degree. I now have a successful business, and have lived in more than one country. I have visited many museums, medieval battlefields, real-life castles, and even "dungeons." In short, roleplaying games have enriched my life and helped me to develop into so much more than what I might have been without them. I say all this not to try to impress anyone, but to express what table top roleplaying games mean to me and how they have the potential to help others in life.

Over the years I have played many iterations of *Dungeons and Dragons* but through a whim I went back to the one version I had never played. In fact, I had never even seen a physical copy of it, and that was the Original 1974 version. At first, I could not even find it for anywhere close to a reasonable price, but luckily, I found retroclones of it. These clever, imminently usable, variants of that original game fascinated me. They were like a breath of fresh air in their ease and quickness of play. One battle no longer took three hours to resolve and I could not help but feel the nostalgia of playing some of those early video games or reading the adventures of Conan the Barbarian and The Lord of the Rings.

Over a short period of time *Original Dungeons and Dragons* became my favorite version and eventually I was able to get a copy on PDF. In fact, I eventually got PDF copies of all the supplements and *Chainmail*. I devoured them all and have used them consistently in both solo play and with others, but it was *Delving Deeper* that I turned to the most. This remarkable retroclone of *Original Dungeons and Dragons* does an amazing job of staying true to the source material and applying the pertinent parts of the *Chainmail* rules as implied by Dave Arneson and Gary Gygax.

When actually playing the game as a "Dungeon Master" or Referee, I personally liked the concept of starting just with the material in *Delving Deeper* (or the three brown books of the original game) and slowly adding material from the supplements as the characters explored the world around them. In so doing, I found that I always needed to flip through multiple PDF's or books and this was often cumbersome or slowed down play. Because of that I decided to put my own versions of the things I use most into one place and thus "A Delving Deeper

Companion,” was lovingly assembled. I have endeavored to stay as true as possible to the source material adding some light interpretation for better understanding, and altering what was necessary to make it compatible with the *Delving Deeper* ruleset.

This work is a small attempt on my part to give back to the game and gaming community that gave so much to my life. A *Delving Deeper Companion* was inspired by a collection of works being the first supplements and additions to the earliest game. It also includes a number of house rules, world building tools, and some helpful tables, all put into one place for ease of reference. It was designed for use with *Delving Deeper* specifically but is equally useful with *Swords & Wizardry*, *White Box: Fantastic Medieval Adventure Game*, *Full Metal Platemail*, *Fantastic Medieval Campaigns*, or even the original game itself. I also think that there is much here that is useful to any OSR game system. I hope this helps others to ease play and increase enjoyment of this amazing game.

Joshua Koed

October, 2022

**Note for the second version:** For those of you who were kind enough to read through the first version of “A *Delving Deeper Companion*” and give me your feedback, I want to say a thousand times, Thank You! In this second version some minor errors have been corrected and a number of things have been added. You will now find some guidance on adding “Skills” to your campaign as well as ideas for “hexcrawling” not only the Underworld but also the Spirit Realms or dimensions beyond the physical. A few new monsters and magic items have been added, as before focusing mostly on their earliest incarnations. There is also a new optional character class for those interested in a different approach to psionics or western monks. Lastly, everything has been enlarged a bit in order to make it easier to print out in a size similar to *The Delving Deeper Reference Rules Compendium* and not have to squint too much in order to read the text. It is my hope that when running a *Delving Deeper* campaign or really any game based on/or including, the three original brown books such as that “A *Delving Deeper Companion*” would be the only “supplement” you will ever need.

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# Heroes and Magic



## General Note and Definitions

Whenever a page number is given without clarification as to the source it is then referring to the *Delving Deeper: Reference Rules Compendium*. This work also utilizes several of what may be older or little used terms and concepts taken from the above work. The definitions given below are for those utilizing this work with a rule set other than *Delving Deeper*.

**PC:** Player Character, any “figure,” or character, played by a player.

**NPC:** Non-Player Character, any monster, person, or personality played by the Referee.

**Man-Type:** This includes all “men” or humans and other creatures of the same basic proportions including dwarves, elves, lizardmen, orcs, etc.

**Normal-Type:** This includes all Man-Types of less than heroic status (i.e. normal people) and other creatures of similar stature. Collectively, these are all creatures with fewer than 3 Hit Dice or Levels.

**Heroic-Type:** This includes all Man-Types of heroic status and all monsters that represent a heroic threat. Collectively, these are all creatures with 3 or more Hit Dice (or Levels) but fewer than 7 Hit Dice.

**Superheroic-Type:** This includes those few legendary Man-Types of superheroic stature and all monsters that represent a superheroic threat. Collectively, these are all creatures with 7 or more Levels or Hit Dice.

A bit of clarification might be in order for those still new to *Delving Deeper*, a newly created character is for all intents and purposes a “normal person” with some training in their chosen class or field. Most people have but a single Hit Dice worth of Hit Points with an uncommon few having around 2 HD such as a captain of the guard or possibly the town cleric. These are all “Normal-Types,” just like the beginning player character.

As the character reaches 3<sup>rd</sup> level and certainly by 4<sup>th</sup> level they are starting to be regarded as a local hero and may even be knighted. They should see themselves treated with more reverence in their region. Stories will start to be told about them, people will be starting to seek them out both to work for them, and to ask them to undertake dangerous quests. In general, they will no longer have to struggle so hard to find work or Hirelings. They will also start to draw the attention of villains and forces of Chaos who may begin to see them as obstacles to their plans.

If the characters survive to 7<sup>th</sup> and certainly by 8<sup>th</sup> level, they will be regarded as “Superheroic.” Their fame may be wide spread in the realm, thrusting them into the forefront of entire kingdoms and people will travel great distances to offer their services to such a hero. By the time such heroes reach 9<sup>th</sup> level they may be building baronies of their own and finding themselves at the head of armies.

In the unlikely event that such heroic lords or ladies survive to 12<sup>th</sup> level they may find themselves placed on the thrones of kingdoms. At this point most player characters retire (becoming NPC's) and are integrated as an enduring part of the campaign world that future player characters may come across or whose politics they may have to deal with. It is the rare, crazy, or especially driven, player character that continues to levels even greater, maybe finding themselves in other dimensions of reality, wielding legendary artifacts, seeking out grimoires of forbidden magic, or delving the dark secrets of lichdom and eternal life. The limits are only one's imagination.

## Clarifications and Adjustments

This section gives a few optional clarifications or adjustments to the classes and races as presented in the *Delving Deeper: Reference Rules Compendium*. Nothing here really changes the original, they just make a few things more concrete or provide a couple of optional rules for those who might wish for that.

### Adjustments to The Thief Class

As presented in the "*Delving Deeper Reference Rules Compendium*" the thief's subterfuges are set to succeed on a roll of 3-6 out of 6. This base chance never goes up (or down) regardless of level. In the first supplement to the original game, the thieves' skills or "subterfuges" were based on a percentage roll, and while starting very low, did gradually get better as the thief advanced in level. If this potential to improve is a desired aspect of playing a role-playing game of this nature, this work proposes using one of the following options.

#### Option 1:

Adjusting the thief's subterfuges to succeed on a:

5-6 on a d6 for levels 1-3

4-6 on a d6 for levels 4-6

3-6 on a d6 for levels 7-9

2-6 on a d6 for levels 10-12.

Please note, as indicated on page 52 of *Delving Deeper Reference Rules Compendium*, the thief's subterfuge ability is the same as the thief's ability to surprise an opponent.

#### Option 2:

Give the thief class a never altering success on a roll of 4-6 on a d6, in which case they would throw but one six-sided dice at the normal levels of 1 and 2. Two six-sided dice at heroic levels of 3 through 7, and three six-sided dice at super heroic levels of 8 through 12. If any one of those dice rolls were successful then the subterfuge was successful.

## Situations in Subterfuge

To encourage realism, add depth, and tactical thinking on the part of the thief character, this work proposes the following situational modifiers to the thief's subterfuge rolls:

+1 to hiding when in darkness or when plenty of hiding places or shadows are available such as in a dark alleyway or a warehouse packed with crates, barrels, and sacks.

-1 to hiding in a well-lit or open space environment (maybe extinguishing a couple torches could help)

+1 to moving silent when in a noisy environment or when wearing boot covers etc.

-1 to +1 for different lock qualities when trying to pick a lock.

-1 to +1 for picking the pocket of particularly distracted or observative victims.

+1 to climbing for rough or less vertical surfaces. This work discourages giving penalties for climbing checks as it is assumed that the base climbing check is for vertical, smooth, wet, slippery, slimy, dungeon type circumstances. In essence, the worse possible climbing conditions for which the thief is better trained than the other classes. Under normal climbing conditions say for example a tree.... anyone can climb it and the thief's special talent is not required. Of note, failed climbing checks need not always be lethal falls. A failed check could simply mean that the thief cannot progress any higher, finding no possible handholds etc.

As written in *Delving Deeper* page 18, thieves can only use daggers, slings, and short swords. In respect to the concept of the original game that archery and magic swords (especially those with intelligence) be the purview and one of the benefits of the Fighter class this work proposes expanding the allowed weapons for the thief class to include: Saps A.K.A. Blackjacks, and clubs or cudgels, both of which being traditional weapons of the burglar or thug and simple enough for most to master without the extensive weapons training of the Fighter.

Lastly, for those using this companion with only the original game or a retroclone like *Full Metal Platemail*, some guidance on the Thief class may be necessary. Without copying the Thief directly out of the *Delving Deeper Reference Rules Compendium* one could simply follow these guidelines:

Follow the Hit Dice and Attack Matrix progression of the Magic-User and the Saving Throw progression of the Cleric. "Subterfuges" are the thieves' skills and progress is as indicated above. Thieves are limited to leather armor, no shields and the weapons as indicated above. Thieves can "backstab" for x2 damage for levels 1-4, x4 for levels 5-10, and x6 for levels 11-12. At 3<sup>rd</sup> level, thieves can discern the meaning of any non-magical cipher, message, map, or other written instruction. At 9<sup>th</sup> level this ability extends to casting Magic-User spells from scrolls. This work also suggests that at 12<sup>th</sup> level the thief gain the ability to use most Magic-User wands, at least those activated by a command word.

Experience points required for each level starts at 1,250 for 2<sup>nd</sup> level and doubles every level thereafter, so 3<sup>rd</sup> level needs 2,500 etc. this proves true until the requirement for 8<sup>th</sup> level after which it is a bit less than double. One can use the other classes for a guideline on this.....it's not exactly the same as Delving Deeper but it is pretty close.

### **Clarification to the Elf as a Player Character**

As noted on page 17, elves are “nearly invisible in their gray green cloaks and can move almost silently.” To add a bit of clarification to this statement on elven abilities, this work suggests the following: Elves do not generally start the game with a Cloak of Elvenkind which would grant 2-6 on a d6 chance to hiding in natural environments and shadowy areas. They also generally do not start with Boots of Elvenkind which would grant them a 2-6 on a d6 chance to moving silently. However, it is recommended that when a character is created above the second level, for example when a long running campaign is faced with the death of one of the player characters, and in that instance the player decides to roll up a new character and this character is starting at level 3 or above to match the average level of the rest of the group to better survive the challenges of higher-level play, then, it is recommended that the elf character start with both a Cloak and Boots of Elvenkind.

Without these items' elves have normal chances of remaining hidden or silent based on their class or other abilities. These items are subject to loss and damage and only function when the PC is intending for them to be used. For example, the PC is not considered to be “nearly invisible” while casually walking through a market or drinking in a tavern just because they happen to be wearing their Cloak of Elvenkind. These items are cultural norms amongst the elven peoples and relatively common amongst elven fighter types of renown, hunters of skill, experienced travelers, and adventurers. Elven commoners would not necessarily have access to these items and they are certainly wonders for all other lands and races.

### **Clarification to the Dwarf as a Player Character**

Dwarves are expert miners and can note any new construction, shifting walls, slopes, falling slabs, false floors, and the like in dungeon stonework on a throw of 5-6 on a d6 when simply passing by such features. When actively searching, they will note such things on a roll of 3-6 on a d6. Note that ability extends only to features of stone in a mine, cavern, dungeon, or similar setting.

### **Clarification to the Halfling as a Player Character**

It is stated on page 16, that Halflings “are nearly invisible when they blend into the background and can move almost silently.” For those wishing to have a definitive rule regarding these statements this work suggests that halflings have a 2-6 on a d6 chance of moving silently and being nearly invisible when “blending into the background” of crowded streets, natural environments, and shadowy areas. This is a racial and cultural ability not dependent on any magic item or class ability.

## Adjustments to The Anti-Cleric

With this optional rule the Anti-Cleric can control undead instead of turning undead as a cleric does. To do this they use the same "Turning the Undead" table on pg. 14 as the Cleric. They can control up to their level in Hit Dice of undead until they are destroyed or dismissed by the Anti-Cleric. Any undead successfully "turned" would then come under the control of the Anti-Cleric until the total allowed Hit Dice is reached. Any further undead turned, but not controlled, due to low level will simply ignore or allow the Anti-Cleric to pass.

**A Note on Demi-Human Religion and clerics:** When playing the original game or it's retroclones like *Delving Deeper*, *Swords and Wizardry*, *White Box: Fantastic Medieval Adventure Game*, *Iron Falcon*, and others, the question inevitably comes up as to why there are no dwarven clerics? Or why can I not play a halfling Fighter/Thief/Cleric? Etc. This note is a possible answer for that. Ultimately, the Referee may decide to allow whatever classes or class combinations they wish, so this is only relevant to those Referees who are interested in playing "by the book."

For this note, demi-humans are defined as playable non-human Man-Types such as dwarves, elves, and halflings. Humanoids are humanoid monster Man-Types such as orcs, goblins, kobolds, etc. Though demi-human priests do exist, demi-human clerics are generally not available as player characters.

There are several reasons for this: The first; demi-human priests are by far less common. Most old-school campaign settings are undoubtedly a human centric campaign world. It is humans who have the most opportunities, the most choice of playable character classes, and advance without level limits. Due to human conquests, invasions, cultural reclusiveness, or other campaign-based reasons, the demi-humans have been pushed to the fringes of the known world.... or under it in the case of dwarves.

The second; the demi-human religious views are far less proselytizing. In general, they are not out to win converts or undermine other faiths. New converts are generally born into the faith.... which is a racial faith. It just does not make sense for them to convert a human to the faith of Cilborith a god of elves. The cultures and world view are just too different. Humans generally do not even live long enough to complete the acolyte training in all its nuance.

The third; demi-human priests generally serve the clan. They are place or home based, guarding the clan relics, teaching the histories, and bestowing the collective clan knowledge to the next generation. An elven priest of Beytnorn, god of trees would be a very poor cleric if he were to leave the sacred tree of his people untended to go risking his life adventuring. He would be viewed as literally putting all the lives of his people in jeopardy for the sake of transitory goals and would likely lose his status of cleric very quickly.

The fourth; most demi-human priests are not clerics. They are not trained in weapons or generally feel comfortable in armor. They are trained in the skills of their people as well as

theology and other “academic” subjects deemed important to their people. Human priests are of the cleric class out of necessity, as they live in an often-dangerous world threatened not only by demons, undead, and other “spiritual” threats, but also the very normal goblin, or bandit. Most demi-humans though existing of course in the same world, live very different lives. Dwarves are protected in most cases in their mountain strongholds, elves are reclusive, living secluded in deep forests, while halflings are famous for living generally peaceful lives in rustic villages hidden away in idyllic hills.

All this being said, it is not impossible for a player to play as a demi-human cleric if allowed by the referee, it is just not supported by the rules and is discouraged from becoming a common occurrence. At best demi-human clerics should be a story driven exception, a unique event for the determined player character, and should be limited in character levels in a similar way as the fighter for each race.

## **Skills and Professions**

Old school gaming as played in the original game and many of its retroclones, do not have a skill system. In most cases it just is not necessary, it is simply a different style of play. This concept is well explained in such works as *“A Quick Primer for Old School Gaming,”* by Matthew J. Finch and others. In essence, player characters are assumed to be generally competent people. Most things that a normal and reasonable person could find, make, figure out, and do, the player character can do as well, therefore “old school gaming” requires a bit more “roleplaying” than is common in a lot of “modern” gaming.

For example, instead of rolling a “Diplomacy Skill check,” the player must describe or even say what his or her character is saying. This can become a dialogue with the relevant NPC and if the Referee deems the argument or discussion convincing, then it works. It is that easy! Another example might be, instead of a “Search Check” or “Spot Check” the player must say where their character is looking. “Elandra (the Magic-User) is going to look under the bed, lift the rug, open the crate and then move it aside to look behind it,” etc. If she happened to look in the right place than the hidden object is generally discovered. This style of gaming requires a high level of interaction with the game world. It is “hands on” gaming and can be a lot of fun.

Some actions may require a certain amount of specialist knowledge or education. For that it is often useful to employ Hirelings such as Sages, or Alchemists, or even a Mason if you have an odd stone statue that needs more investigation. It may also be useful to think of your characters background regarding what specialist knowledge the character may have. A beginning character in most cases, is assumed to be a “normal” person of their race and culture..... or close to normal. On average, they may have roughly a year of training, apprenticeship, etc., before starting their adventuring career.

So, what did the character do before their training to become the adventurer that they are? Maybe the Cleric character was taken into the church and has been an acolyte since age 12 or

maybe they were a thatcher that had a life changing event and they began to take religion even more seriously? Maybe the Fighter character was raised as a squire in a knight's household, or maybe he was a farmer who had received some training when he served as a levee for the regional lord's war?

In all cases, the chosen background of the character should influence their view of the world and the character should be seen as skilled in tasks relevant to their background. This is so much so that the Referee is encouraged to allow player characters to earn a living during extended downtime sessions with income like what a Hireling might earn. Basic upkeep, that is clothing, food, accommodations if available, as well as 2gp per month or 2sp a day depending on the length of downtime and the specifics of the occupation.

As an optional part of the character creation process every player is encouraged to pick from, or roll on, the background chart below to see what their character may have done before their life of adventure and their journey to hero. This could also be done for Retainers and Hirelings to add flavor and personality to them. It can also be thought of as a guide to what "skills" and specialized training the character may have.

In general, if the character needs to utilize a "skill," and it is related to their background in some way it is suggested that the Referee "allow" it to happen. For example, if an accomplished thief character finds herself being hunted by the city guard but in her former years, she was a lowly beggar and the player decides that her character is going to "lay low" for a week or two by begging, then the Referee may decide to allow it to happen. That is assuming that the guard didn't know that she was once a beggar. Maybe an ex-fletcher would like to make a dozen arrows between adventures, then why not?

Another example may be when a player decides to tie up a defeated enemy instead of killing them outright. Maybe they wish to question the enemy and find out where they hid the kidnapped villagers or their treasure? If the player used to be a sailor, then perhaps the Referee simply allows it to happen despite the villain struggling and trying wriggle free.

There are times though when some kind of check may be interesting. Let us use the example above, but in this case the tied-up enemy is an ogre and the rope is not the best quality. Could the ogre break free? Or yet another example, perhaps a Magic-User character did a substantial favor for a dragon and the dragon decides to reward the Magic-User with a single gem of their choice from the dragon's horde but he better make it quick or the dragon might lose patience and fry the Magic-User instead. Can the character "quickly" find the most valuable gem? Maybe so if the character used to be a lapidary.

In such cases when the outcome of a particular action which is not covered in the rules, and has the potential for dire or significant consequences, or when in the heat of battle, or under stress, then some type of check may be in order. In such cases it is suggested that skills related in some way to the players character class or background be given a 3-6 on a d6 chance of success. If

the skill needed for that situation is completely foreign (but still possible) or something the character would have little knowledge of, then a 6 on a d6 chance may be more appropriate.

To give a more specific example:

Let's take a character that used to be a Lapidary or Jeweler. The Referee may decide that the character has several possible skills related to this profession.

When attempting to "**Appraise**" the value of gems and jewelry the character may be given a 3-6 on a d6 chance of correctly appraising the value of the item.

When attempting to "**Craft**" a piece of jewelry the character might be given a 4-6 on a d6 chance of creating the item assuming they had access to most of the necessary tools and materials.

When attempting to convince someone of the worth of an item, haggling with a merchant over prices, or attempting "**Diplomacy**" with an orc especially if it involves valuables, the character might be given a 4-6 chance on a d6 of success.

When attempting to make a "**Forgery**" of a specific piece of jewelry the character might be given a 5-6 chance on a d6 of creating a convincing replica of the original item assuming they knew what it looked like.

Lastly, when attempting to "**Identify**" a magic ring the character might be given a 6 on a d6 chance of correctly identifying the properties of the item.

## Professions Table: Choose or Roll a d100

1 Alchemists Apprentice	41 Carpenter	81 Tailor
2 Animal Trainer (horses, dogs, etc.)	42 Chandler/Lampwright	82 Tanner
3 Armorers Apprentice	43 Cooper	83-85 Thatcher
4-10 Fisher	44 Coppersmith	86-87 Woodcutter
11-12 Sailor	45-55 Farmer	88 Scribe
13 Cobbler	56 Furrier/Trapper	89-90 Domestic Servant
14 Miller	57 Glassmaker	91 Grave Digger
15 Blacksmith	58-60 Hunter	92 Herbalist
16 Bowyer/Fletcher	61 Lapidary	93 Merchant
17-20 Brewer/Taverner	62-63 Baker	94 Rat Catcher
21 Butcher	64-65 Cook	95-96 Shepherd
22 Wainwright	66 Ferryman	97-99 Soldier/Guard
23 Launderer/Dyer	67 Hermit	100 Limner
24 Vintner	68-71 Laborer	
25 Cheese Maker	72 Prostitute	
26-30 Porter/Torch Bearer	73 Beggar	
31 Horse Trader	74 Smuggler	
32 Barber/Surgeon	75 Mason	
33-35 Prisoner	76-77 Miner	
36-38 Ruffian/Thug/Bandit	78 Potter	
39 Slave	79 Roper	
40 Squire	80 Shipwright	

If a player would like their character to learn a particular skill or talent then why not? If it doesn't terribly unbalance game play, or significantly infringe on another character classes specialized role, then the Referee may decide to allow it. Maybe a Thief character would like to learn the fine art of making forgeries of famous paintings, or a Fighter working with a thieves' guild wants to pick up some talent (say a fixed chance of 5-6 on a d6) picking locks. Maybe that same Fighter decides to risk his sanity by studying forbidden tomes, and with a Magic-User's help, learns how to cast a single 1<sup>st</sup> level spell..... with a 4-6 on a d6 chance of getting it right each time he attempts to cast it. Maybe the Thief really wants to learn how to use a longbow, or the Magic-User how to sail a ship. The possibilities are only limited by the players imagination and character concept, as well as the Referees discretion. In such cases A Delving Deeper Companion recommends the **"Rule of 3's."**

The player character must devote 3 months of game time to the learning of the skill or talent, three thousand experience points must be given up representing the time and energy invested and lastly 300 to 3,000 gp must be paid for teacher wages, special licenses or permissions, equipment, facilities, materials, etc. The exact amount is at the Referee's discretion and is dependent on which skill or talent is to be learned. It would likely be much cheaper to learn a basic cooking skill as compared to goldsmithing. If in doubt just roll a d10 and multiply it by 300.

In general, the player character cannot give up so many experience points to lose a class level. For example, if a 3<sup>rd</sup> level Thief had 4,000 experience points, he or she could not give up the required 3,000 in order to learn how to properly use a longbow without dropping a level, but they could lose 1,499 before falling below the 2,500 required to attain the 3<sup>rd</sup> level. All subsequent experience points until the total of 3,000 was reached would not be recorded on the players character sheet. It is assumed then that during the characters down time he or she is actively practicing and undergoing training in the longbow.



## New Equipment

**Sap (Black jack), 2gp, 3lb:** A sap is usable only by thieves. It does but 1 pt damage in combat but if used in a sneak attack/back stab by a thief to an opponent not wearing a helmet there is a base 10%, +5% chance of a knock out per point of Strength.

**Whip, 2gp, 2lb:** Does but 1 pt damage in combat to unarmored opponents. Opponents wearing armor and all creatures with thick hides (Rhino's, dragons etc.) are immune to damage from this weapon. However, on a successful hit there is a 10% chance per level that either the weapon or a limb of the opponent is entangled. The wielder of the whip must declare which before the attack. If a weapon is entangled the opponent is disarmed- the weapon yanked out of his or her hands. If a limb is entangled then the opponent automatically loses initiative, is unable to cast spells or use missile weapons, and may be tripped or pulled to fall with a successful Overbearing (Pg. 56) attempt. If the opponent is tripped, they must then utilize the movement phase in the next Turn to recover their footing or make all attacks from the ground at -4 to hit. The opponent may free themselves from the whip by a successful attack against the whip at AC 9 with an edged weapon or by winning an Overbearing attempt which is used to untangle the whip.

**Oil flask, 2gp, 5lb:** When a flask of oil is "splashed" onto approaching enemies and lit on fire, or thrown like a "Molotov Cocktail", a 10ft area is targeted and all within that space will take 2d6 damage the first Turn and 1d6 points of damage the second Turn before smoldering and burning out. A Save vs. Breath Weapon reduces this to ½ damage.

**Holy Water, 25gp, 2lb:** Holy Water is created by casting *Purify Food and Drink* and *Bless* upon a flask of ordinary spring water. When used against undead and demons, a 10ft area is targeted and holy water does 2d6 damage to all within that space during the first turn and 1d6 points of damage in the second turn before sizzling out. A Save vs. Breath Weapon reduces this to ½ damage.

**Potions of Curing, 250+gp, 2lb:** Only clerics can prepare various potions of curing (cure light wounds, cure serious wounds, cure critical wounds, neutralize poison, remove disease), if they are able to cast those spells. Creating such a potion costs 250gp in materials per spell level and one week of time. (Pg. 81) Such potions can often be purchased or commissioned from a temple or church. Many times, the church will sell them at cost to the faithful or at a higher price (as determined by the Referee) for characters of a different faith.

**Purchasing Cleric Services:** One thing to consider when thinking of religious services and the role of clerics in society is to remember that most Clerics will be Normal-Types, that is 1<sup>st</sup> or 2<sup>nd</sup> level with the head priest possibly being 3<sup>rd</sup> level. Larger towns or cities will of course have representatives of the church that are higher level bishops, cardinals, or patriarchs, etc., but this is unlikely in a normal village. What this means however, is that most clerics will either have but one or two spells of 1<sup>st</sup> level that they can offer to the player characters.

Clerics of course perform religious services for their faithful parishioners and should also offer what spells such as Cure Light Wounds as needed for the same. One could think of tithing (giving to the church) as a form of health insurance for body and soul. It is unlikely however, that a band of wandering strangers such as adventurers should receive the same benefit. This is especially so for player characters of a different faith than the local cleric. In such a case 1<sup>st</sup> level and maybe 2<sup>nd</sup> level Clerical spells (unless in a city with a higher-level cleric able to cast higher level spells) could be made available to the characters for **a tithe of 100 gp per spell level**.

Even these spells might not always be available, for example, in a village when the local Cleric has but one spell per day and there was a goblin attack, the cleric may need to perform a bit of “triage,” that is to help the most injured first with the miracle of divine healing. If a local villager (and thus a member of the cleric's church who regularly tithes) with 3 Hit Points was wounded and has but 1 Hit Point left comes to the church for healing at the same time as the PC who has 12 Hit Points and lost 4 thus having 8 Hit Points left, the Cleric may rightly decide the villager is the worse off and heal them. In this case the PC may have to settle for a few bandages and wait until the next day to get a Cure Light Wounds spell.

Portable cures and forms of healing such as potions and possibly scrolls, may be available for purchase from a church with the recommendation that they be sold “at cost” for members of the local church who regularly tithe or maybe even for the PC of the same faith. PCs of a different faith should be made to pay more.

## **Accommodations (per night/per person)**

Sleeping in the **hay loft** of a barn or stables: 1 cp

**Stabling** a horse for one night in a stable or barn with care and feeding from a stableboy: 1 sp

Sleeping in the **common room** of an Inn or Tavern: 1 sp

Sleeping in **standard Inn room**: 1 gp

Sleeping in **luxury room**: 5 gp

**Note on accommodations:** If the Referee wishes to make their campaign world a bit more “medieval authentic” then it might be fun to think of what accommodations and hospitality were available in times past. In the Middle Ages, travel was less common than many of us can enjoy today but that does not mean it was rare. In fact, for those with even the slightest means, pilgrimage was incredibly popular and, in some ways, could be thought of as a medieval version of vacation. It was a chance for people of the time to “get-away,” to experience the world, to rest the mind and soul, and to possibly receive healing and inspiration in life.

So, what could medieval pilgrims and travelers in general expect for hospitality in their wanderings? The answer often depended on their station in life. First, Inns or “hotels” were nowhere near as common as they are today nor could the average person afford to stay in one

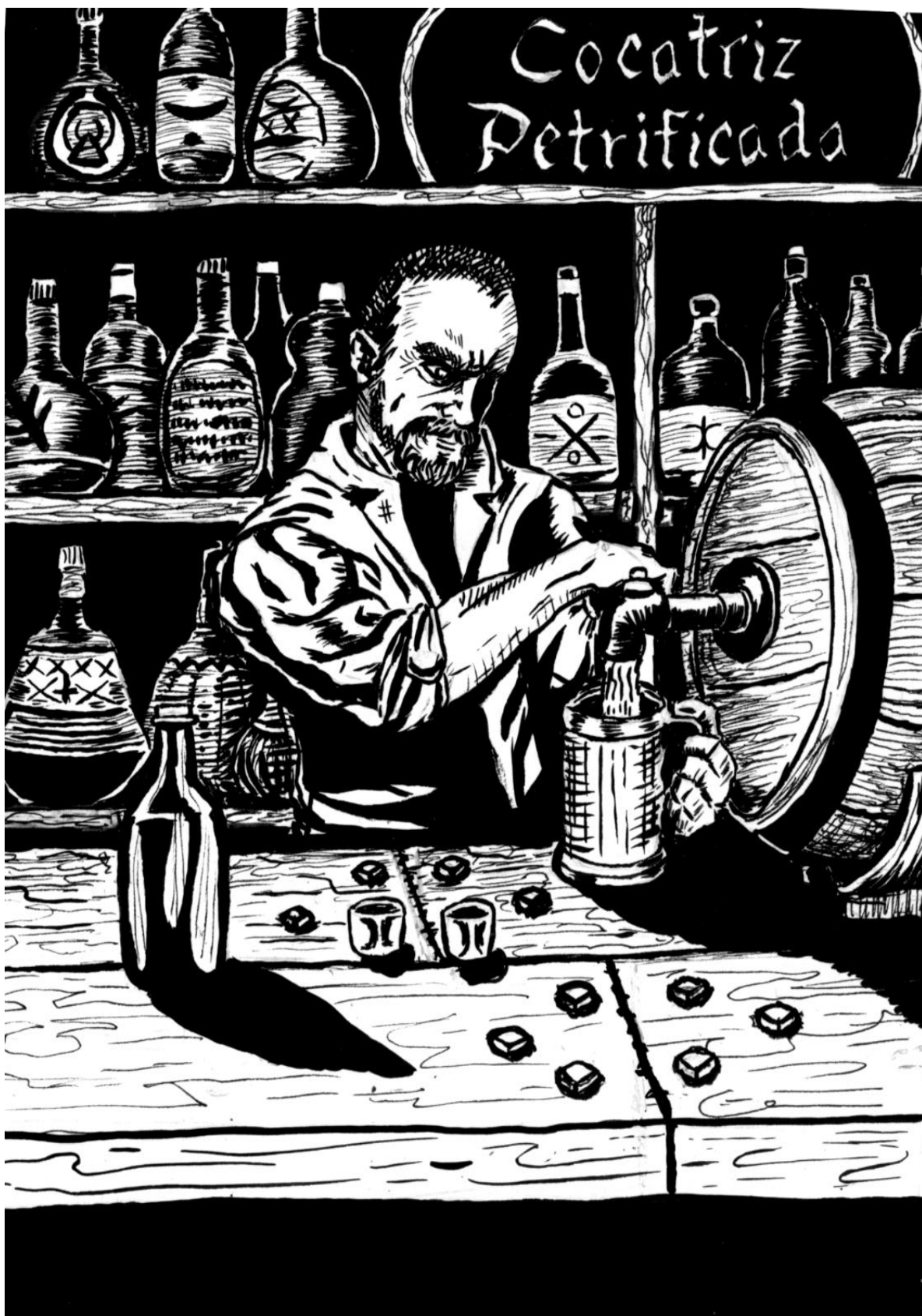
very often. Secondly, Inns rarely served food and drink as is popular in fantasy gaming, for that one went to a tavern. On the other hand, taverns rarely if ever had rooms available to sleep in, for that one went to an Inn. In other words, Inns and Taverns were not the same thing.

Most Inns would have been found in larger towns, cities, or along well traveled routes. In the very likely case that the traveler faced the problem of where to sleep without the possibility of an Inn there were however, other possibilities. A lord or noble of some type would often stay at the residence of another lord, even the humbler peasant might find shelter on a farm or in the worst case a hay loft. Hospitality was considered a Christian virtue and brought rewards all its own to those providing it, and that was news! The Middle Ages were a time without internet, telephones, television, or radio. News traveled slowly if at all, and gossip of events far and near were not only welcome but sometimes important, such as in the case of plague or war.

Another surprisingly common possibility was the local monastery. It was the one place nearly anyone could count on for a bed to sleep in and a meal to eat. This could be one way for the Referee to introduce the optional Monk class into their campaign as it was the monks or those in the service of the monastery that provided for the needs of pilgrims and travelers staying with them.

Hospitality however, only went so far, in the Middle Ages there were those that would find it difficult to find a warm welcome in another's home, an Inn, or even a monastery, and that was the sick. Various diseases and illnesses were very common during these times, and antibiotics were centuries away. That means that many illnesses and diseases easily avoided or cured today were in medieval times fatal or debilitating.

Some people struck with illness found themselves unwelcome in their own homes or went on pilgrimage in the hopes that a particular holy site, shrine, spring, or relic may cure them of their disease. In other cases, people may have fled plague and unknowingly carried it with them. Over time a charity developed sponsored by rulers or religious institutions and founded to provide a bed and a meal for those unwelcome anywhere else. For those who were considered at the time to be of low class, uncouth, uneducated, ill-mannered, dirty, poor, and/or sick a place was developed whose very name comes from the word "hospitality," and that is the hospital.



## Food and Drink Guidelines for a Delving Deeper Campaign

What follows are some guidelines, price suggestions, and tables, for generating food and drink in the likely event the player characters will visit a tavern, the unlikely event that an authentic medieval Inn might serve something to eat, or even the slight chance that they will live long enough to eat at a lords table. These tables and guidelines are based on actual research into medieval cuisine. Bon Appetite!

### General notes:

In a quasi-medieval fantasy setting most people would think of the world on the local level. Trade is dangerous and infrequent and in most cases a few hours walk outside of a village or town is wilderness, filled with ruins, dungeons, bandits, and monsters. Food in a medieval based world should reflect these facts.

Fresh vegetables and fruit are generally available only between Late Spring and Late Fall. In most villages and towns cellars are common under houses in which apples and pears as well as root vegetables such as carrots, turnips, leeks, and onions may be stored. Near the coast or in milder climates grapes may be grown and what is not eaten or turned to wine, are dried for long-term storage.

Cereals are kept year-round, but there is always the risk of rot or mice. Legumes such as beans and peas are dried and thus also available year-round. Grains and legumes are the perennial basis of most people's diet. Milk is available principally in the spring and summer and is mostly made into butter or cheese. Butter is kept year-round by packing it in salt. Eggs are plentiful in spring and summer and meats are available year-round but only for those that can afford it.

Sea food is available fresh only in areas near rivers and lakes but is a large part of the coastal diet. For most areas salted fish may be their only option. Ale is the principal drink in most villages and towns. Ale is brewed locally and lacks the bitter flavor of hops which turns it into beer and helps it last longer. Beer can be found of course, but is often more expensive. Ale is easily consumed in most coastal villages, but wine is the favored drink in those lands of fairer weather.

Overall, two meals a day is the standard. Breakfast is generally not a feature of daily life. Some people, especially the upper class, will eat a quick bite of food in the morning but most are forced to wait until late morning or midday for dinner, the main meal of the day. Supper is in the evening and is usually a smaller meal.

Lastly, several foods common to 21<sup>st</sup> century earth and therefore to players, are not available in the medieval-authentic fantasy world. These include things such as potatoes, pumpkins, sweet potatoes, corn (mais), and tomatoes, all of which came to Europe from the new world and were not available to medieval peoples of Europe and therefore do not fit in a more authentic based setting.

Here you will find lists of suitable food and drink to be found in Taverns and possibly Inns throughout any classic western European based fantasy world divided between Poor, Standard, and Rich meals. For coastal villages and towns simply substitute most Standard and Rich meat dishes with fish options while adding more fruit, vegetables, and grape leaves.

Prices can vary according to the Referee. What is listed below is but a guideline.



### **Poor Meals (1 sp)**

1. Carrot and acorn soup with bread
2. Vegetable stew (mostly chard or cabbage)
3. Chickpea stew with kale
4. Beans and greens soup with rye bread
5. Pea and carrot soup with oatcakes
6. Pea and beet stew
7. Acorn cakes with beet soup
8. Pottage with turnips
9. Bean soup with onion
10. Millet balls and cheese with carrot
11. Beet soup and bread
12. Pottage with peas and onions
13. Black pudding with turnip and bread
14. Marrow with barley and herbs
15. Mushroom and pea pie
16. Meat (unknown source) pie with cabbage
17. Salted fish with barley and chard.
18. Pottage with onion and sliced apples
19. Barley bread with cheese and pear.
20. Pottage with a plum.

### **Poor Drinks (1 cp)**

1. Buttermilk
2. Mint tea
3. Nettle tea
4. Ale
5. Herbal spiced Ale
6. Sage tea
7. Chamomile tea
8. Rosemary tea
9. Fennel tea
10. Small beer

## **Standard Meals (2 sp)**

1. Boiled eggs with greens
2. Mutton with bread and apple slices
3. Fish and bacon stew
4. Rabbit in mushroom sauce
5. Fried rabbit with nut cakes
6. Poached fish with kale
7. Cheap sausage with fried onion and apple slices
8. Black pudding and beans
9. Rabbit pie with beets
10. Pottage with parsnip, chard, and cheese
11. Leek and chestnut stew
12. Chicken with buttered parsnip
13. Fishcakes with millet cakes and red cabbage
14. Sheep's head stew with barley and beans
15. Chicken and leek pie
16. Pork liver with onions and bread
17. Parsnip soup with cheap sausage and bread
18. Trout stuffed with oats and mushrooms
19. Lentil soup with ginger and onions
20. Lamb heart or ox tongue stew with onion bread and hazelnuts.

## **Standard Drinks (2 cp)**

1. Pint of beer
2. Ale
3. Herbal flavored ale
4. Cider
5. Watered red wine
6. Watered mead

## **Rich Meals (5 sp)**

1. Mutton in a creamy almond sauce with a mixed green salad
2. Steak and mushroom pie with cabbage
3. Honey glazed pork with cheesy millet balls and peas
4. Lamb chops with redcurrant sauce, and leeks
5. Roasted quail with oats and peas
6. Spiced goat with apple and raisin oatcakes
7. Pork medallions with roasted pears, almonds and cracked wheat pilaf
8. Mushroom soup with good sausage and flava beans
9. Fish with peas, mushrooms and carrots
10. Beef stew with roasted chickpeas and kale.
11. Good sausage, cheese, plums and honey cakes
12. Roast goose stuffed with apple and raisins served with parsnip
13. Duck pie with beans and sweet millet balls
14. Roast pork with fried parsnip and sliced beet
15. Baked pigeon in cream with leek and onion
16. Good sausage with hardboiled egg, cheese bread and spring onions
17. Rosemary spiced mutton with roasted almonds, greens, and bread
18. Roast chicken with pork and apple stuffing, carrots, and peas
19. Beef with red wine sauce, carrots, and bread
20. Minted lamb with peas, cabbage, and bread.

## **Rich Drinks (1sp, elven or dwarven drinks 5sp)**

1. White wine
2. Red wine
3. Mead
4. Brandy
5. Strawberry cordial
6. Raspberry cordial
7. Spiced mulled wine or piment
8. Spiced mulled cider
9. Elven wine
10. Dwarven beer.

## Grimoires and Holy Texts

This section aims at adding context and flavor to magic both arcane and divine. In both the original game as well as *Delving Deeper*, the highest possible spells are 6<sup>th</sup> level for Magic-Users and 5<sup>th</sup> level for Clerics. With spells (or miracles) of this level enemies could be slain with but a word and friends literally brought back from death! With such powers, what more could a player want? It seems that players could want quite a bit more since the first supplement to the original game brought Magic-User spells up to level 9 and clerics up to level 7 and that has come to be thought of as the normal parameters of magic in every subsequent edition to that original game.

What follows is then an attempt to add context to magic as presented in the *Delving Deeper* ruleset and then to include higher level spells for those wanting to explore higher level play.

In general, elven magic could be considered broader and more diverse than that found among men. Though limited to 4<sup>th</sup> level Magic User spells, elves should have access to all known spells such as those listed in this work and their spell books or “grimoires” should reflect this. Humans, though eventually more powerful, are generally less broad in scope having lives too short and civilizations too young to have fully delved the depths of magic in ways that the elves have done. Humans should usually be limited to the spells found only in the original game or the *Delving Deeper Reference Rules Compendium*. All other spells from all the supplements to the original game or those listed below, must then be found through adventuring, learning from the elves, and exploration.

The same could be broadly true of clerical holy books and scriptures. Most village or town churches would be limited to the clerical spells found in the original game. Additional clerical spells from the supplements and those listed below might be found only in cities, larger churches, hidden cults, or secret temples.

In all cases clerical spells beyond 5<sup>th</sup> level and magic user spells beyond 6<sup>th</sup> level would be very rare. They are the stuff of legends and mysteries. Spells of this power would be in “forbidden” or highly sought-after texts. They should be the focus of adventures in and of themselves.

## Elven, Lost, or Rare Spells

These spells can be added to the list of Magic-User spells found on page 27 of the Delving Deeper Reference Rules Compendium.

### 1<sup>st</sup> Level Magic-User

**Shield:** By means of this spell the user imposes a self-moving magical barrier between themselves and their enemies. It provides AC 2 vs. missiles and AC 4 vs. melee attacks. Duration is 2 Turns.

**Magic Arrow:** This is a conjured missile equivalent to a magic arrow +1 shot from a longbow. It does full damage (2-7 points) to any creature it strikes (an attack roll by the Magic-User is required). For every 5 levels the Magic-User has attained he or she may add an additional 2 missiles when employing this spell. Thus, a 6<sup>th</sup> level Magic-User may cast 3 magic arrows at their target, an 11<sup>th</sup> level Magic-User casts 5 etc. The range is the same as a longbow.

**Ventriloquism:** This spell allows the user to make the sound of his or her voice issue from someplace else, including such places as a statue, animal, etc. Range 6", Duration is 2 Turns.

### 2<sup>nd</sup> Level Magic-User

**Darkness 10ft Radius:** This spell causes total darkness within the indicated area making even darkvision useless. It can be countered by either a Dispel Magic or a Light spell. Duration is 6 Turns and the Range is 12"

**Strength:** This spell is cast on a single Man-Type target. It will increase the targets strength by 1d6 points. This allows the target to carry more weight and possibly grant a +1 to hit in melee combat. Duration is 8 game hours.

**Mirror Image:** By means of this spell the user creates 1d4 images of him or herself. These images are indistinguishable from the Magic-User, and do exactly as they do. Any attack upon a mirror image dispels it (the attacker must specify which image they are attacking), but does not affect any others that might exist. Duration is 6 Turns.

**Arcane Mouth:** A spell which resembles ventriloquism in that the sound issues from a chosen object, but there are differences. A mouth appears, or a mouth of the object moves (like on a statue) in accordance with what is being said. The Arcane Mouth can be ordered to speak upon certain conditions such as if anyone comes within 10ft, if a neutral person comes within 10ft, if Rhule the Wizard comes within 10ft, and so on. The spell lasts until the message is given. The message cannot exceed 25 words.

**Fire Manipulation:** A multi-purpose spell which requires some form of fire (torch, brazier, bonfire, etc.) to make it work. When employing this spell, the Magic-User can create a great display of flashing, fiery lights and colors which resemble fireworks, or they can cause a great

amount of smoke which will cover an area of 20-120 cubic feet. The overall effects of this spell is at the Referee's discretion and depend on the size of the fire used to cause them, and when the spell is used the fire-source is extinguished. Duration is 6 turns, Range 24".

### **3<sup>rd</sup> Level Magic-User**

**Rune Ward:** These runes when placed upon a parchment (book, scroll, map, etc.) safeguard it from unauthorized reading. If the reader is not the person who placed the runes upon the parchment they explode, destroying the parchment, and deal 4-24 points of damage to the reader (no saving throw). The runes may be removed by the Magic-User whenever he or she desires, and a Magic-User of 2 or more levels above the one who placed the runes may attempt to remove them (50% chance of detecting them if looked for, and a 75% chance of successfully removing them).

**Rope of Enigma:** This spell enables the user to cause a length of rope (60 to 240ft) to stand upright by itself, and when he or she as well as up to 3 others, climb to its summit, will disappear into another dimension. The rope is simply tossed into the air and climbed. If undisturbed, the rope remains in place for the duration of the spell, but it can be removed, and if it is, the people coming back from the other dimension will fall the distance they climbed to the top of the rope. Duration is 6 plus the level of the Magic-User in Turns.

**Hypnotic Suggestion:** A spell which works on the principle of hypnosis. If the target Man-Type fails to make a saving throw vs magic it will carry out a suggestion given by the Magic-User. This can be done immediately or deferred according to the wish of the Magic-User. Self-destruction is 99% likely to not be obeyed but carefully worded suggestions can, at the Referee's discretion, alter this probability. Suggestions must be simple and relatively short such as a sentence or two. Duration is up to one game week.

**Monster Summoning 1:** By employing this spell, the Magic-User calls to his or her aid a monster appearing on the Dungeon Encounter Tables 1. pg 48. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a d6, otherwise d3 appear. The monster or monsters so summoned will faithfully serve the Magic-User until they depart when the spell ceases to function or until they are killed. Delay is 1 melee Turn for them to appear and the Duration is 6 melee Turns. The Range is 1".

### **4<sup>th</sup> Level Magic-User**

**Blizzard:** When cast, this spell creates a cubic storm area of 30ft per side. Great hailstones, snow, and ice, descend causing 3d10 points of damage to those within its confines (no saving throw). The Duration is 1 combat Turn. Range is 12".

**Monster Summoning 2:** This spell is identical to Monster Summoning 1 except that 1d2 monsters from Table 2 appear (pg. 48)

**Extension 1:** If this spell is cast before any 1<sup>st</sup> through 3<sup>rd</sup> level spell is cast, that spells Duration is increased by 50%.

### **5<sup>th</sup> Level Magic-User**

**Monster Summoning 3:** This spell is identical to Monster Summoning 1 except 1d2 monsters from Table 3 appear (pg. 48)

**Extension 2:** This spell is identical to Extension 1 except it also applies to 4<sup>th</sup> level spells.

### **6<sup>th</sup> Level Magic-User**

**Legends and Lore:** By means of this spell the Magic-User seeks to gain knowledge of some legendary item, place, or person. In all cases, exactly what information gleaned is up to the Referee and should be used to identify nebulous magic items, spur new adventures, develop campaign goals, or give direction to possible story lines. The information should be worth a 6<sup>th</sup> level spell! That is, the answer should be revealing and useful to the player. Many times, a spell such as this requires great preparation and complicated conjuration, so that the time necessary can range from days to weeks. Roll a 3d10 with the number rolled indicating how many days it takes to cast the spell.

**Repulsion:** A spell which enables the user to cause objects (such as all wood, swords, metal, etc. as indicated by the caster) to move in a course opposite from their intended course towards him. They are literally pushed away like two magnets repulsing each other. For this use there is no saving throw. The caster can also use this spell to repulse specified entities (such as orcs, giants, spiders, etc.) in which case the targets are allowed a saving throw. Duration is 6 Turns and the range is 12”.

**Monster Summoning 4:** This spell functions the same as Monster Summoning 3 except that but a single monster from Table 4 pg. 49 appears.

## **Legendary or Forbidden Magic Spells**

### **7th Level Magic-User**

**Delayed Fire Ball:** This spell allows for a Fire Ball to be thrown and timed with regard to its blast. In all respects it acts as a normal Fire Ball, but the blast can be delayed up to 10 melee Turns.

**Reverse Gravity:** This spell effects a 30ft cube causing gravity within that area to reverse itself. Those within that area fall upwards with the force of a normal fall. Note that when the spell ends or is negated those who originally fell up may also then fall down. The Duration is 1 melee Turn and the Range is 9”.

**Limited Wish:** A spell which can alter reality. This extends to the past, the present, and to the future, but only within limited bounds. It cannot create or bring any form of treasure for example and many campaign altering effects will be limited or temporary in scope. The Referee should dictate the exact limits of this spell using the Ring of Wishes on page 121 as a guideline.

**Power Word-Stun:** When this word is spoken it will stun any Normal-Types within range for 2d6 Turns. Heroic-Types will be stunned for 1d6 Turns. Superheroic-Types are not affected. The Range is 12”.

**Spirit Door:** A spell which causes an invisible door to open for the caster. This door is exactly like the 5<sup>th</sup> level spell Passwall except that it is invisible, and only the Magic-User who cast the spell can use the door. It lasts 7 uses and then vanishes. It may be dispelled with Dispel Magic only if such spells are cast by a combined level of magic which is not less than twice the level of the caster of the Phase Door. Range is 1”.

**Charm Plants:** This spell charms the equivalent of 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 small plants. This includes plant like creatures such as Treants and Shambling Vegetation which are granted a Saving Throw. These charmed plants will do anything the caster demands if it is within their ability to comply. This spell lasts until dispelled. The Range is 12”.

**Mass Invisibility:** This spell is like Invisibility with the same limitations except that it affects as many as 6 dragon-sized objects or 100 to 300 men and horses. The Duration is until a hostile action is taken or the spell is dispelled. The Range is 24”.

**Simulacrum:** This is a spell that duplicates the form of any Man-Type that the Magic-User wishes. This spell is a process that takes time, other spells, and materials to utilize. The caster must have snow or be able to cast or have someone cast for him or her Blizzard from which to fashion the form. When the form is completed the Magic-User must use this spell to animate it. Finally, a Limited Wish spell is necessary in order to give the form personality and knowledge similar to the real person which it imitates. The Simulacrum will have only 1d3+3x10% of the actual persons knowledge, skill, and levels of which it imitates. It is possible to detect a Simulacrum with a Detect Magic spell, close association, etc. If the real person confronts or is close to the Simulacrum the real person will be easily identifiable. If, however, the real person is dead the Simulacrum will slowly gain the abilities of the former person (1% per week) until it reaches 90% similarity in all respects, beyond this it cannot go. At all times it remains the thing of its creator, and whatever its creator tells it to do it will comply.

**Monster Summoning 5:** The same as Monster Summoning 4 except that 1 creature from Table 5 on page 49 will appear.

**Extension 3:** This is the same as Extension 2 except that it applies to 5<sup>th</sup> level spells and increases the Duration by 100%.

## **8th Level Magic-User**

**Mass Charm:** This spell acts as both a Charm Person and Charm Monster spell which affects up to 30 levels or Hit Dice worth of creatures. This can be in any combination of PC or NPC levels and monster Hit Dice as long as it doesn't exceed 30. Saving throws are applicable, but the power of the spell is such that all save at a -2 penalty. The Range is 12".

**Clone:** This spell is similar to Simulacrum in that it is a process in which a duplicate is produced. In this case a small piece of flesh is taken from a Man-Type and an exact duplicate is grown. This duplicate is produced exactly as the person was at the time the flesh was taken. For example, if the flesh was taken from an 8<sup>th</sup> level person but later that person gained the 9<sup>th</sup> level, the clone when finished would only be 8<sup>th</sup> level. If a clone is created while the person from whom it was grown is still in existence then the clone will either attempt to do away with the original in order to assert its reality or both the original and the clone will become insane. The major usefulness of this spell is that it allows a clone to be made if the originator is destroyed, assuming that the necessary flesh, this spell, and proper instructions are left behind.

**Power Word-Blind:** A spell like Power Word-Stun except that its effect on Normal-Types lasts for 2d4 days and for Heroic-Types 1d4 days. It does not affect Superheroic-Types.

**Sigil:** This is an inscribed rune or symbol, which if passed over, touched, or read by a creature of a different alignment from (or of hostile intent to) the inscriber the Sigil will take effect. The various runes and their powers are:

Fear: same as the 4<sup>th</sup> level Magic-User spell Fear

Discord: this acts the same as the 4<sup>th</sup> level Magic-User spell Confusion

Sleep: this acts the same as the 1<sup>st</sup> level Magic-User spell Sleep but at double strength

Stunning: this acts the same as the 7<sup>th</sup> level Magic-User spell Power Word-Stun.

Insanity: this acts the same as the 5<sup>th</sup> level Magic-User spell Feeblemind but affects 4d6 intelligent creatures and can only be removed by a Remove Curse spell.

Death: this acts the same as the 6<sup>th</sup> level Slaying Spell.

A Sigil spell may be negated only by a Magic-User not less than one level above the one who placed it.

**Permanence:** By means of this spell other spells normally of limited duration could be made to last permanently. For example, Detect Magic, Read Magic, Levitate, etc. could all be made permanent for the recipient of this spell. This spell does however have some limitations. Only one effect can normally be made permanent on any one object and only two effects can be made permanent on any one creature. For living creatures this is limited to one affect to the head (or mental affect) such as Read Magic, and one that affects the body such as Fly, or Water

Breathing. Ultimately what affects are allowed are at the Referee's discretion. Dispel Magic can negate a Permanence Spell if cast by one or more Magic-Users whose combined levels are at least twice that of the Magic-User who originally cast the Permanence Spell.

**Mind Blank:** Upon casting this spell on any Man-Type the Magic-User prevents any form of skrying or detection including by Sixth Sense, Clairvoyance, Crystal Balls, Contact Other Plane, Commune, or even Wish. The duration is 1 day and the Range is 1".

**Polymorph Any Object:** This spell allows the polymorphing of any object to any other shape, but its duration will be in direct relationship to the similarity of the object polymorphed to what it has been altered to become. Thus, there are three major classes-animal, vegetable, and mineral- and various similar forms, Man-Type, rock like, many limbed, and so on, as well as similarities in relationships. A bird is to a feather, a tree is to a leaf, a drop of water to a puddle, a flame is to a fireball, etc. It is possible to change a wall of stone to sand, a mighty tree into a sapling, a feather into a great bird, or a monkey into a man. Such transformations would be permanent. The farther from the above guidelines the less likely the changes are to being permanent. A rock changed into a man would likely only last a few turns for example. The exact time and permanency of polymorphed objects are at the referee's discretion. All polymorphed objects will emanate an aura of magic. The basic Duration is until dispelled. The Range is 24".

**Monster Summoning 6:** The same as Monster Summoning 5 except that a creature from Table 6 on page 49 will appear.

### **9<sup>th</sup> Level Magic-User**

**Fire Swarm:** A blast of four Fire Balls each doing 1d6x10 points of damage or eight Fire Balls each doing 5d6 points of damage, thrown in whatever pattern the caster desires. Range is 24".

**Shape Change:** A spell to be cast by a Magic-User only on themselves. This spell otherwise has the effect of a Polymorph Others spell. So, for example, the Magic-User may wish to become a golden dragon and will have the latter's abilities. Furthermore, the form may be altered at will, so if the Magic-User changes into a Roc and flies into the air, he may change in flight to be a huge red dragon in order to attack an army beneath, if he is then pursued by other Magic-Users he may change into a stone and plummet into a lake wherein he may alter his shape again into a fish and swim away. The duration is 10+ the casters level in Turns.

**Time Stop:** This spell "freezes" time in a 3" cubic area surrounding the Magic-User. The caster may move freely, but any other creatures in the area, or which subsequently enter it, will be stopped in time with regard to the Magic-User. The Magic-User should not be aware of exactly how long this spell will last. Duration 1d4+1 Turns.

**Power Word-Kill:** This spell functions the same as Power Word-Blind except that it will slay instantaneously all Normal-Types, and Heroic-Types in the area of effect. Superheroic-Types are allowed a saving throw.

**Gate:** Employment of this spell opens a trans-dimensional portal allowing up to divine level beings to enter the plane of existence that the caster currently inhabits. It is recommended that the caster have a good reason for summoning such aid as the caster has no control of, or power over, any being that were to answer his or her call. The name of the being desired must be used when the spell is cast. There is a 95% chance that the called being will come, a 5% chance that some other being will come instead. There is also a 5% chance that whatever being comes will simply observe the situation and then immediately return through the gate offering no help (or hindrance) to the caster.

**Wish:** This is the same spell as found on a Ring of Wishes as detailed on page 121. The casting of this spell requires so great a conjuration that the caster will be unable to do anything further magically (cannot cast spells, use a Crystal Ball, etc.) for 2d4 days following the use of this spell.

**Astral Spell:** A spell which allows the user to send their astral form, undetectable to all but others on the astral plane, from their body to other places. The Magic-User may employ spells while in their astral body, but there is a 5% chance per spell level that the spell will fail. In failing there is also a 2% chance per spell level that they will then be forced to return to their body. Example: an 18<sup>th</sup> level Magic-User in astral form attempts to cast a 6<sup>th</sup> level spell. There is a 30% chance that the spell will fail, and if it does fail there is a 12% chance that he will have to return to his body. If while the Magic-User has left his body and is in the Astral Plane his body is moved beyond the spell range or destroyed, the Magic-Users astral form is immediately sent to shriek and wail on the floor of the lowest hell. Duration is based on where it is cast. In dungeons or anywhere below ground it will last for 12 Turns. Outdoors, the spell lasts for 8 hours. Range is also based on where it is cast. Below ground the Range is 24" but outdoors the range is 100 miles per level. The movement rate of the astral body is also based on where it is cast. Below ground the movement rate is 12" but outdoors is 100 miles per level per hour so a 18<sup>th</sup> level caster could move outdoors at 1800 miles per hour.

**Prismatic Barrier:** When this spell is invoked a whirling, scintillating globe of multicolor springs into existence around the Magic-User. The sphere is 20ft in diameter. Any non Superheroic-Type which looks at the Prismatic Barrier will be blinded for 1d6 Turns. The colors of the barrier indicate its powers, and they must be destroyed in order to negate the spell.

<u>Color &amp; Order</u>	<u>To Negate</u>	<u>Use &amp; Effect of the Color</u>
Red 1	Ice Storm	Prevents magic missiles, does 12 dmg when passed through
Orange 2	Lightning	Prevents non-magic missiles, does 24 dmg if crossed
Yellow 3	Magic Missile	Prevents breath weapons, does 48 dmg if crossed
Green 4	Passwall	Anti detection, poison save or die if crossed
Blue 5	Disintegrate	Anti-cleric spell shield, petrify save or turned to stone if crossed
Indigo 6	Dispel Magic	Force Field, wand save or crystalized (dead) if crossed

The caster of this spell may pass through without harm. This spell is such that it applies itself well to the Permanence Spell. Duration is 1 hour.

**Labyrinth:** The use of this spell puts its victim in an extra-dimensional maze for 2d4 melee Turns. After the determined time has elapsed the creature will reappear at the spot where it was before the spell was cast. Creatures with intelligence of 12+ will require only 1d4 melee turns to escape, while those with intelligence of 6 or lower will require 4d4 melee turns to escape. The range is 6".

**Monster Summoning 7:** This spell is the same as Monster Summoning 6 except that it allows a "special" monster to appear. This could be any one from Table 6 on page 49, but of the players choice instead of the usual random roll. Or this could be a monster of the Referees choice. It is especially encouraged as a way to introduce new or unusual monsters not in the *Delving Deeper: Reference Rules Compendium* possibly from an alternate dimension or even to create a completely unique being. The Referee is encouraged to be creative.

Suggested Monsters could be: A pack of Hounds from Hell, Demon, Angelic Being, a pack of Phase Cats, Chthonic Hulk, 15<sup>th</sup> level thief, a Lich, or a 10 headed fire breathing Hydra.

## Lost, Rare, or Secret Cleric Spells (Miracles)

**Note:** Abuse of some of these cleric spells, may at the Referees discretion, be more appropriate to the anti-cleric. Caution is advised in their use.

### 2<sup>nd</sup> Level Cleric

**Silence 15ft Radius:** By means of this miracle the cleric can render themselves as well as their party silent so as to move without sound. This miracle can also be placed onto a thing or object to render it silent. Note: When within the radius of this spell the player characters cannot hear. They are silent to those outside the 15ft radius but everything outside that area is also silent to them since absolutely no sound passes in or out of the area of effect. The Duration is 12 Turns and the Range 18".

**Snake Charm:** By means of this miracle the cleric can charm (as per Charm Person) 1 HD worth of snakes or giant snakes per level the cleric has attained. Duration is 1d6+6 Turns and the Range is 6".

### 3<sup>rd</sup> Level Cleric

**Prayer:** By means of this "miracle," the cleric grants a +1 to the attack, damage, and saving throws of all allies within a 2" cube of space. This takes place whether or not the targets are

engaged in combat or other activities. This can be reversed to reflect a “curse” of like penalties on all opponents. The Duration is 6 combat Turns and the Range is 3”.

#### **4<sup>th</sup> Level Cleric**

**Sticks to Snakes:** By means of this miracle the cleric can turn 2d8 ordinary sticks (including torches or arrows) into snakes with a 50% chance that they will be poisonous. The cleric can command such snakes to perform simple orders. The Duration is 6 turns and the Range is 12”.

#### **6<sup>th</sup> Level Cleric**

**Animate Objects:** A spell by which objects are animated for the purpose of attack and defense. For example, stone statues may be animated, furniture may be animated etc. The heavier the object the slower will be its movement, but the more damaging its attacks. A large animated statue would have movement rate of 3” and attack every other combat turn, have an AC of 1, do 2d6 damage and strike as an 8HD creature. A chair would do 1d3 damage but would have a movement of 18” on four legs. A rug may try to trip and smother, a tapestry may blind and smother. One large object (approximately twice the size of a man) or two-man sized objects, or 6 small sized objects could be animated at one time. Duration 6 turns with a range of 6”.

**Find the Way:** By means of this miracle the fastest and safest way out of a trap, maze, dungeon, or wilderness will be shown. It can, for example, allow the user to free themselves from a Labyrinth spell in a single turn. If a subsequent Labyrinth spell were to be cast during the spells duration it would have no effect. Duration is 6 turns+1 turn/cleric level or 1 day in the outdoors.

**Barrier of Blades:** When uttered this miracle creates a barrier up to 3” in diameter, its whirling blades doing from 1d6+1x10 points of damage upon anyone or anything which attempts to pass through it. The Duration is 12 Turns with a Range of 6”.

**Recall:** Before this miracle is cast the cleric must designate a place of sanctuary. This is usually a temple, church, shrine, or some other place of spiritual significance for the cleric’s religion. When uttered this spell will transport the cleric and only the cleric (as well as carried items) back to their sanctuary. Recall acts similarly to a Teleport spell but there is no chance of failure. Note: in most cases the place of sanctuary is chosen for the cleric by their religious hierarchy, in other cases the cleric may choose themselves. Once chosen the place of sanctuary cannot be easily changed requiring time and rituals to do so. It cannot be done on a whim.

**Speak with Monsters:** This miracle allows the cleric to converse with any monster even those without intelligence. It does not however force the monster to converse with the cleric which may be subject to circumstance or a Reaction Check. Unintelligent monsters may only be able to convey feelings, instincts, or urges, with more meaningful conversation coming as the intelligence of the creature increases. Duration is 3d4 Turns.

**Conjure Animals:** This miracle allows the cleric to conjure or summon 1 large animal (such as an elephant, rhino, or hippo), or 3 medium sized animals (lions, tigers, bears), or six small animals

(wolves, dogs, lynx). The animals so summoned will obey the cleric to the best of their ability. Duration is 10 Turns and the Range is 3".

## **7<sup>th</sup> Level Cleric**

**Earthquake:** This miracle creates a tremor of limited proportions. When spoken the spell will tumble a small stone dwelling, a wooden palisade, an earth rampart, a portion of a cliff, or like structure. Cracks and crevasses will appear in the earth, and there is a 6 on a d6 chance that any creature in the area will fall in doing 2d6 dmg. The area for the spell is 6" x 6" plus 1" for every level over 12<sup>th</sup> that the cleric has attained. The duration is 1 Turn.

**Aerial Servant:** This miracle summons a creature a bit like an Invisible Stalker but more powerful. The Aerial Servant has but one purpose: to bring to the cleric any creature or thing the cleric desires. The Aerial Servant will not fight, but it is very fast and strong, and it will attempt to simply take its object by force and carry it back to the cleric. It can carry weight up to 500 lbs. It moves at twice the speed of an Air Elemental. It will surprise on a 3-6 on a d6. Only a heroic effort and struggle allows any chance of escape and that is equal to ones Open Doors roll and may need to happen more than once as the Aerial Servant is a determined foe. If frustrated from its purpose the Aerial Servant becomes insane and will return to its sender, attacking as a double strength Invisible Stalker.

**Wind Walk:** When uttered this miracle causes the cleric and their immediate surroundings to become insubstantial and cloud-like. In this form the cleric can travel at great speed (movement 48") wherever they will. The cleric can transport one other person in this fashion if that person is touching the cleric. Duration is 1 day or until dispelled.

**Holy Word:** The pronouncement of the Holy Word will affect creatures up to 12<sup>th</sup> level or 12 Hit Dice.

9<sup>th</sup>-12<sup>th</sup> level: deafen for 1d6 turns

5<sup>th</sup>-8<sup>th</sup> level: stun for 2d10 turns

Under 5<sup>th</sup> level: Kill

The area affected is 4" x 4" around the cleric uttering this most holy of words.

**Astral Spell:** This spell is the same as that employed by Magic-Users, except any chances of failure/return are only 50% those of Magic-Users.

**Sigil:** This is the same as the Magic-User spell except all spells/effects that cause permanent harm are not possible to the cleric. Whether they are possible for the Anit-Cleric is up to the Referee.

**Control Weather:** Same as the 6<sup>th</sup> level Magic-User spell.

**Raise Dead Completely:** This is the same miracle as Raise Dead but also restores full strength to the person so raised. No rest or recuperation is required thereafter. The anti-cleric version of this spell does not allow a saving throw, automatically killing its target unless protected by a power or item powerful enough to counter it.

**Restoration:** When uttered this miracle will restore one full level or all points of Strength (or other Ability) to any Man-Type whom has lost such to the undead, demon, or other spiritual threat. It will not restore levels lost in some other manner, nor will it add levels not previously lost. The Anti-Cleric version of this spell causes the automatic loss of one level. The use of this spell will incapacitate the Cleric (but not the anti-cleric) for 2d10 days, making NPC Clerics hesitant to cast this spell without dire need or exorbitant incentive.

## Delving and Exploration



## Combat and the Combat Turn

The following rules are designed to expand on and give guidelines for combat as outlined on page 54. The general idea is that the combat Turn follows a logical sequence of events based on “reality.” When two forces or opposing sides first see each other at a distance (for example 20-120ft or 2d6x10ft pg. 52) then it is logical that those with a missile weapon in hand would try to shoot the enemy before they have a chance to move close and attack. It is also logical that those at melee distance could stab with a dagger or swing a club faster than an opponent could move 40ft.

The general order of combat is determined by action type and a d6 initiative roll. Each side (not each individual) rolls a single d6 and adds any initiative bonus that someone on that side may have to determine initiative. The higher roll wins.

The combat Turn is divided into phases which can sometimes be altered due to circumstance.

1. **Prepared Spells and Backstabs:** Prepared spells and/or thieves that are set for a backstab, go first. It takes the majority of a Turn to prepare a spell which includes going through the gestures, saying the incantations, manipulating whatever components are required etc.

Spells can be prepared ahead of time and held nearly indefinitely, so if for example, a magic user has listened at a door and was able to hear and identify an enemy on the other side, he or she could theoretically prepare a fireball spell, open the door, and cast the spell before the enemy could respond. If no spell was prepared before the combat Turn began then spell casting would occur during the “melee” phase.

This is also generally true for thieves to set up a backstab as they must be hidden, silent, their enemy distracted, or otherwise unexpected. Often, during the first Turn, the thief moves into position so at the beginning of the next Turn they perform their backstab before all other actions except possibly prepared spells. Which goes first between a prepared backstab and a prepared spell is entirely up to the initiative roll or other circumstances as determined by the Referee.

Spell casting cannot be done when engaged in hand-to-hand combat. This is not true with certain magic items such as wands, which a magic user is free to use when otherwise engaged in melee and would function during the “melee” phase.

Lastly, note that prepared spells must either be cast or are lost before the spell caster can prepare another spell or do any other substantive action. These actions include things such as engage in melee, read a scroll, use a magic item, engage in an in-depth negotiation, sleep etc. In essence the spell caster must maintain some amount of focus and concentration on the prepared spell. Prepared spells are also lost if the spell caster takes damage such as in a melee attack or trap.

2. **Missile Weapons:** This is only if the missile weapon is out and ready. If for example a bow is slung on the characters back and no arrow is knocked, then the bow would not fire yet and instead would fire in the “movement” phase and the archer would only get one shot for the Turn. If the bow is out and ready and the archer decides not to move, they can fire two shots per Turn. In the same circumstance elves can move and fire two shots per Turn the second shot occurring in the “movement” phase. First the side who won initiative would fire their shot and then the side who lost initiative.
3. **Melee attacks:** This is only possible if the two parties are within melee distance (10ft indoors and 10 yards outdoors) otherwise the combat Turn would be spent in the “movement” phase, moving close enough to engage in melee combat and any melee attacks would then come in the following Turn. Unprepared spells would also be cast in this phase of the combat. First the side that won initiative would attack and then the side that lost initiative would attack.
4. **Movement:** Characters and monsters can move toward or away from their enemies at their movement rate. Archers who choose to move and fire can only shoot one arrow. Elves can move their full distance and still fire two shots in the Turn. First the side that won initiative would move and then the side who lost initiative would move.

Who goes first in each phase is based on the initiative roll. If there is uncertainty or if the two sides both have the same initiative than who goes first is based on who has the higher dexterity in the case of deciding between characters and if the dexterity of a monster is known. It can also be based on the size of the weapon used in which case longer reach weapons go first in the first round and lighter, smaller weapons go first in subsequent rounds.

## Weapon Damage

Modifications to weapon damage are a common house rule in the original game. This work offers the following options to those who would like to add depth and diversity to the choice of weapons for their player characters and monsters.

Unless stated below all weapons do 1d6 damage as per the standard rules on page 55.

### **Option 1:**

- Weapons that require two hands to use such as the Battle axes, Pole arms, Footman's Flails, and Two-handed swords do 1d6+1. Spears and Staves however do the standard 1d6.
- Small weapons such as Daggers and Short Swords do 1d6-1 damage.
- Heavy Crossbows do 1d6+1 (but fire every other round)
- Light Crossbows do 1d6-1
- Short bows do 1d6-1
- Clubs/Cudgels do 1d6-1 (also usable by the thief class)

Note: Both types of crossbow follow the same statistics as detailed on page 21. with the exception noted above.

### **Option 2:**

Small weapons such as clubs, daggers, slings, and short swords, roll 2d6 and must use the damage as reflected on the lower of the two dice. So, if one die rolled a 6 and the second rolled a 3 then the wielder of a small weapon would have done 3 points of damage.

Medium weapons such as maces, swords, hand axes, war hammers, horseman's flails, spears, light crossbows, and staves, would roll 1d6 for damage as per the standard rules.

Heavy weapons such as two-handed swords, heavy crossbows, polearms, battle axes, footman's flails, long bows, and morning stars, roll 2d6 and can then use the damage as reflected on the higher of the two dice.

### **Option 3:**

All weapons do the standard d6 damage but two-handed swords, longbows, heavy crossbows, pole arms, morning stars, and battle axes treat all armor and horse barding as AC 7 reflecting their greater ability to "cut through" heavier armors. In this case shields and magical armor would still add their bonus to defense.

## **Wielding Two Weapons**

Using two weapons requires that each weapon be usable in a single hand and at least one of them must be small such as a dagger, short sword, or cudgel. This grants a +1 to attack. In the highly abstract nature of combat utilized in Delving Deeper, the effectiveness of the PC's fighting ability over the whole combat Turn is represented by one "attack." This could be described as multiple small cuts from a sword, bruises from multiple club hits, as well as one good thrust of a dagger to the gut. In each case the damage taken is represented by a single d6. The wielding of two weapons does not grant another "attack" for the Turn but it does make it more likely that the two weapon wielders "attack" will be successful.

## Positioning Tactics

- **Flank attacks** give a +1 to hit and may negate shield bonuses to AC depending on which side the character holds their shield.
- **Rear attacks** give a +2 to hit (except for the thief backstab which gives a +4) and always negate shield bonuses to AC unless the shield is worn on the characters back. See page 54. for reference and spacing.
- **Higher Ground** gives a +1 to hit and the initiative for the first Turn.
- **Cover** such as ducking behind a table, standing in a doorway, or similar obstacles grant a -2 to AC. Near complete cover such as standing behind battlements, and arrow slits, grants a -4 to AC.

## Weapons vs. Armor

**These rules are only relevant if the Referee utilizes the standard weapon damage as given on page 55 of Delving Deeper, or Options 1 or 2 given in this work, Option 3 would make these Weapons vs. Armor rules irrelevant.**

The three armor types of leather, mail, and plate are regarded as generalizations. With each representing light, medium, or heavy types. For example; there is no statistical difference between cloth armor (i.e. a gambeson), furs, and leather armor. Mail armor could as easily be scale mail or brigandine. Plate could be banded mail, splint mail, or even lorica segmentata. That being said, certain weapons were designed as “answers” to certain types of armor and vis-versa. Thus, certain weapons may (at the Referee’s discretion) be granted a **+1 and/or -1 to attack** against certain types of armors. This encourages the player to think tactically about what weapons they carry or utilize, and grants a greater depth to the Fighter class in particular.

- Blunt Hafted Weapons: (Mace, War hammer, etc.) +1 to Leather and Mail, -1 Plate.
- Spiked Hafted Weapons: (Axes, Morning Stars, etc.) +1 to Plate.
- Swords: -1 to Plate.
- Spear: +1 to Leather, -1 to Plate.
- Polearms: +1 to Plate
- Short Bow: -1 to Plate
- Long Bow: +1 to Mail and Plate
- Crossbows: -1 to Plate
- Slings: -1 to Mail and Plate
- Staffs and Clubs: -1 to Mail and Plate

## Helmet and Hit Location Rules

If a player chooses not to have their character wear a helmet for whatever reason than that character’s head has an AC of 9. That means that certain attacks or ambushes from above (dripping green slime for example) may be harder to avoid. It is suggested that with every “to-

hit” roll of a d20 the player or Referee also roll a “hit-location dice” to determine where the hit may have landed. (This can be used as a hard and fast rule to what was implied regarding magical helms on pg. 115 of the *Delving Deeper Reference Rules Compendium*)

Specialized hit location dice can be purchased if the players and Referee are so inclined (Q Workshop sells a great one), or one may use the table below with a d12. If the d20 roll would normally have been a miss due to the target having a low AC but the hit-location dice showed that the attack was to the head, it could be that the target was in fact hit due to the target not wearing a helmet.

Note: This could also be used if a character happens to be wearing “piecemeal” armor. Like wearing a chain mail shirt and leather pants or if the breastplate on a Fighters plate armor was dissolved by black dragon acid but the rest survived etc.

1. Head
2. Chest
3. Abdomen
4. Upper Right Arm
5. Lower Right Arm or Hand
6. Upper Left Arm
7. Lower Left Arm or Hand
8. Upper Right Leg
9. Lower Right Leg or Foot
10. Upper Left Leg
11. Lower Left Leg or Foot
12. Groin

If even this table is too much of a hassle, then simply roll a d12 with every “to hit” roll and on a “1” the head was struck.



## Fatigue

Fatigue becomes a factor if the party decides not to, or cannot, rest for one turn after a combat or after an hour of exploration. If the party cannot rest for two Turns after flight and pursuit as described on page 51, or when exploring the wilderness and the party chooses not to, or cannot, rest for one day after six days of travel as described on page 61. These rules can also be implemented if the party is malnourished, dehydrated, or was not able to sleep for a night due to wandering monsters or other disturbances.

- -1 to attack and morale
- +1 penalty to AC
- Movement rates drop to the next lowest increment (12 to 9, 9 to 6, etc.)
- Resting the appropriate amount (1 Turn, 2 Turns, or one day) negates fatigue.

## Bandaging

In A Delving Deeper Companion, it is suggested that Hit Points be thought of as a generalized game mechanic representing a character's toughness, fitness, determination, confidence, skill in avoiding lethal blows, etc. In all cases it represents the "damage that can be sustained before death," but that doesn't necessarily mean that every Hit Point lost is due to a sword in the gut. A 9<sup>th</sup> level Fighter, though amazing, is still mortal and can theoretically die from a single dagger stab just as easily as anyone else.

Instead, Hit Point loss could be thought of as bruising and broken ribs from a war hammer blow against chainmail, as blood loss, as accumulation of pain from multiple small cuts and burns, as exhaustion, as wobbly legs, as burning eyes from blood and sweat dripping into them, as morale fatigue due to the grim realities of combat (the loss of friends, the screams of the dying, the tears of the suffering, the smell of blood and excrement) and of course when a sword stabs one in the belly. As anyone who has ever went four rounds of sparring in boxing can verify, it is exhausting. When exhausted and in pain, one reaches a point where they simply cannot go on. Sometimes at such a point, death doesn't seem all that bad if it ends the suffering. That is someone at 1 Hit Point.

The bandaging rule assumes that not "all" Hit Point loss is due to lethal blows but much Hit Point loss can be recovered with "wincing through the pain" just as stubbing a toe "doesn't hurt as much" after a few minutes or a finger cut "doesn't hurt soooooo bad" after a Band-Aid has been placed over it. With this rule, injured PC's can be bandaged after combat to recover an immediate 1d4 hp. These hit points must have come from the combat that just ended so no "old" injuries can be healed in this way. This is also based on having a supply of bandages available. PC's can either purchase or make bandages and carry them in their backpacks or they can use a tunic either of a fallen enemy or from themselves. If no bandaging material is readily available then no bandaging can be done.

## Stun and Paralysis

There are various magic items, spell effects, or other attacks that may result in characters being stunned or paralyzed.

Effects that render a character or creature unable to act, sometimes described as “dazed” or “mesmerized” such as a possible effect of a Confusion spell, a Harpies song, or a Bards Mesmerize ability, are considered to be stunned. Characters or monsters in this state are not entirely helpless but attacks against them are carried out at a +4. Stunned creatures also will always lose initiative and must go without the benefit to AC from a shield.

Characters or monsters that are unconscious or paralyzed however are completely vulnerable. Attacks against them automatically succeed. In fact, paralyzed or unconscious creatures may be killed instantly by any character or monster with the means to do so just by declaring the intention.

## Disease

Sickness and disease have killed far more people over the centuries than war and it is something that can strike down even the highest-level characters and NPC's. When adventuring, PC's may come across all manner of potential breeding grounds for disease. It is possible to meet a leper along the road or even a leper colony! Often cities or towns may lack proper sewers so the residents will literally throw their waste into open canals or directly on the streets, and in times of overcrowding such as during a siege, disease can spread like wild fire. Diseases may also come from monsters such as mummies or giant rats in which case the chance of disease and sometimes its effects are described in the relevant creature text. In all other instances where disease may be contracted the Referee is encouraged to use one of the three options as explained below.

In general cases of **plagues and disease**, such as the Black Death, cholera, dysentery, typhoid fever, malaria, maybe even small pox or whatever “fantasy” disease the Referee may decide to create and give a campaign appropriate name to, the following guidelines may be helpful.

A character who comes into contact with a plague or appropriate disease, will need to Save vs. Poison to avoid succumbing to it. If the character makes their save, then any future saving throws against the same disease will be made at +4. If the character fails then after an incubation time of 2d8 days, he or she will suffer a penalty of 1d6 on all their Abilities, Attack rolls, Damage rolls (though a successful attack roll will still do a minimum of 1 damage) and Saving Throws for the course of the disease which will last for a further 2d8 days. During this time the character is possibly suffering from fevers, vomiting, diarrhea, boils, pox, or any other appropriate unpleasantness. If the disease duration rolls result in an “8” on either die then the character will die at the end of the indicated period.... unless a Remove Disease spell can be found. If no “8's” were rolled then the player character will recover at a rate of 1 point less each

day until cured. Further saving throws against the same disease should thereafter be granted a +4.

In some situations, **wounds may become infected**. This is at the Referees discretion, but is encouraged when player characters are struck by particularly filthy monsters such as some undead or when falling into spiked pits used as a goblin latrine or when exploring sewers with open wounds (perhaps in this case bandaging wounds may eliminate this chance?). In such instances a Saving Throw vs. Poison may be required to avoid infection. The effects of infections are exactly the same as for plagues as detailed above except that the onset time is measured in hours rather than days.

The last situation is special to **leprosy**. Leprosy was particularly problematic during the Middle Ages and was always there, usually not a rapidly spreading plague, but also never fading away or moving on. It carried a social stigma unique to itself. Leprosy is the disease of mummies and is automatically contracted if hit by such a creature as described on page 105. In cases where a player character is exposed to a leper then they must roll a Save vs. Poison at a +2 or suffer the same effects as if struck by a mummy.

## Foraging and Hunting

Characters traveling in the wilderness may attempt to search or hunt for food, either to extend their normal supplies or prevent starvation. Foraging for food may be done while travelling but at the expense of speed. A movement rate of 12 goes down to 9, 9 to 6 etc. If 6 is rolled on a d6, the party will have found enough to feed 1d6 Man-Types for one day. This food will consist of nuts, berries, edible leaves, roots, and possibly small game. To hunt, characters must spend a day without moving. There is a 1 in 6 chance of having an encounter with a large game animal appropriate to the area. This encounter is in addition to any normal encounter rolls for the day. Days spent resting cannot be used for hunting or foraging.

Guides and hunters can help in such situations. Each could be hired as hirelings for standard prices as listed on pg. 22. Guides can help in their land region of expertise to decrease the chance of getting lost by 1. Hunters can increase the chance of foraging or finding game by 1. At the Referee's discretion, if the optional Ranger and Druid classes are being utilized then these classes could give similar bonuses.

These rules assume an encounter with a large game animal, meaning that success at hunting is not automatic. Players are encouraged to make creative traps (maybe a thief's subterfuges could help), move quietly to approach (perhaps by removing armor), and/or to carry missile weapons.....make it tense and fun!

Depending on the area and the situation the Referee could use animals already included in the ruleset such as boars, bears, wolves, or even dogs. If a more "non-aggressive" encounter is desired such as with a deer, or Jack Rabbit, then the following stats could be used:

Game Animal, Large: AC 7, HD 1, Move 18, Number Appearing 1d6

Game Animal, Small: AC 6, HD ½, Move 18, Number Appearing 1d6

## **Delving Deeper Hexcrawling**

Hexcrawling or overland journeys, are the Yang to dungeon crawling's Yin, they go together. It is recommended that Normal-Type characters begin with dungeon crawling, maybe starting in a village or town within a few miles (in the same Hex) of the nearest dungeon, cave, ruin, etc. to be explored. This is because hexcrawling demands a few things that dungeon crawling does not.

First, the characters need more resources than most beginning characters have. In the wilderness there is no local church to get healing, or holy water. The characters will potentially need weeks of food and supplies. They may need horses, wagons, porters, guides, and mercenaries. This is not always so, especially for shorter journeys, but there is one more thing that they will likely need.....higher levels!

In old school gaming there is no assumption of game balance. The world is as it is. It is a living world that the characters explore, not a world tailor made for the characters so that everything is fair and appropriately balanced. The real world isn't so, and there is no reason that a believable fantasy world should be either. The monsters live and lair where they are. If the Referee is kind hearted he or she may make rumors available as to what lies over the next hill, or veterans telling stories of their encounters in a certain region.....to warn smart players to stay away.

However, this is the players game, if a group of Normal-Type characters decide to explore the swamp in search of a lost ruin they may encounter giant crocodiles, black dragons, or purple worms. Hopefully, they are smart or lucky enough to run or hide, otherwise their journey will be a short one! The basic elements of hexcrawling are very well presented in the ruleset but for those wishing a "standardized" procedure then the following process is presented as a guideline.

## General Process

1. Roll for **weather** pg.62
2. Roll for or reveal the entered hex **terrain** type pg. 60
3. Roll for or reveal a wilderness **feature** for the entered hex pg. 61
4. Roll for a **random encounter** according to the terrain type pg. 65 (see below)
  - This is generally done every day but can be every hex in particularly dangerous areas.
  - As an option, in order to add further detail and realism to a hexcrawl, it is recommended that if no encounter was rolled the Referee describe some minor campsite or terrain events.
5. As the player characters travel through each day, roll for **becoming lost** pg.62
6. At the end of each day determine the **distance traveled and the direction** based on the terrain, method of travel, weather conditions, and if the party is lost.
7. **Camp** for the night
  - Roll for **second random encounter** if appropriate for the terrain, pg. 65
8. Subtract **resources** used (food, water, animal feed, oil, torches, bandages, etc.)

## Wilderness Encounter Rolls based on Terrain Type (pg. 65)

**A 6 on a d6 indicates an encounter**

### **Roll 1/day**

- Near a settlement or stronghold
- Open terrain
- Desert

### **Roll 2/day (Once during the day and once at night)**

- Woods
- Swamps
- Mountains
- Riverlands

### **One additional random encounter check if:**

- The party is lost
- The party comes to a bridge or ford

### **The chance to become lost based on terrain type (pg. 62)**

1 on a d6 for Open Terrain

1-2 on a d6 for Woods and Mountains

1-3 on a d6 for Swamp and Desert

### **When determining distance traveled each day:**

Movement is at half the normal rate when traversing difficult terrain unless following a trail or road. This includes:

Woods

Swamps

Desert

And Mountain Trails!

Rivers are impassable unless crossing at a ford or bridge. Mountains are also impassable except when following a trail which is considered difficult terrain and must be traversed on foot or with a mule/donkey, not horses.

If the referee is interested in adding further detail to a hexcrawl or is simply looking for ideas to enliven overland travel two sources which may help are:

*Filling in the Blanks-A Guide to Populating Hexcrawls* by Todd Leback. This is a very comprehensive resource for adding features and interesting places and things to explore.

*GM's Miscellany: Wilderness Dressing* by Raging Swan Press. This not only adds wilderness dressing but also includes minor events for every wilderness land type and campsites. Minor events can add realism to a campaign and bring something interesting without it necessarily having to be life threatening.



## Hexcrawling the Underworld

Exploring the underworld sometimes referred to as the “Underdark,” should the Referee deem that such a place exists in their campaign world, is only recommended for high level Superheroic-Types. The underworld can be likened to a mirror world of the “normal” or surface world, that the characters usually adventure and live in. Where the surface world is bright and open, the underworld is dark and cramped. Where the surface world is (usually) respectful of law, peace, and mercy, the underworld is brutal, merciless, and chaotic. Where the surface world often honors the gods of Law the underworld honors the gods of Chaos or even just demons. The underworld is a seemingly endless network of caverns, caves, tunnels, underground rivers, lakes, and seas, inhabited by races, creatures, and civilizations utterly foreign, mysterious, and unknown to the surface races of men, elves, halflings, and perhaps even dwarves.

When hexcrawling the underworld, characters face even greater problems than what they face when hexcrawling the surface realms. The first of these is that there is no light (This is huge! How much oil and torches are needed for a two-week journey if no magical light source is available?), there is little to no food that can be foraged or hunted, or at least not much that the player characters would recognize or find appetizing. The chances of getting lost are high, and the creatures they may face are some of the most powerful to be found anywhere. In the underworld only the strongest survive! Lastly, where on the surface a village or town may be a welcome respite from the trials of the road, in the Underworld what civilizations there are, are amongst the most evil and brutal in all existence.....not to mention often xenophobic.

What follows is a set of Underworld Encounter Tables that can be used when hexcrawling the underworld. Referees are encouraged to **check for random encounters twice a day** when exploring anywhere in the underworld including near strongholds and settlements. A 6 on a d6 would indicate an encounter. An **extra check** should be made anytime the characters are lost or when coming upon a source of water or food. Sources of food are things like monster carcasses, scenes of a recent battle, as well as mushroom or fungal “forests.”

At the Referee’s discretion the underworld may have “roads” which are essentially large cave networks which extend for many miles with endless possible side caverns, passages, crevasses, and secondary paths. If following only these main “roads,” of cave networks the players have only a 5-6 on a d6 chance of getting lost but then have a higher chance of any random encounters to be with an underworld Man-Type (or those hunting them) also utilizing these roads as well as potentially finding their strongholds, towns, or cities.

Should the players decide to explore any of the endless networks of side caves and passages there is a 4-6 on a d6 chance of getting lost but potentially less chance of running into a lair or city of hostile demon worshipping Dark Elves and mystical Mind Eaters!

**A note on Hazards:** In the underworld, even the terrain must be considered a challenge. Many of the encounter tables below list a potential hazard that the players must navigate or can take up resources. Many times, they may not be able to go further and must turn around and find another way (thus taking longer and requiring more resources to be used). If a Hazard is rolled, please then roll on the appropriate Hazard Table or select the most appropriate option for the terrain.

### **Underworld “Road” Encounter Table**

1. Hazard
2. Impaler
3. Dark Elves
4. Mind Eaters
5. Phase Cats
6. Hobgoblins
7. Dwarves
8. Gothrogs/Demons
9. Purple Worm
10. Lich
11. Trolls
12. Giant Bats
13. Chthonic Hulks
14. Ooze/Slime/Pudding any
15. Vampire
16. Thulls
17. Bugbears
18. Giant Spiders
19. Orcs
20. Ropey Pillar

## Secondary Passages Encounter Table

1. Hazard
2. Lurker
3. Impalers
4. Ooze/Slime/Pudding any
5. Red Dragon
6. Chthonic Hulk
7. Dark Elves
8. Mind Eaters
9. Ropey Pillars
10. Phase Cats
11. Cavemen
12. Giant Bats
13. Giant Centipedes
14. Medusae
15. Purple Worms
16. Sphere of Eyes
17. Trolls
18. Giant Spiders
19. Giant Ants
20. Basilisk

## **Subterranean Lakes and Seas Encounter Table**

1. Hazard
2. Hazard
3. Ooze/Slime/Pudding any
4. Giant Leeches
5. Giant Leeches
6. Giant Fish
7. Giant Fish
8. Giant Fish
9. Mosasaurs, Dinosaurs
10. Dragon Turtle
11. Sea Serpent
12. Giant Crabs
13. Water Elemental
14. Giant Snake
15. Hydra
16. Giant Octopi
17. Giant Bats
18. Mind Eaters (on boat or near shore)
19. Dark Elves (on boat or near shore)
20. Giant Spiders (descending from cavern ceiling)

## **Mushroom Forests Encounter Table**

1. Hazard
2. Lurkers
3. Chthonic Hulks
4. Dark Elves
5. Giant Ants
6. Giant Bats
7. Giant Beetles
8. Mind Eaters
9. Slime/Ooze/Pudding any
10. Giant Centipede
11. Hobgoblins
12. Purple Worms
13. Giant Spiders
14. Trolls
15. Bugbears
16. Phase Cats
17. Basilisk
18. Sphere of Eyes
19. Green Dragon
20. Ropey Pillars

## Hazards Dry

1. Cave in or falling rocks (Save vs. Breath Weapon or take 2d6 damage)
2. Shrieking Mushrooms (AC 8, 1 HP but roll again for Random Encounter)
3. Glowing Mushrooms (Good visibility throughout area but roll again for Random Encounter)
4. Toxic Spore Mushrooms (Spores released at slightest touch, Save vs. Poison or die)
5. Mobile Mushrooms (Large mushrooms that periodically move, +1 penalty to getting lost)
6. Earthquake (All combat stats i.e. AC, Att, Dmg, Saves, at -1, pack animals startle on 4-6 on d6 and run in random directions. Roll again for Random Encounter)
7. Sharp Stones (Movement for hex at 1/2, for each combat Save vs Petrification or take 1d6 dmg)
8. Smooth Stones (Movement for hex at ½, during combat Save vs Petrification or fall prone)
9. Bone yard (Burial ground for Man-Type or carcass of creature found (50% chance of each), roll 5-6 on d6 and undead of the Referees choice are present for Burial ground, or scavenging beast of Referees choice is present if a carcass is found)
10. River (Uncrossable unless a bridge or ford is found. Page 61)
11. Sinkhole/floor collapse (fall in on a 5-6 on d6, dmg is 1d6 per 10ft, may find new tunnel or passage)
12. Lava stream (unpassable unless heat resistance available)
13. Geyser (erupts on a 5-6 on d6 causing 2d6 damage)
14. Bubbling Pools (Slows movement by ½ for one hex)
15. Toxic Gas, minor (Lose 1d6 Hit Points/hour for one hex, no save)
16. Toxic Gas, major (Save vs. Poison at +2 or die)
17. Low Oxygen (Characters Fatigued for the entire hex)
18. Passage goes straight up or down (find a way to navigate it or turn around)
19. Passage narrows (only small characters may pass without crawling, pack animals cannot go further)
20. Dead End (collapsed tunnel or the passage simply ends, turn around)

## **Hazard Wet (Please see the swimming and drowning rules on page 72)**

1. Whirlpool (boats will be sucked in on a roll of 5-6 on d6, characters can jump out and try to swim in which case they can roll again, on 5-6 on d6 they drown....or find some incredibly exotic place i.e. sunken city, extra dimensional wormhole, etc.)
2. Hard undercurrent (on 5-6 on d6 the boat or swimmers drift in random direction...possibly toward something dangerous. Roll a dice and on a 5-6 the party is lost.)
3. Cave in or falling rocks (save vs. Breath Weapon or take 2d6 damage...boats too!)
4. Phosphorescent water (good visibility but roll again for Random Encounter)
5. Water fall (somehow navigate away or take 1d6 dmg per 10ft fallen, boats and possessions make Saving Throw or be ruined, broken, or waterlogged. See page 59 for guidelines on item saves.)
6. Thermal Waters (all those in the water take 1d6 heat damage per Turn)
7. Geyser (erupts on 5-6 on d6 capsizing boats or doing 1d6 damage to swimmers)
8. Ancient of the deep (Referee's discretion, some suggestions include: ancient underwater city, mysterious ruin, sunken ship, Leviathan, Kraken, Sea Devil attack...."Aboleth"?)

## Hexcrawling the Ethereal and Astral Realms

As stated on page 81 “Other Worlds”, the possibilities for visiting or adventuring on other planets and other worlds are limitless. Planets of a post-apocalyptic future where Robots and Cyborgs exist, or lands of cavemen and dinosaurs could be as far away as an ill placed foot through a magic portal. For the Referee though, it may be useful to think of a progression in the player characters careers.

When discussing such a progression we could think of Normal-Types as those who explore dungeons (actually dungeons are always fun, no matter the player character level.) Heroic-Types then start to hexcrawl the wilderness and sail the seas. Super-Heroic Types lead armies, build strongholds, govern baronies, and battle ancient dragons.

What might be referred to as “Legendary-Types,” those of level 12 to maybe 15 are usually the kings, prelates, storied arch-wizards, witch-kings, etc. They are the ones who rule multiple domains or whole nations. Most often player characters are retired at this stage, but the driven few may instead find themselves exploring the Underworld, averting Mind Eater mega plots or Dark Elf invasions of the surface realm.

It is what this work refers to as the “Epic-Types,” that go beyond even that. These player characters are likely cursed by fate or are given to ambitions beyond the realm of most people’s understanding. They may be driven by the gods to continue their wanderings or are mad with lust for immortality. Maybe they quest for lichdom or some world saving (or destroying) artifact of dead deities. It is these Epic-Types of 16<sup>th</sup> level and beyond that explore the outer planes of existence. These are usually the realms of the afterlife, the heaven or hell of the campaign setting. They are the places of greatest mystery and greatest dread. They are the realms on which religions are based and the philosophies under which whole nations if not worlds move.

There have been a number of modules, products, campaign settings, and even game systems that have explored the outer planes and such places are beyond the scope of this work. The best of these realms of the gods are campaign specific, developed for each Referees concept of their campaign world, and must not necessarily conform to any published work or even be similar to anyone’s real world belief about such places. There are however, two such places that lie “beyond” which are implied in *Delving Deeper*, two realms almost universal to any system based on the original game.

Those two places are the Ethereal Plane and the Astral Plane. Perhaps the word “dimension” might be easier to understand than the word “plane” because both of these places could be thought of as all around the player characters, all the time. They are simply in another “phase” or “dimension.” If we use the example of water to try to clarify this concept, then the material

world or Physical Plane could be thought of as ice, the Ethereal and Astral are as water, and the Spiritual Planes/Outer Planes (i.e. realms of the gods) are as steam. All of them are water but in different states or phases. Things become less solid the further you go away from the physical.

In the physical realm, Man-Types (and almost every other creature) must labor with their hands and build things like a house out of wood, and stone, but in the Spiritual Planes things are more fluid as a god can alter their reality with but a thought. It could be that the Spiritual Planes only have their “solidity” at all due to the presence of the deity residing there. The Ethereal and Astral planes are in between these two realities.

## The Ethereal Plane

This is the “spirit world” as discussed when describing the Wraith on page 111. It is a foggy world of grayness, shadows, and darkness. It is a reflection as if gazing through a foggy mirror of the physical world. To those on the Physical Plane it is insubstantial, incorporeal, only there in places where the veil between worlds is thin or on special days or times of the year. It is the world of Spectres and Shadows, the realm of lost souls, wandering ghosts, of “purgatory”. Whereas most who die likely go to whatever Spiritual Planes the Referee designed for their campaign world, those who cannot rest, who are attached to some unfinished business or object, those who are cursed with undeath, they are likely to wander “the ether” for eternity.

Like Shadows and Spectres, all those inhabiting the Ethereal Plane are incorporeal. They can see into but not generally interact with the physical plane. The physical plane seems ghostly and transparent to those on the Ethereal Plane. Those on the Physical Plane cannot physically attack those traveling on the Ethereal plane unless they use a magic weapon (or sometimes silver) and vice versa. Of note; if a player character is somehow on the Ethereal Plane and encounters another creature also on the Ethereal Plane they both can be affected by the physical attacks and magic of the other. In other words, a player character could attack and damage a Spectre even without a magic weapon. It is the manipulation of the Ethereal Plane that allows the Magic-User to cast spells such as Passwall and Spirit Door.

Encounters on the Ethereal Plane are generally limited to spiritual beings and those few physical beings able to see or effect creatures in the spirit world. **Note:** creatures with gaze attacks such as the medusae are generally not on the Ethereal Plane or Astral Plane but can see into them. If someone is traveling in the Ethereal Plane they are subject to these gaze attacks but cannot generally affect the medusae except with magic.

## Ethereal Plane Random Encounters

**(2/day with a 6 on a d6 indicating an encounter, the chance of getting lost is the same as the terrain type on the Physical Plane)**

1.        **Psychic Wind** (Lost on the Ethereal Plane for d100 days or reappear in a random place of the Referees discretion on the Physical Plane)
2.        **Demon/Gothrog**
3.        **Lich**
4.        **Vampire**
5.        **Spectre**
6.        **Spectre**
7.        **Wraith**
8.        **Shadow**
9.        **Anti-Cleric**
10.       **Phase Spider**
11.       **Efreeti**
12.       **Medusae**
13.       **Basilisk**
14.       **Cockatrice**
15.       **Gorgon**
16.       **Non-Player Character**
17.       **Djinni**
18.       **Ghost** (same as a spectre but not necessarily malevolent)
19.       **Invisible Stalker**
20.       **Angelic Being** (Appropriate to one of the religions of the Campaign World)

## The Astral Plane

This is what lies beyond the Ethereal Plane, as one draws closer to the Spiritual Planes of the afterlife, reality becomes more fluid. Distances are confusing and not always fixed. Often one moves more through thought than by physical motion. There is always a chance of getting lost. Normally those traveling astrally are invisible to all except those with special abilities to see them or those also travelling astrally. Travel through the Astral Plane is generally only for the dead or beings of a spiritual nature, the living are distinctive as they are always attached to their “life line,” a silver cord. If this cord is broken then that person loses connection with their living body and both their physical body and their astral body are dead. Luckily, there are very few things able to sever a silver cord....divine beings, and the Psychic Storm being two of them.

The Astral Plane is generally described as an unending open space of silvery gray.....unless one's thoughts make it otherwise. At the Referees discretion the Astral Plane, being more fluid than the Physical Plane can “react” to the players beliefs and thoughts. If the players are expecting horrors and troubles, they are more likely to find it, at the Referees discretion he or she could increase the random encounter chance or change the tone and mood to something more sinister. If the players believe that what lies beyond the Ethereal Plane to be the bliss promised by their characters religion than make it a lighter realm, somehow more comforting .....at least until a random encounter check calls for something horrific.

In essence, what the Astral Plane is like is always at the Referees discretion with an open silvery gray nothingness as a base it can be influenced by the players and other creatures in subtle ways. Powerful creatures might be able to influence it in dire ways with an example being rolling clouds of darkness and fire being seen by the characters long before the Gothrog is encountered. Or in ways more benign such as strands of light and heavenly music signaling the approach of an Angelic Being. It need not be the same each time the player characters travel there.

The Astral Plane is generally wide open and the player characters can see great distances but distances being rather fluid, the chance of being surprised is as normal. Sometimes an enemy seems to move very quickly or even appear almost instantly. The Astral Plane does have some unique dangers all its own. The worse of these might be the Psychic Storm which is a thought and emotion storm so powerful as if by divine wrath. If encountered the players character must make a Save vs. Spells or have their silver cord ripped apart and die instantly, their soul blown to shriek and wail on the floor of the lowest hell. If by chance the player character makes their saving throw, they still suffer the effects of the Psychic Wind. In this case the player character is lost in mind wrenching disorientation for d100 days with possible repercussions such as dehydration, starvation, exposure, etc. to their physical body back on the physical plane.

**Note:** When a character is using the *Astral Spell*, the fluid nature of the Astral Plane is very evident. The Astral Plane like the Ethereal Plane overlaps the physical world and thus can be

used by the spell caster as a means of fast and invisible travel from one point to another on the Physical Plane including into the sky or under the sea (though perhaps not for a very long time as one is ever attached to the physical body by the silver cord). Unlike the Teleport Spell the caster need not have been there before or have even seen the place. Movement is as much in thought as in physical locomotion, by literally “willing” yourself to a destination, so the Range and Movement Rates of the listed spell apply.

However, if the spell is used to move further away from the physical plane to the Spiritual Planes of the gods, then distances become irrelevant and meaningless. The spell Duration however always applies and is in relation to the players physical body on the Physical Plane but not necessarily relevant to how long their astral body stays on a Spiritual Plane as sometimes time is experienced differently in the realms of the gods.



**(1/day with a 6 on a d6 indicating an encounter. The chance of getting lost is dependent on how much experience the player character has with the Astral Plane. On their first visit there is a 4-6 on a d6 chance of getting lost. On their second visit there is a 5-6 on a d6 chance of getting lost. On their third and every visit thereafter, there is a 6 on a d6 chance)**

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## **“Men” Encounter Tables for Delving Deeper**

These are optional sub tables for the general “Men” listed in both the Wilderness Encounter Tables and Dungeon Encounter Tables in the *Delving Deeper Reference Rules Compendium*. Some of the entries have more than one type listed for a given dice roll. The Referee is to utilize and interpret the best choice based on the terrain and setting the encounter is in. For example: the Tribal/Barbarian (Berserker) entry. The referee would use the Berserker statistics as given in the rule book but would describe the men as Vikings, American Indians, Zulu Warriors, or other appropriate type, based on the terrain and/or cultural setting the encounter takes place in.

## **Wilderness Subtable**

1. Tribal/Barbarian (Berserker)
2. Zealots
3. Bandits/Buccaneers
4. Brigands/Pirates
5. Vagrants/Gypsies
6. Nomads
7. Leper (chance of contracting leprosy or a plague with failed poison save)
8. Druid/Wandering Preacher
9. Farmer
10. Woodcutter/Miner
11. Hunter/Trapper
12. Merchants
13. Bard
14. Pilgrims
15. Dervishes
16. Monk/Hermit
17. Ranger/Bounty Hunter
18. Patrol/Mercenaries
19. Knight and Entourage (Mercenaries, 1/3 force Mounted at AC 4)
20. Noble and Entourage (Mercenaries with all Mounted, 1/3 force AC 2)

## **Dungeon Subtable**

1. Cultists (Zealots)
2. Barbarian (Berserker)
3. Leper (Chance of catching leprosy or a plague with a failed poison save)
4. Mercenaries
5. Bandits/Buccaneers
6. Brigands/Pirates
7. Monk/Hermit
8. Bounty Hunter

## Strongholds and Barony Rule

Player Characters (PC's) can decide to build a stronghold such as a manor house, tower, hideout, keep, castle, etc. at any time when they have gold and resources enough. Please see the *Delving Deeper Reference Rules Compendium* pages 77 to 80 for costs and guidelines on building such a stronghold. In a civilized land they will often need permission, a land grant, or a land purchase, in order to do this. No such requirement is needed in the wilderness, but may still be a good idea in order to not be seen as a political threat to a neighboring land/barony.

When a PC reaches 9<sup>th</sup> level it is likely that stories of their heroics have preceded them. It is possible that they have performed a service for a great lord or king, saved the realm from a mighty threat, or rescued a princess from the grasps of a dragon. They are likely well known, popular, and recognized enough to receive a title of Lord (or Baron, etc.). In this case, there is no other permission necessary to establish a stronghold. The stronghold may then become the governing center of a new barony or dominion, a piece of land that is owned and ruled by the PC.

In order to do this, the land within three hexes of the construction site (37 hexes in total) must be cleared of threats and monsters, this is as detailed on page 78. The terrain type and features can be determined as per pages 60 and 61. Once cleared, this region will generally stay cleared of threats if it is adequately patrolled. Please note that the PC will usually need to hire mercenaries as detailed on page 22 for this to happen.

Once the stronghold is established and the dominion is kept clear of threats, the PC will then begin to attract followers as detailed under their character class such as specified under the Cleric. If not already established, 2d4 villages will begin to grow and should be governed by knights or Retainers of the PC baron. The first of these villages will usually be at the site of the stronghold itself and be composed of the workers and specialists engaged in the construction of the stronghold as well as their families. In most cases this first village would be directly governed by the PC. Taxes can then be collected as detailed on page 78. If the PC is 9<sup>th</sup> level and a barony is established, the previously hired mercenaries could be sworn into service in which case their cost is only that of upkeep for which tax revenue can be used to help pay these costs.

The ruler of the dominion sets all laws and can adjust tax rates. The ruler's liege (such as a Count, Viscount, Marquis, Duke, King, or in the case of a cleric where the PC is a Patriarch, then Arch Patriarch, Prelate, Cardinal etc.) normally leaves almost all matters in the hands of the local ruler without interference, except in the most extreme cases. The greater ruler expects stability and very little else other than the "Salt Tax." A barony ruler is chief judge and law maker in their own land. A baron or ruler will usually hold various "courts" for formal occasions. In a Court of Law, criminal cases are judged. Courts of Honor are held in which awards of all types are given out. A Court of Welcome is held to honor visitors, especially nobles. Failure to properly honor a visiting noble is a direct insult, failure to honor a liege is treason.

## Barony Income

A baron (baroness, prelate, etc.) receives **monthly** income from three sources: Standard income, Resource Income, and Tax Income:

**Standard Income:** is service equal to 1gp per month per peasant in the overall population. This is not money or coin. This is the value of services and materials from various sources. Peasants work the fields, raise and tend animals, act as servants, build the roads, repair buildings, etc. This is a simplified game mechanic used to represent many aspects of medieval life and is generally only usable for “in domain” expenses such as building infrastructure.

**Tax Income:** This is the normal 1 gp per month (2gp in the case of clerics) per peasant paid in coin. The exact tax rate is set by the ruler, but higher or lower taxes can cause various changes in Confidence Level.

**Resource Income:** The exact resources available is best determined by the type of hex. Vegetable for forest hexes, minerals for mountain hexes, animals for open hexes, etc. The exact income is determined by the population and the resource type available and can be divided as the ruler sees fit with a maximum of 20% (the exception being dwarves) of the population utilized for mineral and metal resources as animal and vegetable resources are necessary for base existence.

**Animal Resources** brings in 2gp per month for every 5 peasants (One Family Unit)

**Vegetable Resources** brings in 1gp per month for every 5 peasants (One Family Unit)

**Mineral Resources** brings in 3gp per month for every 5 peasants (One Family Unit)

The Referee is free to increase nuance and depth into exactly what resources are available in each terrain hex. This may be especially useful for years when a market glut or shortage is rolled. Mineral Resources could be more specific as in emerald, silver, or salt mines. Vegetable Resources may be oak or cedar trees, lavender fields, or hemp for ropes. Animal resources could be cattle or sheep pastures, fish ponds, royal forest land for hunting game, or even fire beetle burrows where trading their glowing glands are possible.

When an existing barony is granted, then income starts immediately. When a new barony is established (all hexes are cleared and the stronghold built) then all incomes begin after one month.

## Barony Expenses

Barony income can be utilized by the PC to swell his or her personal treasury or to further their fledgling realm with roads, bridges, fortifications, inns, churches, animal husbandry, or whatever else. All of these will have a cost in GP but will also influence the Confidence Level as determined by the referee. Otherwise, the baronies monthly costs are:

**Upkeep:** this is per the standard rule on page 24.

**“Salt Tax”** this is what the dominion ruler owes to his liege. Each ruler must pay 20% of all income to his or her liege.

**“Tithe”** 10% of all income should be paid to the church or theocracy. This is an absolute requirement for Clerics and is recommended for other rulers. Though not absolutely required, if this is not paid then Clerics in the dominion may not be allowed by the “theocracy” to perform services and prayers (spells).

The following additional expenses are generally not monthly occurrences.

**Visits** by other nobles or rulers. This includes all expenses for the visiting noble and his retinue including feasts etc. It does not include any gifts given to the ruler to obtain favors.

Costs are per day

Baron	100gp
Viscount	150gp
Count	300gp
Marquis	400gp
Duke	600gp
Archduke	700gp
King	1,000gp
Emperor	1,500gp

**Holidays** cost 1gp per peasant per day.

**Troops** must be sent in times of war to support one’s liege. In general, this is 20% of the dominions troop number but could be higher, as well as 10% of the peasant population to be raised as levies. There is no extra cost in this other than the possible need to hire mercenaries to replace lost troops and maintain patrols.

## Population Change

Once the barony is established, changes in population are checked once per month of game time. This is determined by a d6 roll for each population center (village).

1. Decrease 1-10 Peasants
2. Decrease 1-6 Peasants
3. No Change
4. Increase 1-6 Peasants
5. Increase 1-8 Peasants
6. Increase 1-10 Peasants

Increases in population are through births, pilgrims, new families deciding to settle, etc. Decreases are through accidental deaths, illness, old age, or people leaving the area for a variety of reasons.

## Barony Income and Experience Points

PC rulers gain experience points through rulership, by collecting Resource and Tax income from their peasant subjects. A PC or NPC ruler gains 1 XP for each 1 gold piece of Resource and Tax income, but none from Standard income or “Salt Tax” assuming the PC ruler has other rulers under his or her authority. Experience points are gained at the end of each month.

## Confidence Level

A baronies “Confidence Level” is a measure of the populace’s satisfaction with their ruler. It ranges from 1 to 500 and is checked every game year, or when needed due to special circumstances.

The base confidence level equals 151-250 (d% plus 150), plus the total of all 6 of the ruler’s ability scores.

The confidence level may change each month. A maximum bonus or penalty of 50 per month, or 10 per item is recommended. Many things can change the confidence level as determined by the Referee. Some examples include: changing tax rates, tournaments held, noble visitors, population growth or loss, weather, holidays, bandits, wandering monsters, wars, disease, a new relic in the church, a famous magic item found, relations with neighboring baronies or demi-humans etc.

## Barony Events

Each year barony events are rolled based on a percentage chance. Each barony should have **1d6 events per year**. The exact consequences of most events and how they are played out are up to the Referee. They should however influence dominion confidence as well as be a set up for possible adventures. In every case a PC ruler should be “encouraged” to work for their

earned experience points. **Note:** More than one “catastrophic event” per year is not recommended. For example, if the dice happen to give a result of a volcano, tornado, earthquake, and a major meteor strike all in one year it may behoove the Referee to roll again or mitigate the results toward a challenging but workable outcome as otherwise the players will find themselves without a barony to rule.

**Natural Events** (based on terrain, location, time of year, etc. Only roll for events possible for the relevant terrain.)

Comet	5%
Death (Official, Ruler, etc.)	10%
Earthquake	10%
Explosion	5%
Fire, Minor	50%
Fire, Major	10%
Flood	10%
Hurricane	15%
Market Glut	20%
Market Shortage	25%
Meteor Strike (major)	1%
Meteor Shower (minor)	5%
Plague	20%
Population change (double normal)	20%
Resource Lost	10%
Resource Found (new)	10%
Sinkhole	5%
Storm	80%
Tornado	15%
Trade Route Lost	15%
New Trade Route	15%
Volcano	2%

Waterspout	25%
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Whirlpool	5%
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### **Unnatural Events**

Assassination	10%
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Bandits	50%
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Birth in Ruling Family	20%
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Border Skirmish	40%
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Cultural Discovery	10%
--------------------	-----

Fanatic Cult	10%
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Insurrection	10%
--------------	-----

Lycanthropy	15%
-------------	-----

Magical Happening	10%
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Migration	10%
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Pretender/Usurper	10%
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Raiders from another barony	25%
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Rebellion (minor)	10%
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New Specialist in town	20%
------------------------	-----

Spy Ring	50%
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Traitor	30%
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Accidental death of Official	25%
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VIP Visitor	10%
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Wandering Monster	75%
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## Confidence Checks:

### A Confidence check is made when:

1. A new game year begins
2. A celebration expected by the populace is canceled or not conducted (such as a Holiday).
3. A natural disaster or catastrophic even occurs.
4. An enemy military force enters the territory.
5. Some other major situation arises that could affect most of the barony populace (Referee's discretion).

No dice are rolled to make a Confidence Check. Simply apply the results given below to the current Confidence Level.

### **450-500+:** The barony is **Ideal**. Apply the following effects:

1. All income is 10% greater than normal
2. 75% chance that agents spying for other lands are revealed
3. 25% chance that the next "catastrophic event" is avoided
4. No changes to the confidence level of the barony will reduce the level below 400 for the next check
5. Add 25 points to the confidence level for the next confidence check
6. Add a +2 to the population change roll for the month

### **400-449:** The barony is **Thriving**

1. All income is 5% greater than normal
2. 50% chance that agents spying for other lands are revealed
3. 20% chance that the next "catastrophic event" is avoided.
4. Add a +1 to the population change roll for the month

### **300-399:** The barony is **Healthy**

1. 25% chance that agents spying for other lands are revealed
2. 10% chance that the next "catastrophic event" is avoided

### **200-299:** The barony is **Steady**

1. No special circumstances apply

### **100-199:** The barony is **Unsteady**

1. There is a 1 in 6 chance that the confidence level will suddenly drop by 10%
2. Standard income is half normal
3. 1 in 6 chance that traveling officials will be harassed by bandits.
4. Add a -1 to the population change roll for the month.

#### 50-99: The barony is **Rebellious**

1. Half of all peasants form a peasant militia. Use *“Chainmail: Rules for medieval miniatures”* by Gary Gygax and Jeff Perren or *“Original Edition Delta Fantasy Game Rules Supplement: Book of War”* by Daniel R Collins. To resolve any resulting conflicts.
2. Tax income is half normal.
3. Standard income is half normal
4. Resource income is half normal
5. 1 in 6 chance that all officials, trade caravans, and parties of travelers will be attacked by bandits
6. No Man-Type (dwarves, elves, halflings, etc.) within or adjacent to the dominion become involved unless attacked or provoked.

#### 1-49: The dominion is in **Open-Revolt!**

1. The “Angry Villagers” rule on page 44 is in full effect! All able body peasants join the peasant militia. Use *“Chainmail: Rules for medieval miniatures”* by Gary Gygax and Jeff Perren or *“Original Edition Delta Fantasy Game Rules Supplement: Book of War”* by Daniel R Collins. To resolve any resulting conflicts
2. No Tax income is earned
3. No Standard income is earned
4. No Resource income is earned
5. All officials, trade caravans, and parties of travelers will be attacked by bandits.
6. Any of the baronies forces moving within the barony will be attacked by peasant militia, bandits, enemy agents, deserters, or hostile Man-Types (dwarves, elves, halflings, etc.)
7. All Man-Type clans in or adjacent to the dominion forbid trespassing and commerce, all treaties are revoked. On a roll of 4-6 on a d6 neighboring Man-Type clans will provide the peasants with military support.

These barony rules are recommended for all characters that desire to rule a quintessential medieval fief but are generally geared to Fighters and Clerics. They could even be used for Magic-User’s in campaign settings where magic is more common, accepted, or at least where the general populace doesn’t want to burn them at the stake for being a witch. Other possibilities that don’t include the Magic-User being “a dark witch king” could include: in more historically medieval, low-magic, or gritty settings to have the Magic-User rule from behind the throne as advisor, manipulator, or leader of a secret society. The “official” ruler could be charmed, a puppet king, or even one of the Magic-User’s Retainers.

High level thieves may have similar problems with barony rule. Famous or well-known thieves may be hard pressed to lead anything other than a bandit kingdom (which could be loads of fun) but if this class is used, it is recommended that *“A Guide to Thieves Guilds”* by Todd Lobeck be considered for running thieves’ guilds in a similar manner as running a dominion.



## Hirelings and Retainers

The following optional tables can be used by the Referee whenever the players are trying to find or hire Hirelings and Retainers. Think of these tables as finding out who or what may be available in any particular village or tavern after sufficient recruiting (town criers, rounds of drinks, posting notices, sending emissaries, etc.) have been undertaken.

**The cost for Hirelings (torchbearers, porters, hunters, guides.....essentially all non-combatants) is upkeep plus 2gp per month for long term employment or 2sp day for short term jobs.**

**The costs for Retainers (all those with a player class such as Cleric, Thief, etc. as well as all "special" entries such as dwarves, elves, monsters, etc.) is much more subjective.** The minimum cost is upkeep plus 100gp but will often require additional incentive such as a share of all treasure found. Some retainers are driven by special interests such as magic items and grimoires for elves and Magic-Users, gold for dwarves, just causes and crusades for Clerics and Paladins etc. The total number of Retainers a character can have at any one time is dependent on their charisma score (page 11). Retainers will always be Normal-Types (1<sup>st</sup> or 2<sup>nd</sup> level) or have the general stats for their type as listed starting on page 83.

The costs for mercenaries are upkeep plus what is found on page 22. With enough coin there is no limit to the number of mercenaries that can be hired.

As detailed on page 24, upkeep is the cost of living for the player character plus all Hirelings and Retainers in a generic medieval European society where how you dress, the food you eat, the company you keep, the charities you donate to, and the social events you attend, are all relevant to your social status and rank in society. This social status and general rank in a feudal environment are very important for a higher quality of life, respect, as well as freedom of movement, and basic rights. As the player's character raises in level, there is an assumed increase in the character's reputation as they move in to the realm of Hero and Superhero. Costs of living and thus upkeep will correspondingly increase. Upkeep then, for middling quarters and fare, is 1gp per month for every 100 exp the character has.

### **General Hiring and Retainer Table (Roll a d100)**

- 1-3**-1d6 Berserkers (require 100gp and the promise of a good fight)
- 4-18**-1d6 Torchbearers or Porters (1d6 hitpoints, AC 9)
- 19-24**-1 Guide (1d6 hitpoints, AC 9, -1 to chance of becoming lost)
- 25-35**-1 Hunter (1d6 hitpoints, AC 9, +1 to Hunting and Foraging)
- 36-50**-1d8 Mercenary, Footmen
- 51-60**-1d8 Mercenary, Footman Missile
- 61-65**-1d6 Mercenary, Footman Armored
- 66-70**-1d4 Mercenary, Horseman
- 71-75**-1d4 Mercenary, Horseman Missile
- 76-78**-1 Mercenary, Horseman Armored
- 79-82**-1d6 Dervishes (require a crusade or a Cleric's endorsement)
- 83-87**-Cleric (requires an equal share of treasure and a just cause for their faith)
- 88-92**-Thief (requires an equal share of treasure)
- 93-98**-Fighter (requires an equal share of treasure)
- 99**-Magic-User (requires an equal share of treasure with a promise of magic)
- 100**-Other Retainer

## **Other Retainer Table (Roll a d8)**

- 1-** Dwarf (roll d6 for class 1-3 fighter, 4-5 thief, 6 both, requires double the minimum gold and an equal share of treasure)
- 2-** Halfling (roll d6 for class 1-2 fighter, 3-5 thief, 6 both, requires an equal share of treasure and comfortable accommodations)
- 3-** Elf (roll d6 for class 1-fighter, 2-MU, 3-5 Fighter/MU, 6 Fighter/MU/Thief, \*)
- 4+5-** Bard (requires an equal share of treasure and the prospect of fame and song)
- 6-** Monk (requires a mission that will further their orders cause or goals)
- 7-** Ranger (requires an equal share of treasure, and a threat to the region or people)
- 8-** Special Retainer
  - Elves generally will want an equal share of any treasure found and a promise of magic

## **Special Retainer Table (Roll a d6)**

- 1-** Druid (requires an equal share and a “nature-friendly” mission)
- 2-** Illusionist (requires an equal share of treasure and the promise of magic)
- 3-** Assassin (requires an equal share of treasure and no questions asked)
- 4+5-** Paladin (requires a just cause or a crusade, will not work with neutral or chaotic types)
- 6-** Extra Special Retainer

## **Extra Special Retainer Table (Roll a d6)**

- 1-** Centaur
- 2-** Gnome
- 3-** Werebear
- 4-** Pixie
- 5-** Lizardman
- 6-** Half-elf (roll for class 1-Fighter, 2-MU, 3-Thief, 4-Fighter/MU, 5-Fighter/MU/Thief, 6-Player choice)
  - All Extra Special Retainers should have an adventure specific requirement. These could be side quests or even the next dungeon for the PC’s. Perhaps trolls are

- moving into the area of the gnomes. The gnome will join the PC's and help with their current adventure if they agree to help him rid his people of the trolls?
- These tables are highly human centric and biased to a campaign where magic is relatively uncommon and most people (82% on the general table) are relatively normal people. Therefore, these tables assume that few people would classify themselves as adventurers and even fewer are exotic peoples such as elves and dwarves wanting to join in on some crazy dungeon crawl guaranteed to bring elements of danger and death into their lives.



# Monsters and Treasures

## Monsters

The list of monsters as presented in “Monsters and Treasure” booklet of the *Delving Deeper: Reference Rules Compendium* is surprisingly extensive, and really has everything that one needs for a lifetime of play and long running campaigns. A referee has enough to build believable ecologies and run fun, tense, adventures, but having personally grown up playing later versions of the original game there is unfortunately a deficit of what for me were “quintessential” fantasy RPG monsters. Most of these monsters were first introduced later into the fantasy genre and are therefore not included in the *Delving Deeper* core ruleset. The following list is for those Referee’s that would like to add this classic monster element into their campaign worlds as it is explored by the players.

**Note:** Almost all the following monsters were adapted from the earliest sources. They are generally as they **first** appeared to fans of the original role-playing game with changes made only for clarity, to honor property rights, and/or as necessary for conversion to *Delving Deeper*. The exception is the Demon with which this work takes a slightly different approach.



## **Angelic Being:**

### **All statistics at Referee's discretion: See Demon**

Angelic Beings are inherently spiritual entities of Law existing in one or more of the Spiritual Planes or "Outer Planes" of existence. They are always in the service of powerful lawful entities or deities. They are incredibly rare on the Physical Plane where they must possess a willing body, usually during a religious service, or manifest in physical form. They are generally only found on the Physical Plane when summoned by means of Clerical rituals, powerful artifacts, sent by a deity for a divine intervention, or by spells such as Gate. They may also be encountered by travelers in the Ethereal Plane where they undertake missions of mercy to guide or help lost souls into a better afterlife, or on the Astral Plane where they often are leading a soul to its reward on a heavenly Spiritual Plane.

Unlike Demons, Angelic Beings tend to have rather universal features. It is thought by theologians that Angelic beings have no true form of their own. They always give off an aura of light and peace but minor variations are known to exist in such things as skin or hair color, sex, and other unimportant details. The overall greater features though are almost always the same. Sages believe that Angelic Beings appear as the beliefs and thoughts projected on them by the believers. They manifest as unblemished and beautiful versions of a mortal species chosen for them to represent. In most cases, that may be a human figure, larger than life in size, and perfect in physical beauty, absolutely pure to the standards of the culture in which they appear. They may have a halo of light around their head, large wings of perfect white, wear robes of untarnished fabric, or appear as a lamassu depending on the expectations and beliefs of those witnessing their manifestation. In essence, how Angelic Beings appear should be at the Referee's discretion and is determined by the religions of the Campaign setting the players are exploring.

For specific details on Hit Dice, AC, etc. this work assumes a game balance on the part of the Referee between the forces of Law and Chaos in their Campaign setting, thus using the Demon powers and statistics as a guideline for crafting each Angelic Being is recommended. Simply use the appropriate demon statistics for the desired Angelic Being without utilizing, or reversing, the features from the Demonic Attributes table.

## **Sphere of Eyes:**

**No. Appearing 1, No. in Lair 1d4, AC 0/2/7, Move Rate 3, HD Special, Lair Nearby 90, Treasure Type F, Align C, N**

The body of this creature is a great globe of about 6 ft in diameter. Atop it are ten eye stalks, while in the center of the spherical body is a great eleventh eye above a mouth of sharp teeth. The Sphere of Eyes can levitate itself and float slowly about. These monsters are generally neutral in nature but avaricious, which often gives them chaotic tendencies. The body can sustain 40 points of damage, each eye stalk 10 points, and the central eye can withstand 20

points. The armor class of the body is 0, the eye stalks 2, and the central eye 7. Though able to bite, their main form of defense is their eyes. Each eye of The Sphere of Eyes has an individual ability and they all function separately making them susceptible to surprise only on a 1 on a d10. In any single combat Turn only 1d4 small eyes are able to function in any particular direction, but all ten can function if they are surrounded or attacked from above. If attacked primarily from one direction the Referee should roll a d10 to determine which eye is attacking with any "severed" or "dead" eyes rolled being an attack lost by the monster. The central eye though, will always function unless directly behind or above the creature. The abilities of each eye are as follows:

1. Charm Person spell
2. Charm Monster spell
3. Sleep spell
4. Telekinesis
5. Flesh to Stone spell
6. Disintegrate Ray
7. Fear Ray
8. Slow spell
9. Cause Serious Wounds
10. Death Ray
11. Anti-Magic Ray

For calculating experience points it is suggested that The Sphere of Eyes be counted as a 10 HD creature.

### **Bugbear:**

**No. Appearing 5-20, No. in Lair 20-100, AC 5, Move Rate 9, HD 3+1, Lair Nearby 30, Treasure Type B, Align C**

These hairy creatures are the largest of goblins. Despite their size and shambling gait, they move very quietly, thus increasing their chance to surprise a party to 3-6 on a d6.

### **Corpse Crawler**

**No. Appearing 1-6, No. in Lair 2-12, AC 3 head/7 body, Move Rate 12, HD 3+1, Lair Nearby 60, Treasure Type B, Align N**

These 9ft long worm like creatures are scavengers which can move quickly on multiple legs. They have mouths that are surrounded by eight tentacles, each between 2 and 3 ft in length whose touch causes paralyzation on a failed saving throw in Man-Types. They may attack Man-Types solely out of hunger when easier to obtain carrion is not available. These creatures can climb along walls and ceilings as readily as floors which allows them to compete with slimes, puddings, and oozes.

## Demon

Demons are inherently spiritual beings of chaos existing in one or more of the Spiritual Planes or “Outer Planes” of existence. They are often in league with dark and chaotic deities and/or demon lords. They are thankfully incredibly rare on the Physical Plane where they must possess a body like a Rakshasa or manifest in physical form. They are generally only found on the Physical Plane when summoned by means of Anti-Cleric rituals, cursed items, or by spells such as Gate. They may also be encountered by the unlucky traveler in the Ethereal Plane where they attempt to tempt or torment lost souls into damnation and on the Astral Plane where they often are “guiding” a damned soul to its fate in some hellish Spiritual Plane.

In the third supplement to the original game, demons were presented in a relatively organized manner classified by type, a Delving Deeper Companion takes a different approach. In medieval literature and art, demons are often presented as a mixture of animal and human features, ugly, often horrific, but able sometimes to take pleasing forms in order to tempt the unwary into wickedness. Demons were thought of as beings of complete wickedness and evil (chaos) unwilling to serve another, rebellious unless cowed by absolute might. A Delving Deeper Companion therefore suggests that each demon be an individual with no two being exactly alike. When placed in an adventure, these beings should be hand crafted and their role played by the Referee with absolute guile, trickery, brutality, and most of all no mercy! They are never on the side of Man-Types. They may aid any specific Man-Type or Anti-Cleric but will always use them and betray them in the end.

When introducing demons into the campaign, the players should be kept guessing as to what is going on or even the true nature of their enemy. Demons represent some of the highest level threats the player characters can face, at no time should they say “Oh, it is just a Vrock, hit it with your +1 sword!”

That being said, there is nothing wrong with using a classic “Marilith, Glabrezu, or Hezrou”. Use them as examples if one is so inclined. A Delving Deeper Companion instead of giving defined and solid statistics for every type of classified demon proposes guidelines for the Referee to create their own. Two examples of demons are given for the Referee; one physically manifested on the Physical Plane and the other possessing a body of a hapless person turning it bestial in features and behavior. The first example is the dreaded Gothrog on page 100 of the *Delving Deeper Reference Rules Compendium* and the second is the Rakshasa presented in this work.

Due to their chaotic and rebellious nature, demons may be unclassifiable. There are some general terms however, at the Referee’s discretion, that could be used by the church and clerics in a classic medieval fantasy campaign world such as:

**Imp**-demons of the smallest physical manifestation and the least powerful.

**Succubus**- demons of temptation, especially of a sexual nature which take on a female form.

**Incubus**-demons of temptation, especially of a sexual nature which take on a male form.

**Demon Lord or Lady**-demons of the greatest, possibly god-like power, able to command other demons to do their will and at the Referees discretion grant some Anti-Clerics their spells. They are the master schemers plotting the downfall and corruption of all Man-Types.

Though highly individualistic, all demons do have some characteristics in common. All have **Darkvision** and can see in complete darkness. They are all able to **speak all known languages** though their native language is Chaotic. They can **Teleport** themselves or others at will without error and also cast **Darkness** at will. They can also cast the **Gate** spell to call other demons of equal HD to their own (or fewer) to their side but with varying degrees of success. The weaker the demon the smaller the chance that their call will be answered usually starting at 10% success rate for a 6HD demon and going up 5% for each HD thereafter.

Demons need never check morale and cannot be subdued, they will either fight to the death or retreat if it fits their greater plan. Any demon slain on the Physical Plane is not actually destroyed but forced back to its Spiritual Plane where it festers for a century building its strength to eventually manifest on the Physical realm again.

Demons will never willingly serve another. If forced to serve through magic or threat they will continually seek to trick, beguile, control, or slay their master/captor. Each demon has an individual name which it will guard at great cost. In order to Gate or somehow summon a demon to service, its name must be known.

Lastly, demons are inherently spiritual beings even when physically manifested, therefore all demons are **unaffected by normal weapons** and they are highly **resistant to magic**. The weakest such as imps, can be harmed by silver weapons but the more powerful only by magical weapons with demon lords needing a +3 or better weapon. The weakest 6 HD demons have a 50% chance that any magic spell will not affect them and this chance goes up 5% for every additional HD the demon has.

### **Other Suggested Demonic Powers usable at will:**

1. Detect Invisibility
2. Telekinesis
3. Fear
4. Levitate
5. Pyrotechnics
6. Polymorph
7. Phantasm
8. Detect Magic
9. Comprehend Languages
10. Dispel Magic
11. Symbol: Fear or Discord

12. Charm Person
13. Project Image
14. Become Ethereal

**Incubi and Succubi** have the following powers:

1. Become Ethereal
2. ESP/Sixth Sense
3. Clairvoyance
4. Charm Person
5. Suggestion
6. Alter Self
7. Level drain with a kiss

### **General guidelines:**

Referees are free to be creative in deciding the look of any particular demon. Imps being the smallest and weakest of demons tend to be around dog size while demon lords or ladies are equal to giants in stature. Incubi and Succubi tend to be human in appearance, incredibly beautiful or handsome but always with something that just isn't right. Maybe it is small horns, an unnatural smile, a tail, bat wings, or an unnatural scent. Often these features are not immediately apparent or hidden.

Other than these two generalizations feel free to combine the worst features of various animals with humanoids. Cloven feet with bent goat like legs, scaly skin, crab like pincer hands, bat like leathery wings, a beautiful fanged female face, curled ram's horns, glowing cat like eyes, a repulsive smell of sulphur and brimstone? Any or all of them could be possible. Movement rates can vary based on the chosen features. If the demon has bat wings, then give them the same flight speed of a Giant Bat. If spider legs are given then allow them to climb walls and the movement rate as a Giant Spider.

Similar guidelines are given for damage done. If the chosen demon is man size or smaller, then the usual 1d6 damage per attack is suggested. If Ogre size then 1d6+2 etc. It is also suggested that if the chosen form includes an animal defense form, then allow damage or special attacks of that form. For example, if the demon has crab like claws perhaps 1d6+2 damage per attack could be allowed. If the demon has a scorpion like tail than allow for poison etc.

The Referee can also exchange one or more of the listed demonic powers for extra special or supernatural attack forms. For example, the Gothrog has the ability to immolate causing 2d6 damage as well as carrying a large flaming sword and flaming whip but have almost none of the other suggested demonic powers.

Lastly, it is suggested that any magic weapons or armor that the demon may be equipped with (but not necessarily in their treasure horde) act as a cursed or chaotic item. For example,

perhaps the demon has a +2 sword using it against the player characters but upon defeating the fiend the sword either disappears, melting away as the demons body melts into a puddle of foul corruption, or acts as a cursed sword -2 for the unfortunate character that decided to pick it up, or as a +1 magic sword but +2 vs. Lawful types.....maybe with intelligence of its own and of course chaotic alignment.

**Imps** will have 6 HD and 1d4 of the listed powers, AC 5 to 3, Magic Resist 50%, Gate Success 10%, and Treasure Type B.

**Incubi and Succubi** will have 6 HD with their listed powers, AC 9, Magic Resist 50%, Gate Success 20% and Treasure Type I

**8 HD Demons** will have 1d6 of the listed powers, AC 4 to 2, Magic Resist 60%, Gate Success 20%, Treasure Type B

**10 HD Demons** will have 1d8 of the listed powers, AC 3 to 1, Magic Resist 70%, Gate Success 30%, Treasure Type C

**12 HD Demons** will have 1d10 of the listed powers, AC 2 to 0, Magic Resist 80%, Gate Success 40%, Treasure Type D

**14 HD Demons** will have 1d12 of the listed powers, AC 1 to -1, Magic Resist 90%, Gate Success 50%, Treasure Type E

**16 HD Demons** will have all the listed powers, AC 0 to -2, Magic Resist 90%, Gate Success 60%, Treasure Type F

- Note: Variations in AC are due to possible variations in the demon's form. Scaly or chitinous skin, thick hides and/or particularly dexterous body types that make them harder to hit.
- Note: All spells and/or special powers that imitate spells are cast at a spell level equal to the demons Hit Dice.

**Demon Lords and Ladies** have 18 or more HD, all the listed demonic powers plus 1d10 other powers from the list below, AC -1 or better, Magic Resist 90%, Gate Success 90%, and multiple Treasure Types with E, F, and G being suggested.

**Demon Lord or Lady Additional Powers:**

1. Feeblemind
2. Lightning Bolt
3. Fireball
4. Wall of Fire
5. Animate Dead
6. Baleful Polymorph
7. Time Stop

8. Power Word Stun
9. Symbol: Any
10. Hypnotism

### **Table 1. Basic Form of the Demon (Roll d6)**

1. Animal head (Table 2), human body with a tail, wings, and a Demonic Attribute (Table 3)
2. Animal head (Table 2), body of a different animal (Table 2), and a Demonic Attribute (Table 3)-make the demon bipedal unless a sinuous body such as a centipede or snake is rolled...or desired.
3. Human head and torso with a tail, animal legs (Table 2), wings, and Demonic Attribute (Table 3)
4. Human head and torso with a tail, animal arms and legs (Table 2), and Demonic Attribute (Table 3)
5. Human head, animal body (Table 2), wings, and Demonic Attribute (Table 3)
6. Resembles a large version of a normal animal but with a Demonic Attribute (Table 3)

### **Table 2. Demon Animal Feature (roll d100)**

1-2-Ape	25-26-Eel	49-50. Maggot	73-74. Scorpion
3-4-Baboon	27-28-Elephant	51-52. Moth	75-76. Spider
5-6-Bat	29-30-Fish	53-54. Octopus	77-78. Squid
7-8-Bear	31-32-Frog	55-56. Ox	79-80. Stag
9-10-Beetle	33-34. Goat	57-58. Rat	81-82. Tapeworm
11-12-Boar	35-36. Hawk	59-60. Raven	83-84. Tick
13-14-Bull	37-38. Horse	61-62. Roach	85-86. Toad
15-16-Cat	39-40. Hyena	63-64. Slug	87-88. Vulture
17-18-Centipede	41-42. Jackal	65-66. Snail	89-90. Wolf
19-20-Crab	43-44. Leech	67-68. Snake, Viper	91-92. Worm
21-22-Crocodile	45-46. Lizard	69-70. Snake, Constrictor	93-94. Slime
23-24-Dog	47-48. Lobster	71-72. Snake, Rattler	95-96. Tentacles
97-98. Roll again and exaggerate a detail (extra wide mouth, no eyes, incredibly long claws etc.)			
99-100. Roll again and mutate a detail (mouth opens vertical not horizontal, multiple eyes, two tails, etc.)			

### **Table 3. Demonic Attributes (Roll a d20)**

1. Additional arms or legs (possible extra attack/Turn, or faster movement rate)
2. Body appears scorched or damaged (possibly inflict Strength loss or debilitating pain/paralysis/stun with each attack)
3. Body is deformed in some way (hunchback, unnaturally long arms, etc. possibly longer attack range or special attack)
4. Chitinous, armored, scaly, or thick hide skin (possibly giving the best AC for Hit Dice)
5. Covered in sores or boils (Possibly inflicting a Save vs. Poison or suffer disease)
6. Crawling with insects, snakes, slugs, leeches, worms (possibly able to cast Insect Plague or Creeping Doom 1/day)
7. Dripping with poison, acid, or slime. (Possibly requiring Save vs. Poison, or extra acid damage, or green slime)
8. Eyes of Flame (possible special vision i.e. True Seeing, hypnotism, inflict inappropriate emotion, or confusion)
9. Grossly Fat (possibly inflicts Charisma loss, or Constitution loss with each attack)
10. Incorporeal or mist-like form (possibly inflicts cold damage or level drain with each attack)
11. Long tail with stinger (possible extra attack/Turn with Save vs. Poison needed)
12. Parts of it mutate from one form to another periodically (possible intermittent special attack)
13. Unnaturally tall for body type (possible long attack reach)
14. Surrounded by toxic gases (all those in melee range must Save vs. Poison)
15. Surrounded by flame or heat (possible extra heat damage with each attack)
16. Two heads (Surprise on an 8 on a d8, may possibly cast or create more than one spell effect/Turn)
17. Tremendously long tongue (possible extra attack/Turn)
18. Unnaturally skinny or emaciated (possible Strength loss or decrease of total possible Hit Points with each attack)
19. Unusual armor (made of bone, made from living souls, etc. )
20. Unusual weapon (flaming, barbed, etc.)

## Phase Cat

**No. Appearing 2-5, No. in Lair 2-5, AC 4, Move Rate 15. HD 6, Lair Nearby 35, Treasure Type D, Align C**

These creatures resemble a large gray or black puma but with six legs and two large tentacles that grow from its shoulders. In darkness its eyes will glow a hellish green and they will always appear to be about 3 ft from their actual position which gives them all the benefits as if wearing a Cloak of Displacement. They have a high magic resistance thus they make saving throws against all forms of magic as if they were a 12<sup>th</sup> level fighter. Their primary attack form is through the two tentacles which are armed with sharp, toothy edges which are capable of inflicting horrible wounds, their claws and bite however are no less deadly.

## Dark Elf

**No. Appearing 2-12, No. in Lair 20-240+, AC 5, Move Rate 12, HD 2, Lair Nearby 25, Treasure Type G, Align C**

Underworld cousins to the surface elves, they will raid all surface-dwellers but especially elves whom they hate the most. They typically will wield swords and short swords often with one in each hand. Dark Elves are able to use two weapons of the same size such as two swords or two hand axes without problem. When using two weapons of other than small size they get the normal +1 to attack but also a +1 to damage. In addition, they often use light crossbows whose bolts are coated with a paralytic poison (save or be paralyzed for 1d6 Turns). Dark Elves are extraordinarily stealthy surprising foes on 3-6 on a d6. They are also highly resistant to magic receiving a +4 on all saving throws to resist it but are sensitive to light suffering a -1 to attack, saving throws, and morale in daylight.

Dark elves are generally highly chaotic and evil minded, they are even rumored to worship demons and their like. They are most often encountered in patrols or raiding parties but it is thought that strongholds as wells as towns and cities exist within the Underworld.

For every 40 dark elves encountered there will be a leader of Heroic levels. Usually, this is a Fighter or Magic-User with a 50% chance of this leader being both. For every 80 dark elves encountered there will be an additional Superheroic leader of both the Fighter and Magic-User class. Some sages say that these leaders are actually female Anti-Clerics of Heroic or Superheroic levels. Leaders may be equipped with magic items at twice the chance of men.

## Harpy

**No. Appearing 2-12, No. in Lair 3-18, AC 7, Move Rate 6/15, HD 3, Lair Nearby 20, Treasure Type c, Align C**

Harpies have the lower bodies and wings of eagles with torsos and heads of human females. They are always opposed to mankind and their like, and will attempt to kill all they can. By

means of their singing, Harpies can lure men to them, enchant them with powerful charms, kill them, and devour them. Upon hearing a harpy sing any Man-Type not making its Saving Throw vs. Magic will be “stunned” and immediately proceed towards the Harpy. If the Harpy can then touch them, it will inflict a Charm Person upon the creature.

## Lich

**No. Appearing 1, No. in Lair 1-4, AC 3, Move Rate 6, HD 10+, Lair Nearby 100, Treasure Type A2, Align C**

These undead creatures were once Magic-Users of great power and knowledge who succumbed to the temptation of immortality and power but at great cost. They are now skeletal corpses with glowing eyes reflecting their great intelligence and unbreakable will. Liches are a minimum of 12<sup>th</sup> level as a Magic-User though some few may be Anti-Clerics. Most liches are around 18<sup>th</sup> level. They can employ any and all spells usable at their appropriate level with the addition that their touch causes paralyzation without the benefit of a saving throw. The mere sight of a Lich will make Normal-Types flee in fear.



## **Lycanthrope: Wererat**

**No. Appearing 1-10, No. in Lair 8-32, AC 7, Move Rate 12, HD 3, Lair Nearby 35, Treasure Type C, Align C**

Wererats have all the general characteristics of lycanthropes. They are often highly intelligent and when well fed, will try to capture, and hold persons for ransom. They can employ all forms of weaponry. They can assume the form of a normal man and will often do so in order to fool or recruit others but in general prefer to maintain a hybrid shape between giant rat and man. To further their goals, they can move very quietly, the equivalent of a 7<sup>th</sup> level Thief and also have the ability to control rats and giant rats much like a Vampire.

## **Lurker**

**No. Appearing 1-4, No. in Lair 1-6, AC 6, Move Rate 9, HD 10, Lair Nearby 90, Treasure Type Nil, Align N**

This beast of the underworld somewhat resembles a large manta ray. Its grayish belly is so textured as to appear to be stone. The Lurker typically attaches itself to a ceiling where it is almost impossible to detect (chance of hiding is 2-6 on a d6) unless prodded. They move about by means of a gas which makes them naturally buoyant and by flapping their wing like appendages which can be over 20 ft from tip to tip. When disturbed the Lurker drops from the ceiling, smothering all creatures beneath it in the tough folds of its "wings." This constriction does 1d6 points of damage per Turn and the victim will smother in 1d4+1 turns regardless of damage taken unless the Lurker is killed or they are able to break free which is done by winning an overbearing attempt. Being unintelligent the Lurker will fight until dead. Prey caught in its grip can only fight with small or short weapons before they are smothered.

## **Mind Eater**

**No. Appearing 1-4, No. in Lair 2-12, AC 5, Move Rate 12, HD 8+3, Lair Nearby 50, Treasure Type F, Align C**

This is a highly intelligent, Man-Type creature usually inhabiting the Underworld. They often lair in small cabals of up to a dozen individuals but there are rumors of great cities of alien construction inhabited by such creatures. Mind Eaters are equipped with four tentacles by its mouth which it uses to strike its prey. If a tentacle hits, it will then penetrate to the brain, draw it forth, and the monster will devour it. It will take 1d4 Turns for the tentacle to reach the brain, at which time the victim is dead. A Mind Eater will try to flee if an encounter is going against it. Though their tentacles are deadly their major weapon is the Psi Blast, a wave of mental force with a 6" range and a width of 5 ft. All caught within the blast must make a special saving throw based on their intelligence or suffer the consequence listed below.

Intelligence	Saving Throw at Range			Effect of Psi Blast
	1 to 2"	3 to 4"	5 to 6"	
3-4	19	19	19	Death
5-7	17	16	15	Coma for 3 days
8-10	15	14	13	Sleep for 1 hour
11-12	13	12	11	Stunned for 3 Turns
13-14	11	10	9	Confused for 5 Turns
15-16	9	8	7	Enraged for 7 Turns
17	7	6	5	Feebleminded
18	5	4	3	Feebleminded

Magic-Users receive a +1 bonus and Clerics a +2 bonus to their saving throw. A Helm of Telepathy gives a +4 to the saving throw. When a saving throw is made the attacking Mind Eater is stunned for 3 Turns.

## **Eulebear**

**No. Appearing 1d3, No. in Lair 2-5, AC 5, Move Rate 12, HD 5, Lair Nearby 40, Treasure Type C, Align N**

Large creatures of foul and territorial disposition often attacking anything invading their region and fighting to the death. If they score a hit which is 5 points above what is required for them to make a successful attack or whenever a 20 is rolled for their attack roll, they will "hug" and "rend" their opponent doing 2d6 points of damage. Otherwise, they will attack with beak, and claw. A male will stand 8ft tall, and weigh 1,500 lbs. Their bodies are furry, tending towards feathers over the cranial region with an avian head. Their skin is very thick and tough.

## **Phase Spider**

**No. Appearing 1-6, No. in Lair 2-12, AC 4, Move Rate 6/15, HD 5, Lair Nearby 80, Treasure Type E, Align C**

These creatures appear to be nothing more than the greatest of spiders but are actually something far more. When attacking or being attacked, the Phase Spider can shift "out of phase" with its surroundings, to literally move into the spirit world of the Ethereal Plane, and bring itself back only when it is ready to deliver its poisonous bite. When out of phase they are impervious to normal weapons and their webs extend both into the physical realm and into the Ethereal Plane. A Phase Door spell will cause a Phase Spider to remain in the physical realm for 7 melee Turns.

## **Impaler**

**No. Appearing 2-12, No. in Lair 2-12, AC 3, Move Rate 1, HD 1 to 4, Lair Nearby 90, Treasure Type Nil, Align N**

Impaler's have a stoney outer casing making these creatures nearly indistinguishable from stalactites found on cave roofs. They are attracted by noise and heat moving to a position so that when a living creature passes beneath their position, they will drop from above upon it in order to impale, kill, and devour it. Of note, larger varieties lair with smaller varieties and will have higher HD in relation to size. When dropping onto their prey an Impaler will inflict 1d6 points of damage for each HD they have.

## **Rakshasa**

**No. Appearing 1-4, No. in Lair 2-8, AC 4, Move Rate 12, HD 7, Lair Nearby 20, Treasure Type F, Align C**

Rakshasa's are a Man-Type possessed by a demon, a spirit of chaos encased in flesh which it warps into a more bestial aspect perverting it to the demons liking. The possessed person is often a cultist having made a deal with the demon but are sometimes an innocent having been tricked or oppressed. Rakshasa's are fond of a diet of human meat, and as masters of illusion they usually are able to fill this desire. Rakshasa's are able to employ Sixth Sense/ESP at will, and then create the illusion of what those who come across them deem friendly or pleasant withholding their attack until their prey can be taken by surprise. Although capable of using weapons they prefer to use claws and teeth. They are also capable of using all Magic-User spells of 1<sup>st</sup> through 3<sup>rd</sup> level and all Anti-Cleric spells of 1<sup>st</sup> level and are themselves 55% percent resistance to any magic spell cast against them. Rakshasa's cannot be harmed by non-magical weapons but a crossbow bolt blessed by a cleric will do double damage. If more than 1 Rakshasa is encountered in its lair the group will usually have a dominant male and the rest will be females.

## **Ropy Pillar**

**No. Appearing 1-2, No. in Lair 1-3, AC 0, Move Rate 3, HD 10-12, Lair Nearby 90, Treasure Type D\*, Align C**

This highly intelligent monster appears to be a mass of foul festering corruption. The Ropy Pillar is cigar shaped and about 9ft long, with a diameter of 3 ft. It can stand upright in order to resemble a pillar or stalagmite or flatten itself at full length upon the ground so as to look like nothing more than a hump. The Ropy Pillar has six strands of strong, sticky, rope-like excretions which it can shoot up to 5" away. A hit causes the victim to make a Save vs. Paralysis or have their Strength score temporarily decrease by 50% for 1d3 Turns. The Ropy Pillar then draws its prey into its toothy maw to be devoured. The chance to break free from one of these strands is the same as an Open Doors check (pg. 10) and each Turn the Roper will drag the victim 10 ft

closer to it. This yellowish-gray beast is unaffected by lightning, cannot be charmed, takes half damage from cold attacks and receives a +4 on Saves vs. Magic. It is however susceptible to fire receiving a -4 to any saving throws against fire-based attacks. Any treasure found will usually only be metal in nature as it will literally devour most anything else. Any gems will be found only by cutting open the creature and searching its gizzard like organ in which they accumulate, there will however be 3d8 of them instead of the usual 1d8 for their treasure type.

## **Corrosion Beast**

**No. Appearing 1-2, No. in Lair N/A, AC 2, Move Rate 12, HD 5, Lair Nearby N/A, Treasure Type Nil, Align N**

These seemingly inoffensive creatures are voracious eaters of ferrous based metals. Any successful attack or even the slightest touch by a Corrosion Beast on such metals will corrode and rust these metals nearly instantly. Each attack usually indicating another item (armor, shield, helmet, weapon) ruined. They generally however do not attack the wielder of such items except in self-defense. Magic weapons, and armor are granted a saving throw (page 59) but will otherwise rust and fall to flakes. Corrosion Beasts are fast and tenacious, being highly attracted to the smell of iron-based metals in their vicinity and when alone will devour any rust it had caused.

## **Sea Devil**

**No. Appearing 10-60, No. in Lair 100-1000+, AC 4, Move Rate 6/30, HD 2, Lair Nearby 30, Treasure Type A and F, Align C**

These dwellers of underwater cities are not true devils or even beings of a spiritual nature but in many ways their common name is appropriate as they are inexplicably evil and a constant threat to man, merman, beast, and fish. As a species they seem to only befriend sharks of various types. These creatures are unable to breath air but can clumsily move on land or on board a ship at a movement rate of 6 usually with the goal of grabbing their victim and dragging them into the water to drown or fight on their terms. In the water these creatures are fast and graceful, moving under most conditions at a rate of 18 but once per hour or so can charge forward for one turn at a speed of 30.

They have a tough almost reptilian hide, large reptilian eyes, and a leech like mouth full of razor-sharp teeth, and fin like growths on the sides of their heads like ears giving them an almost alien like appearance. They have pincer like hands and clawed, webbed, feet which allow them to swim and attack or even grasp weapons at the same time and a rudimentary tail which they use to help steer and propel them forward much like an alligator might.

When fighting these creatures favor using a poisoned tridents and a net to capture and subdue victims but can bite with their leech like mouths, whip with their tail, claw with their feet or even use their pincer like hands to bone crushing effect. Sea Devils can see well in the dark

particularly under water but their sensitive eyes make them suffer a -1 to attack, damage, morale, and saving throws in daylight or a Continuous Light spell.

Sea Devil cities are believed to house both Heroic and Superheroic level Fighters as well as Magic-Users, and be guarded by any number of sharks and giant sharks.

## **Shambling Vegetation**

**No. Appearing 1-3, No. in Lair 2-7, AC 0, Move Rate 6, HD 6-9, Lair Nearby 25, Treasure Type I, Align N**

Shambling Vegetation appears as a sickly or discolored bush but is actually an intelligent form of vegetable life. It is generally between 6 and 9 ft in height, with a girth of about 6 ft at its base and 2 ft at its top. If provoked the Shambling Vegetation will attack with thick woody “branches” which act as a mace. The brain of the Shambling Vegetation is located in its mid portion protected by thick fibrous layers making it difficult to penetrate to its only vital area. Most hits do little damage as symbolized in its AC of 0. Its constitution is generally wet and slimy so most fire attacks have no effect. Lightning causes the creature to grow adding 1 HD per lightning attack. Cold attacks do only half damage and all weapons only score half damage. The Plant Blight is also capable of flattening itself, so that crushing attacks only do half damage. Spells like Speak with Plants, Plant Growth, Anti-Plant Shell, Hold Plant etc. and potions of Plant Control are fully effective against these creatures.

## **Styrge**

**No. Appearing 2-12, No. in Lair 3-30, AC 7, Move Rate 18, HD 1, Lair Nearby 55, Treasure Type D, Align N**

Large, bird like creatures, with long proboscises and four bat like wings. They resemble something like an evil-looking, flying ant eater with clawed feet. Styrges are attracted to warm blooded creatures, and when a hit is scored by one it indicates it has attached itself to its prey in order to suck its blood. Thereafter it will drain blood at the rate of 1d4 points per Turn until the prey is dead. The Styrge will grow progressively bloated in the process of feeding and when sated move out of the area at half its normal movement rate to digest its meal. Styrges attack as if they are a 4<sup>th</sup> level Fighter despite having but 1 HD.

## **Chthonic Hulk**

**No. Appearing 1-4, No. in Lair 2-8, AC 2, Move Rate 6, HD 8, Lair Nearby 50, Treasure Type E, Align N**

These hulking bipedal creatures are 8ft tall and 5ft wide and prize the flesh of Man-Types. They have insectile like heads with gaping maws flanked by pairs of long exceedingly sharp mandibles. Chthonic Hulks travel on two legs and if viewed from the front its four eyes cause

Confusion if a Save vs. Magic is not made. Its claws are harder than iron, causing 2d6 damage when used as weapons. They can burrow through solid earth at a rate of 10ft/Turn.

## **Yeti**

No. Appearing 1-6, No. in Lair 2-12, AC 6, Move Rate 12, HD 4, Lair Nearby 10, Treasure Type D, Align C

Inhabiting only regions of ice and cold, Yeti's are seldom encountered by most Man-Types. Those that do, seldom live to tell the tale as Yeti's are fond of Man-Type flesh. If found in their lair there is a 5-6 on a d6 chance that 1d3 females are there in addition to the normal lair numbers with 1d4+1 young. Because of their adaptation to cold, Yeti's are susceptible to fire and attacks employing heat do 50% more damage than normal. The typical male is about 8ft tall and weighs 350 lbs and is covered in white fur that blends in well with ice and snow giving them a 2-6 chance on a d6 of hiding in such an environment. When attacking, if they score a hit which is 5 points above what is required for them to make a successful attack or whenever a 20 is rolled for their attack roll, they will "hug" their opponent doing 2d6 points of damage. Lastly, if a Yeti can successfully surprise their prey they can of course choose to simply attack or they can attempt to use their gaze to "Stun" an opponent who fails a Save vs. Paralysis.

## **Treasures**

### **Adjustment to the Magic Armor Table on Page 113**

Not all magic armor found is plate mail. There is a possibility of finding other types of armor.

On a roll of a d6

- 1-2 Leather Armor
- 3-5 Mail Armor
- 6 Plate Armor

### **Optional Magic Items**

When it comes to more "things," more options, more Feats, more Skills, more Classes, more Races, more Powers, more Super Powers, more Magic, more Magic Items.....etc. sometimes it all becomes too much. The point of it all gets lost in all the details, we struggle to find the best options for "min-maxing" everything. The quality of the game gets lost in the quantity of gaming material. An interesting statement coming from a document giving players and Referee's more options!

The following list of "new" magic items is rather small, this is intentional. The magic items already listed in the Delving Deeper rule set are potentially enough to last many years of game play and any others needed could be created by the player characters themselves or be campaign specific and a creation of the Referee for their campaign setting. Instead of a glut of

new flashy items this document encourages making the existing magic items “special,” they are the wonders of “mans” (or Man-Types) creation, the “high technology” or “proof” of divine intervention in a medieval fantasy campaign setting.

A Delving Deeper Companion encourages making magic items distinctive and unique. Give each magic item a name. King Arthur did not wield a “Sword +3” and neither should any player hero. This could also be said about spells. It is doubtful that men of different lands, cultures, and even different races such as elves all call the magic arrow spell, “Magic Arrow!” Why not “Elf Shot” in one land and “The Bow of Rhule” or even “Shin’ Ru-Gebur,” in another? In some cases, especially when first found, and the players have little knowledge of a magic item, it may be known simply as “a mighty blade,” “a wand of flame.” Even better, they could name it for the enemy it was taken from, “Troll Slayer” or “The Fire Stab of Rinfarguls Horde.”

Over time, the players may find a way to identify the magic item or learn its back story and why not eventually give every magic item a backstory? Then even that Battle Axe +1 acquires a sentimental value. It is a chance for the Referee to make their campaign world come alive. That Battle Axe +1 might have been the axe a dwarven hero wielded in a legendary battle against the orcs of Findur’s Valley. When all the people of the town the players come from look at that item with respect and maybe awe, there may be some second thoughts about tossing it when that player character comes across a “+2” weapon.

Another encouragement is to give magic items a unique description such as “the blade glows a sickly green as if oozing toxic fumes,” or “the ring bears strange runes that seem to wriggle before your eyes.” Even a scroll or potion can become something interesting when the Referee describes them in unique or rare bottles or written with rare inks and on unique parchments possibly bearing a legendary Magic-Users wax seal.

One last idea is to give some magic items unique minor characteristics. These should not change the items stats but add flavor to the item such as giving that “Sword +1” an additional +1 to Morale Checks, or a magic cloak the additional power of never getting dirty enabling a possible +1 to Reaction Checks? Then the quality of one’s decisions become more nuanced. If a player character is leading men into battle, does he or she wield their Spear +2 or the Sword +1 which also gives a +1 to Morale Checks? Quality over quantity.

**Chime of Opening:** A set of jeweled chimes that when playing in a particular order of notes will open any locked item within 3”. This will generally function once per day but a Bard can coax two additional uses out of the instrument per day but at diminishing effectiveness the second use only works on average quality locks or the like and only if 2” away or closer. The third use only works on the poorest quality locks and even then, only if 1” away or closer.

**Dust of Disappearance:** One pinch of this magical dust is enough to cause all objects within a 10ft radius of the user to turn invisible in the same manner as the 2<sup>nd</sup> Level Magic-User spell but only for a duration of 5d6 Turns. One bag will have sufficient pinches of dust for 25 uses.

**Rhune Stones:** These are incredibly rare and valuable magical stones of various shapes, that when let free will float in the air circling and trailing their owner and thus bestowing their benefits. They are usually found singly and the Referee is encouraged to roll a d10 to determine which type is found.

Color	Shape	Ability
1. Incandescent Blue	Sphere	+1 level to spell casting ability
2. Scarlet and Blue	Sphere	+1 to Intelligence
3. Deep Red	Sphere	+1 to Strength
4. Pink	Ellipsoid	+1 to Constitution
5. Pink and Green	Ellipsoid	absorbs up to 4 <sup>th</sup> level spells*
6. Pale Green	Ellipsoid	absorbs 5 <sup>th</sup> through 8 <sup>th</sup> level spells*
7. Pale Lavender	Spindle	Sustains user without food or water
8. Pearly White	Prism	Regenerates 1 hit point per Turn
9. Clear	Prism	Stores 2-12 spell levels
10. Gray	Any	Dead Stone (no value)

- After absorbing 1d6x10 spell levels the stone will burn out and turn a lusterless gray and can never be restored.

Rhune stones must trail and circle the user in order to bestow their benefits. It is possible for an enemy or Thief to steal, net, or grasp, (with a successful Subterfuges or Attack roll) a stone and thus separate them from their owner.

**Fochlucan Harp:** This is a magical instrument whose arcane powers are usable only to a Bard (or if the Bard class is not utilized than by anyone who has been trained in the proper songs). The use of this instrument allows the Bard to “Mesmerize” as if one level higher than they currently are. In addition, three special or enchanting songs can be played which produce a spell effect similar to the Magic-User spells of the same name. These are: *Protection from Evil*, *Light*, and *Shield*. Each are usable but once per day.

**Lyre of Mac-Fuirmidh:** This is a magical instrument whose arcane power is usable only to a Bard (or if the Bard class is not utilized than by anyone who has been trained in its proper use). The use of this instrument allows the Bard to “Mesmerize” as if one level higher than they currently are. In addition, it can produce a special enchanted song that acts exactly like the Magic-User spell *Invisibility* except that the effect lasts as long as the Bard continues to play the instrument. While invisible the Bard can still be heard and thus potentially found by the sound of the Lyre which seems to come from nowhere. Normal-Types however are likely to be bewildered by the “music from nowhere.” Any attempts to hit the Bard are at a -4 while he or she is invisible. Note: the instrument does require two hands to play so fighting, opening most doors, casting spells, etc. may well be impossible when the Lyre of Mac-Fuirmidh is being played.

**Mace of Disruption:** A mace which appears to be nothing more than a +1 mace, but when it strikes an undead creature with a roll of a natural 20 the creature will be utterly destroyed in the same manner as if turned by a 9<sup>th</sup> level Cleric. Note: If the undead could not be otherwise destroyed by a 9<sup>th</sup> level Clerics Turn Undead ability than that undead will also not be destroyed by this weapon, though normal damage still applies.

**Necklace of Water Breathing:** When worn this necklace grants the wearer the ability to breath underwater. Note: no skill in swimming is granted by this item but it does make it nearly impossible to drown.

**Oil of Ethereality:** When anointed with this substance the user is able to go through solid substances at will. Essentially, they “shift” into the spirit realm. Note that when so anointed the user is not able to handle normal objects as his or her hands and body would pass through them. The Duration is 7-12 Turns.

**Pipes of the Sewers:** Small wooden pipes which when played summon 1d6x10 giant rats over 1d4 Turns. The rats will obey and follow the player of the pipes as long as he or she continues to play.

**Prayer Beads:** These are beads on a string, usable only by Clerics (as well as Paladins and Mystics if these optional classes are utilized) for aid in their prayers and on a more limited basis by Monks. Most prayer beads are made of wood, ivory, or polished stone though varieties made of semi-precious or precious stones do exist. Rarely, one may find a set of prayer beads that are holy or enchanted in some manner. Two such varieties are:

**Beads of Atonement**-these allow the user to atone for transgressions that have caused them to change alignment or status. The simplest use for this is in reversing the effects of a Helm of Alignment Change. Note that the user in this case would not willingly use this item but must be tricked into using this sacred item granting them ease of mind and a sudden understanding of what happened to them. It is possible for a cleric who had become an Anti-Cleric through abuse of their divine granted miracles (spells) to atone for these “sins” and recover their status as a Cleric. This is also the case with a Paladin who inadvertently committed a chaotic act. The number of uses or “charges” of this item is at the Referees discretion as many gods have little patience for “repeat offenders.”

**Beads of Karma**-these allow Clerics to cast their spells (miracles) as if one level higher than they actually are. All level dependent variables are increased by one level including Turning the Undead. These beads will also raise the effect of the Monk abilities of Simulate Death, Stillness of Mind, Perfection of Body, and Perfection of Mind by one level.

**Note on identifying magic items:** In the original game, as well as *Delving Deeper*, magic items are a bit of a nebulous affair. They could be a great boon or a crippling curse. They don't just come out and tell you what they are and what powers they have.....well, maybe some swords do. There is no easy "Identify," spell to give you all the answers as to what your characters new item does. There are some potential magics that could help. Some suggestions are:

*Detect Magic*, which can let you know if the item even is magical or not but not much else.

*Detect Evil*, which can let you know if an item is malicious or cursed.

*Read Magic*, this could be great if something is written on the item, like those wriggly runes from the ring example above. This could also help finding out command words for wands, staffs, etc.

Other than these three all other options come only at higher levels, *Speak with Dead* may work assuming the dead person that you robbed of its magic shield even knew what properties the shield had, but that is a spell for a 6<sup>th</sup> level Cleric! The others are no better for Normal-Types or the average adventurer. Spells such as *Commune*, *Contact Other Plane*, *Legends and Lore*, or a *Wish*, could all work but only come at Superheroic levels. In this, the optional Bard Class could be a great help, they being the repository for all those old legends and item backstories. Otherwise, the player characters only options are experimentation and possibly hiring a Sage. In some cases, if the item is of a holy or unholy nature, they could ask the church.

All this mystery and detective work in regards to magic items can be a lot of fun and adds to the significance of each magic item found, but can also be a point of frustration if tediously handled. One suggestion is to reward observant players. As an example of this, one could "standardize" the fluid color of potions. To clarify, maybe all potions of Curing are red? All potions of Invisibility are white. Over time as the players encounter and then re-encounter these potions they may start to catch on and as a reward for paying attention they are better able to identify one of the most encountered type of magic item.

Referee's may feel free to use the potion color list below or alter it as they will. Other such lists could be created using other items. Resistance to Fire rings may always use rubies, or Regeneration rings jade. It is harder than many think to figure out the best way through a trap, finding a lost ruin based on potentially false rumors, understanding clues, solving riddles, and discovering the properties of magic items. Reward observant and engaged players!

## **Potion Color Table**

Abbreviation	-Fluorescent Blue
Animal Mastery	-Tan
Curing	-Red
Deception	-various
Dragon Mastery	-Dark Brown, maybe with some clue as to the dragon type controlled on the bottle?
Exaggeration	-Fluorescent Purple
Extra Curing	-Dark Red
Flight	-Sky Blue
Gaseous Form	-Gray
Giant Mastery	-Brown
Giants Strength	-Dark Orange
Haste	-Pink
Heroism	-Purple
Inviolability	-Mercury, or metallic silver
Invisibility	-White
Mastery over Men	-Light Brown
Plant Mastery	-Green
Poison	-various
Polymorph	-Mauve
Resistance to Fire	-Orange
Sixth Sense	-Lime Green
Treasure Detection	-Metallic Gold
Undead Mastery	-Black
Water Breathing	-Dark Blue
Weightlessness	-Yellow
X-Ray Vision	-Metallic Copper
Youthfulness	-Clear

## **Appendix: Optional Character Classes**

All the character classes that follow are optional, and might be best introduced to a campaign as the player characters explore the campaign world, meeting members of these classes first as NPC's or even as enemies. In some cases, such as with the Paladin, perhaps an existing character reaches 4<sup>th</sup> level and is knighted into a holy order? Perhaps a Thief is pressured into the Assassins Guild?

All of these classes have become classic player options since their first appearance in the 1970's and have seen many variations and iterations over time. The variations given here are based on their original incarnations. In some cases, they have been altered only enough to make them compatible with *Delving Deeper: Reference Rules Compendium* or given a small bit of interpretation for context on how they may fit into a classic medieval fantasy campaign based on just *Delving Deeper*.

**A note on subclasses:** Both the Ranger and the Paladin are Fighter subclasses and share the Fighter Attack Matrix and Saving Throw progression. The Paladin also shares the Fighter Hit Dice progression whereas the Ranger has their own. For most of the Ranger's career they benefit from the highest possible Hit Points of all the classes but as they reach further into the Superheroic levels their Hit Dice progression slows as they devote more time to learning and possibly teaching (their followers or other Rangers) the lost arts and past mysteries of their class as expressed by their progressing ability to cast spells. So, with enough time and higher levels, the Fighter class, (and possibly others) could eventually over take the Ranger in Hit Dice and Hit Points.

Lastly, Paladins and Rangers are not Fighters, they have many special abilities or talents all their own. They do not share the Fighters ability to attack more than once against Normal-Types, nor do they give a +1 to Morale checks at 4<sup>th</sup> level or develop awareness of invisible foes at 8<sup>th</sup> level etc. They do however share the Fighters ability to use all weapons and armor including magic swords.

In the original game, the use of bows and especially swords, was the purview and a great benefit of the Fighting-Man for it was only magic swords that could be endowed with intelligence, special powers, and a purpose all their own. In fact, half of all magic swords found in the original game might have just such powers. *Delving Deeper* has mostly followed these traditions by not granting the Thief class the use of swords and with 50% of all magic swords having the possibility of some form of intelligence (page 126).

In support of, and respect for, this aspect of the original game, this work suggests that only Fighters and Fighter subclasses be able to use swords. Later classes that were granted the use of all weapons such as the Thief, the Monk, the Bard, and the Assassin, have been modified slightly to reflect this. If the Referee would rather have these classes play as they were

originally written (after the changes to that game brought on by the supplements which Delving Deeper doesn't include) then simply grant these classes the use of all weapons.

It should also be noted that several classes are granted ability in some or all of the Thief classes Subterfuges. They are however not Thieves. Monks, Assassins, and Bards do not share the Thieves ability to backstab, are not granted the ability to decipher written documents at 3<sup>rd</sup> level, or to utilize Magic-User scrolls at 9<sup>th</sup> level and Wands at 12<sup>th</sup> level.

Lastly, some subclasses as originally written had level limits placed on them. A Delving Deeper Companion has done away with these level limits following the guidelines as written on page 19, for those wishing to go "Beyond Level 12."

## The Paladin Class

Paladins are a subclass of Fighter and are generally perceived as a holy-warrior or western version of a fighting monk generally belonging to a knightly order such as the historical Knights Templar or Knights Hospitallers. Paladins in all cases are human and must be of Lawful alignment with a charisma score of at least 17. Paladins are the embodiment of the chivalric religious knight, going on crusade, protecting pilgrims, lending aid to the weak and innocent. They are so much so that they must always do lawful deeds, any willful chaotic act will revoke their status of Paladin, and it can **never** be regained, being forever then of the fighter class. In order to fulfill their mission, Paladins have several special abilities as listed below.

**Saving throws:** Paladins are treated as Fighters regarding saving throws except all saves are at a +2 bonus. So, for example, a 1<sup>st</sup> level Fighter requires a roll of 16 or better on a d20 to avoid the hazardous effects of a spell, the Paladin would only need a roll of 14 or better.

**Hit Dice:** Paladins are treated as Fighters regarding Hit Dice progression and experience points required for each level.

**Lay on Hands:** Paladins can "lay on hands," essentially healing wounds and curing diseases **in others**. This miracle can heal 2 points of damage for every level the Paladin has attained **or** cure one disease for every five levels the Paladin has attained. Either function can be performed but once per day.

**Disease Immunity:** Paladins themselves are not subject to disease. They are immune.

**Detect Evil:** Paladins can detect evil once per day for every level they have attained. This ability acts just like the 1<sup>st</sup> level Cleric spell of the same name but at a range of 6".

**Dispel Evil:** Paladins of **8<sup>th</sup> level** and above can dispel evil once per day. This ability acts just like the 5<sup>th</sup> level Cleric spell of the same name.

**Holy Swords:** Holy swords in the hands of a Paladin are a constant +5 weapon, otherwise they function exactly as described on page 125.

**War Horse:** Paladins may at any time of their choosing, obtain a War Horse which is specially gifted with high intelligence (for a horse) and incredible loyalty. It is a 5+1 Hit Dice creature with a natural AC of 5. This horse is a reward for the Paladins faith and should it be killed is not automatically replaced. Whenever the Paladin chooses to obtain his mount, another will never be granted within 10 years of the first.

Paladins also have several restrictions placed on them through holy vows and precepts. They are never allowed to possess more than 4 magical items, excluding their armor, shield, and up to 4 weapons they normally use. They must give away or tithe all treasure they obtain, save that which is necessary for their Upkeep costs and the possible expenses of a modest castle. Treasure must be given to the poor or to a religious institution, not to another player character. A Paladins stronghold must be modest and therefore cannot exceed 200,000 gp in total costs and no more than 200 men can be retained to staff and guard it. Paladins in all cases prefer to be in the service of lawful lords or patriarchs and will only associate with lawful player characters and Retainers.

## The Monk Class

Monks belong to an order of monastic martial artists; they are a sub-class of Cleric which combines the general attributes of the Thief and Fighter.

They should have above average (13+) attribute scores in wisdom and dexterity. Only humans may become monks. Members of the Order seek both physical and mental superiority in a religious atmosphere. Monks may be of any alignment although most are Lawful with very few being Chaotic.

Monks must give away or dedicate all treasure to a worthy cause in line with their alignment save that which is necessary to maintain themselves, their men, and a modest castle/monastery. Gifts must be to the poor or to a charitable or religious institution, it cannot be to another character played in the game.

Monks cannot wear armor of any kind and they are only trained in weapons of a humble sort. Monks may use Daggers, Clubs, Flails, Hand Axes, Pole Arms, Short Swords, Spears, Staffs, Short Bows, Slings, and Crossbows. When using weapons, they add a damage bonus of +1 for every two levels attained to a maximum of +8. (So, at 2<sup>nd</sup> level they have a +1, 4<sup>th</sup> level +2, 6<sup>th</sup> level +3, etc.)

Monks have no magical abilities per se. Besides magical weaponry, monks may only use rings and those miscellaneous magic items usable by all characters. Scrolls other than "Wards" cannot be used and potions are forbidden as monks take vows against ingesting intoxicating and/or mind and body altering substances.

When fighting without weapons Monks gain two great bonuses:

1. Any to hit roll against a Man-Type which is 5 points or better than that needed to hit has a 75% chance of stunning the opponent for 2-12 turns and a 25% chance of simply killing them.
2. Damage otherwise done is determined on a special table (see below), and monks of higher levels may make multiple attacks during the melee round.

Although monks may wear no armor, their physical training and body toughening enables them to ward off, absorb, or avoid many attacks, thus gaining protection like armor. This ability grows as the monk progresses as indicated below.

**Saving Throws:** Monks are treated as Clerics regarding saving throws. All physical attacks i.e., a Lightning Bolt but not a Charm Person spell (with exceptions at the Referee's discretion) which involve saving throws have no effect upon the monk if he makes the saving throw, and at 8<sup>th</sup> level even failure to make a saving throw results in the monk sustaining one half the possible damage.

**Hit Dice:** Monks are treated as Thieves regarding Hit Dice per level.

**Monks also have other abilities of a specialized nature:**

**Subterfuge:** Monks have the following subterfuges as a Thief of the same corresponding level.

- Opening locks and foiling of magical closures.
- Disarming small trapped devices such as spring-loaded needles.
- Climbing almost sheer surfaces up or down at half normal movement rate.
- Identifying noises behind closed doors.
- Moving stealthily to pass or surprise enemies.
- Hiding in nothing more than shadows.

Monks do not have the Thief back stabbing ability or any ability to steal or conceal items.

**Deflect Missiles:** Missile hits may be dodged if the Monk makes his Saving Throw vs. Wands and Rays and Magic Missiles of any sort may be dodged if the Saving Throw vs. Spells is made.

**Movement:** Monks due to their specialized training are able to move faster and more efficiently than most other people. Movement rates both in and out of combat increase according to level as indicated below but are still subject to encumbrance as any other character.

**Surprise:** At 3<sup>rd</sup> level Monks are surprised only on a roll of 6 on a d6, at 5<sup>th</sup> level only 8 on a d8, and at 7<sup>th</sup> level and above only 10 on a d10. Note however that extremely silent creatures such as halflings, Thieves, bugbears, and some undead negate this ability and the monk then has normal chances of being surprised.

**Speak with Animals:** At 4<sup>th</sup> level monks may speak with animals. This functions exactly like the 2<sup>nd</sup> level Cleric spell but is more of an intuitive nature where “speaking” is done through a psychic connection or extra sensory perception rather than through any kind of audible/verbal dialogue.

**Falling:** At 5<sup>th</sup> level monks may fall up to 20ft without sustaining any damage if there is a wall or similar surface within 2ft which they can use for friction to break the fall. At 8<sup>th</sup> level monks may fall up to 40ft if the wall is within 4ft. At 11<sup>th</sup> level they may fall any distance if the wall is within 6ft.

**Simulate Death:** At 5<sup>th</sup> level monks may perfectly simulate death (such as severely slowing the heartbeat and lowering body temperature.) This has a duration of Turns equal to 1d6 x level.

**Stillness of Mind:** At 6<sup>th</sup> level monks can control their minds to such an extent that Sixth Sense (ESP) has only a 10% chance of success, and for each level above the 6<sup>th</sup> gained by the monk the chance of success drops 1%.

**Perfection of Body:** At 7<sup>th</sup> level monks can heal once per day 1d6+1 points of damage sustained upon their body. For each level above the 7<sup>th</sup> monks add another point to the possible damage healed. (So, at 8<sup>th</sup> level it would be 1d6+2, at 9<sup>th</sup> level it would be 1d6+3 etc.)

**Speak with Plants:** At 8<sup>th</sup> level monks may speak with plants. This functions exactly like the 4<sup>th</sup> level Cleric spell but is more of an intuitive nature where “speaking” is done through psychic connection or extra sensory perception rather than through any kind of audible/verbal dialogue.

**Perfection of Mind:** At 8<sup>th</sup> level the Monk is not subject to mental control of any kind, including Charm Person spells, Suggestion, or Hypnosis (Illusionist spell) if these are used. The only exceptions are the spells Quest and Geas.

At 10<sup>th</sup> level Monks are no longer subject to the spells Quest and Geas.

**Quivering Palm:** At 13<sup>th</sup> level Monks gain the terrible “Quivering Palm” usable once per week. This is the ability to attune bodily vibrations and Qi to those of any creature, and upon laying his or her palm upon the creature the Monk can cause it to die upon command. This ability is limited as follows: The creature affected must have no more hit dice than the Monk (treat +1's on a Monks' hit dice not as an additional Hit Dice, but may be used to equalize similar +1's which are possessed by the victim), the command may be withheld up to one day for each level the Monk using the Quivering Palm has attained.

**Followers:** Monks may never have any Retainers or Hirelings until they attain 6<sup>th</sup> level. Thereafter they may have the number of Retainers indicated by their charisma score and/or 1 additional Hiring for each level the monk has attained. However, all Retainers must be either Monks or ordinary Fighters (no Paladins, Rangers, Elves, Dwarves, etc.) They can have no Retainers of higher level than one beneath their own. They cannot have Retainers who are

Monks of some different Order. They may have no Hirelings on a permanent basis, although Hirelings for single missions or for very short durations are allowed.

Though a monk can build a monastery/stronghold at any time given they have the necessary coin and permission from their order, at 9<sup>th</sup> level monks may choose to build a monastery/stronghold of their own without being subservient to another monastery. Essentially, they can then establish their own order. If such a monastery/stronghold is built they will attract 1d6x30 normal men who want to become monks. Each year 75% from these normal men will leave determining the training too hard or brutal and 1d6x20 new normal men will come to undergo the training. The remaining 25% will at the end of their second year of training become 1<sup>st</sup> level monks in the service of the player character.

#### Levels and Statistics

Level	Exp	Move	AC	Att/Turn	Open Hand Dmg	Hit Dice	
1 <sup>st</sup>	0	12	9	1/1	1d6-1	1	Novice
2 <sup>nd</sup>	2,500	13	8	1/1	1d6	1+1	Initiate
3 <sup>rd</sup>	5,000	14	7	1/1	1d6+1	2	Disciple
4 <sup>th</sup>	10,000	15	6	3/2	1d6+2	2+2	Immaculate
5 <sup>th</sup>	24,000	16	5	3/2	2d6-1	3+1	Master
6 <sup>th</sup>	40,000	17	4	2/1	2d6	4	Grand Master
7 <sup>th</sup>	75,000	18	3	2/1	2d6+1	4+1	
8 <sup>th</sup>	150,000	19	2	2/1	2d6+2	5	
9 <sup>th</sup>	300,000	20	1	5/2	3d6-1	5+2	
10 <sup>th</sup>	450,000	21	1	5/2	3d6	6+1	
11 <sup>th</sup>	600,000	22	0	3/1	3d6+1	7	
12 <sup>th</sup>	750,000	23	0	3/1	3d6+2	7+1	
13 <sup>th</sup>	950,000	24	-1	3/1	4d6-1	7+2	
14 <sup>th</sup>	1,200,000	25	-2	3/1	4d6	8	

## The Assassin Class

In some campaigns, especially those of primarily an urban nature, such as in large cities, the Referee may choose to allow the Assassin class. Assassins are a sub-class of Thief following the Thief Attack Matrix (pg. 55) but follow the Cleric Hit Dice progression (pg. 13) only humans may be Assassins. Assassins must always maintain a certain detachment from religious, political, and social affairs, which limits them to the Neutral alignment. At any time, they may be hired by the forces of Law, or Chaos, a Temple, or a foul cult. Temperance and neutrality are requirements for this profession. The prime requisites for this class are dexterity, strength, and intelligence. All of which must be above average (13 or better). All Assassins must be part of an Assassin's Guild. Besides performing their evident role, they may also serve as Thieves, although their ability is somewhat less than that of an actual Thief of the same level.

If the original *Delving Deeper* rules are used a Thief has an unaltering 3-6 on a d6 chance of performing their Subterfuges. The Assassin in this case, would forever have a 4-6 on a d6 chance of performing those same skills. If **Option 1** utilizing the alternate Thief progression table suggested in this work is used, then the Assassin's Subterfuges would progress as so:

6 of 6 for levels 1-2

5-6 of 6 for levels 3-5

4-6 of 6 for levels 6-8

3-6 of 6 for levels 9-11

2-6 of 6 for levels 12-14

**If Option 2 is utilized for the progression of Thief subterfuges is utilized, then:**

Give the Assassin class a never altering success on a roll of 5-6 on a d6, in which case they would throw but one six-sided dice at the normal levels of 1 and 2. Two six-sided dice at heroic levels of 3 through 7, and three six-sided dice at super heroic levels of 8 through 12. If any one of those dice rolls were successful then the subterfuge was successful.

Assassins are limited to wearing leather armor but may utilize shields as well as a broader selection of weapons than the Thief. In the interest of being able to pull off effective disguises and utilizing weapons that could be easily hidden or clandestinely utilized assassins are trained in and may use daggers, hand axes, clubs, maces, short swords, slings, short bows, light crossbows, staffs, throwing hammers, and oil. In regards to magic items other than weapons, Assassins have the same limitations as Thieves.

Assassins may have no Retainers until they reach 9<sup>th</sup> level at which time, they can choose to challenge the current guild master in a duel to the death and thus become the new guild master, or form their own guild. In each case, the Assassin may then have or recruit as many

Retainers as allowed by their Charisma score. Of note, it is generally very difficult for an Assassin to simply “leave the guild” and form their own. At best the new guild will be subject to the old and must give 20% of all earnings to the old guild. At worst, there will be open war between the new and old guilds. They can also only ever hire as many Hirelings as their Charisma would normally allow Retainers until they reach 9<sup>th</sup> level after which they may employ up to 50 Hirelings as potential members of the Guild. For running an “Assassins Guild” in a similar manner as a dominion it is suggested that the Referee utilize “*A Guide to Thieves Guilds*” by Todd Lobeck or the player can choose to try to run a traditional dominion as explained in this work.

**Disguise:** Assassins are masters of disguise. They can assume the dress and manners of other classes, Man-types, or even pose as someone of the opposite sex. There is only a 1 on a d6 chance that the Assassin will be recognized when in disguise but is adjusted to a 1-2 on a d6 if posing as the opposite sex or another race (such as posing as an orc) this could be further adjusted at the Referees discretion to 1-3 on a d6 if posing as another Man-type of different size than a human. For example, if a 6ft tall assassin was trying to pose as a 3ft 6in Kobold he may have some problems depending on context.

**Languages:** Assassins with an intelligence of 16 or more are able to speak one additional alignment language (Law or Chaos), and if the assassin has an 18 intelligence both other alignment languages may be spoken.

**Poison:** An Assassin is trained in the use of poison for pursuing their profession. Poisoned weapons may be utilized but there is a 50% chance every round when such a weapon is **displayed** that someone in the vicinity will recognize it for what it is. Bystanders will alert the guards, people may shout warnings to others, and opponents will react with ferocity and desperation in a fight. This desperation grants them a +4 to hit and a +4 to damage against the Assassin.

Poison may also be utilized or insinuated into food or drink but the Assassin must then create the opportunity for its use such as through Subterfuge and/or Disguise. The exact effects of each poison are dependent on type, for example; large spider poison may grant the victim a +2 on their saving throw and could only be used on weapons that draw blood in a similar manner as spider fangs. Exact details of poisons are left to the Referee with the standard poison being described on page 119.

**Cost and Experience:** The cost for an assassin’s services as shown on page 77, should be considered an average price against a reasonably-guarded political or religious target and successfully performed by a 6<sup>th</sup> level assassin. The exact costs (or payment to the assassin character) are left up to the Referee. It is suggested that the payment be on average in 500gp increments per level of the Assassin so at 1<sup>st</sup> level a successful job would be 500gp, 1000gp at 2<sup>nd</sup> level, etc. Of course, this is adjusted up or down dependent on the target, guards, magic, political danger, etc. In all cases 10% of any payment should go to the Assassins Guild.... or

suffer the consequences. Experience for these jobs is per the normal rules. A 6<sup>th</sup> level Assassin would be rewarded 600 exp for eliminating a 6HD or 6<sup>th</sup> level target and awarded 3,000 more experience points (minus the guilds 10% of course) for gold pieces earned.

<u>Level</u>	<u>Required Experience Points</u>
1	0
2	1,500
3	3,000
4	6,000
5	12,000
6	24,000
7	48,000
8	100,000
9	175,000
10	275,000
11	400,000
12	550,000
13	750,000

## The Druid Class

The Druid first appeared in the original game as a possible “monster” to be encountered. This work doesn’t presume to change that, however, since those early days Druids have become a “standard” class for later editions of the game and is therefore included in this work as a possible alternative class, as well as to provide guidelines for exactly what Rangers, and Bards, may have interacted and trained with. If nothing else, Druids make for wonderful and memorable NPC’s or even enemies.

The Druid is a sub-class of Cleric which is Neutral in nature, they can only be human and must have an above average (13+) wisdom and charisma. In most cases they could represent an older, “heathen,” or “pagan,” religion which was overtaken or pushed to the side by the Lawful and/or Chaotic gods. To make a real-world comparison the Lawful gods could be thought of in a way similar to the Catholic or Orthodox churches of the Middle Ages, the Chaotic gods in a manner like devil worshipping cults, witch’s covens, or even an “infidel” faith. Druids however might be thought of as adhering to something similar to an indigenous, “Celtic,” or even possibly “Germanic,” (maybe the Vanir gods if not the Asir) faiths.

The Druid class is closely attuned to nature or to nature-based gods, serving as their priests. Mistletoe takes a place of importance with them as a holy symbol. Druids have spells/miracles which are peculiar to them. Fire, natural forces, and living things, tend to be their forte in this regard. Druids are generally not involved in the eternal conflict between Law and Chaos. They do not favor man, nor do they generally try to undermine the works of men unless they intrude upon them or their holy places. Instead, they work to support and protect animals, plants, and nature itself. They cannot turn nor control undead but at **2<sup>nd</sup> level** they can identify pure or drinkable water, identify plants, identify animals, and pass-through overgrowth (tangles, briars, thorns, etc.) without harm or even slowing their pace.

Upon reaching **6<sup>th</sup> level** druids gain the ability to change shape up to three times per day, once each to any reptile, bird, and mammal respectively, from a size as small as a raven to as large as a bear. When changing from one form to another they heal 1d6 x10% (10 – 60%) of any damage they have taken with each change. They do however retain their own Hit Point total, Saving Throws, Attack Matrix, and intellect, regardless of what shape they assume but are unable to cast spells while in animal form. In addition, they are unaffected by the charm spells of woodland and water creatures such as nixies and dryads.

Druids speak their own special language in addition to the common tongue. *(It is suggested that the alignment tongues be used as the religious languages of the church. Thus, druids might speak “Neutral” with each other, temples to the Lawful gods would use “Lawful” in their services and “Chaotic” would be the language of blasphemous and unholy rites and texts. This is analogous to the commonality of Latin as the language of the church as well as the “universal” tongue in medieval times and would emphasize the importance of religion in a fantasy medieval world just as it was in the real world.)* With **each level gained beyond 4<sup>th</sup> level**, a druid can learn

one additional language from the following: Pixie, Nixie, Dryad, Elvish, Treant, Hill Giant, Centaur, Manticora, Shambling Vegetation, or Green Dragon.

Druids are able to employ the following types of weapons: Daggers, sickle or crescent-shaped sword (1d6-1 dmg), spears, staffs, clubs, slings, and oil. They may wear leather armor and use wooden shields. They may not use metallic armor of any kind. Druids may use magical items usable by “all characters,” and those usable by clerics excluding all clerical items of a written nature such as scrolls, books, etc. Druids themselves (and possibly the older civilization or way of life they represent) have no writing. Druids put great stock in memory and therefore have no sacred texts. All their sacred teachings are passed on and memorized from teacher to student. Druids therefore instead of studying or using scriptures to memorize spells such as a Cleric might, will instead meditate, recite religious poems and songs, or perform some other ritual daily to acquire their nature-based allotment of spells.

*Optional note: Because of this abhorrence for written documentation, this could be the reason for the development of the Bard class (as something of a “living book”) as both bards and druids could be holdovers of an older culture. As in the real world “celtic” culture druids may have been priests, judges, and holders of religious learning where the bard may be the holder of histories, genealogies, legends, and stories often recorded in the form of song for ease of memorization.*

With regard to Hit Dice, fighting ability, and saving throws treat Druids as clerics, except in regard to fire. Druids get a +2 to saving throws vs fire (i.e. fireballs, dragons breath, etc.)

Druids have an obligation to protect woodland animals and plants, especially trees. Unlike the tendency of lawful and good types (such as Paladins), druids will often not step in to risk their own lives to save the threatened animal or plant, instead they will tend to “punish” those who destroy their charges. This could take the form of guerilla warfare, ambushes by animals.... both controlled or shape changed druids, druid magic, etc. Druids will not willingly slay an animal unless necessary for survival or to protect the natural cycle of nature. They will also never deliberately destroy a copse, woods, or forest. Even an enchanted or “evil” forest will not be destroyed although they may attempt to modify such a place with their own magics.

Level	Exp	Spells per Level						
		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>
1 <sup>st</sup> Level	0	1						
2 <sup>nd</sup> Level	2000	2	1					
3 <sup>rd</sup> Level	4000	3	1					
4 <sup>th</sup> Level	7500	3	1	1				
5 <sup>th</sup> Level	12000	3	2	1				
6 <sup>th</sup> Level	20000	3	2	2				
7 <sup>th</sup> Level	40000	4	2	2	1			
8 <sup>th</sup> Level	60000	4	3	2	1			
9 <sup>th</sup> Level	90000	4	3	3	2			
10 <sup>th</sup> Level	125000	5	3	3	2	1		
11 <sup>th</sup> Level	200000	5	3	3	3	2	1	
12 <sup>th</sup> Level	400000	5	4	4	4	3	2	1
13 <sup>th</sup> Level	800000	6	5	5	4	4	3	2

## Druid Spells

### 1<sup>st</sup> Level

**Predict Weather:** With this spell the Druid can forecast the weather in 1 hex for every 3 levels of the Druid (thus 1 hex for levels 1-3, 2 hexes for levels 4-6 etc.) with a 95% accuracy unless the weather is magically controlled or altered. The forecast can be made for up to 12 hours in the future.

**Locate Animals:** This spell functions the same as the 2<sup>nd</sup> level Magic-User spell Locate Object except that it works only with animal types (a potential life saver if hunting).

**Detect Snares and Pits:** This is the same as the 2<sup>nd</sup> level Cleric spell Find Traps but it only functions outdoors. Its Duration is 1 hour per level of the Druid.

**Detect Magic:** This is exactly the same as the 1<sup>st</sup> level Magic-User spell.

**Purify Water:** This is the same as the 1<sup>st</sup> level Cleric spell “Purify Food and Drink” except it only affects liquids.

**Fire of the Fey:** By uttering this spell the Druid can limn an object or creature with a pale luminescent glow. This causes no damage but will clearly outline the object making it an easy target (+1 to hit the target in darkness), and evading or hiding very difficult. Area Coverage is 10 square feet per level of the Druid. The Range is 6" and the Duration is 6 Turns.

## **2<sup>nd</sup> Level**

**Produce Flame:** By means of this spell the Druid can cause a flame of equal brightness to a lantern to spring forth from their palm. The flame will do no harm to the Druid but will ignite combustibles touched by it. The flame can be hurled by the Druid to a maximum range of 3" before it will extinguish itself. Creatures hit by the flame take 1d6 dmg with the possibility of any flammable objects worn igniting. The Druid can extinguish the flame at will but it otherwise has a Duration of 2 Turns per level of the Druid.

**Locate Plants:** This is the same as the spell Locate Animals but it strictly functions only with vegetation or plant-based creatures.

**Speak with Animals:** This spell functions the same as the 2<sup>nd</sup> level Cleric Spell.

**Cure Light Wounds:** This spell functions the same as the 1<sup>st</sup> level Cleric Spell.

**Obscurement:** When this spell is uttered the Druid causes a misty cloud of vapor to form around them and is equal to the densest fog. The size of the cloud is equal to 100 square feet per level of the Druid. The Duration is 1 Turn per level of the Druid.

**Create Water:** This is the same as the 4<sup>th</sup> level Cleric spell "Create Food and Drink" except it only creates drinkable liquids.

**Heat Metal:** A spell which enables the Druid to cause metal objects to become progressively warm, hot, and then searing hot. The Druid can affect up to 20lb of metal per level. Flesh in contact with the heated metal will suffer progressive effects over three Turns. In the first Turn the metal if worn (such as armor) or held (such as a sword) or touched (like carrying an iron chest) will become uncomfortably hot but no actual damage is taken. In the second Turn 1d6 points of damage is taken and the corresponding body part may be blistered and unusable for 1 day. For example, a hand would be unable to grasp a weapon etc. In the third Turn the victim would take 2d6 points of damage and the corresponding body part would be severely burned and unusable for 1d3 weeks unless magically healed. Of note, if a helmet is worn and not immediately taken off the victim will be burned and rendered unconscious for 2d4 Turns. Fire resistance will negate the effects of this spell. The range is 3".

**Warp Wood:** By use of this spell the Druid causes wooden objects to warp and bend. This can affect up to 1 spear shaft or 6 arrows per every 2 levels the Druid has attained. Weapons or shields so warped are rendered useless. Note that even the planks of a ship or boat can be affected possibly sinking the ship if not immediately repaired. Wood affected by this spell is permanently warped. The Range is 6".

### **3<sup>rd</sup> Level**

**Fire Manipulation:** This is the same as the 2<sup>nd</sup> Level Magic-User spell.

**Protection from Fire:** This spell has potential varying effects depending on whom it is cast. If cast on a non-Druid, it confers immunity to common fires as well as bestowing the effect of a ring of fire resistance vs. magical fires. If cast upon a Druid it also gives complete protection from magical fire (including fire balls, meteor swarms, Gothrog fire, and dragon breath), but exposure to such magical fires will immediately end the spell on the next Turn. This spell has a Duration of 3 Turns +1 Turn per level of the Druid.

**Call Forth Lightning:** This spell is only usable outdoors and even then, only if there is any sort of storm. In such a case the Druid can call forth a lightning bolt from the sky doing 8d6 + 1d6 points of damage per level. Such a bolt can be directed to strike airborne targets as well as targets on the ground. In any one storm this spell can only be cast once every 10 combat Turns or once every 10-minute non-combat Turn. The range is 36".

**Cure Disease:** This is the same as the 2<sup>nd</sup> level Cleric spell "Remove Disease."

**Hold Animal:** This is the same as the Hold Monster spell except it affects mammals, birds, reptiles, and fish (including giant varieties of the same) of approximately 200 lb body weight per level of the Druid. The Range is 6" and the Duration 1 Turn + 1 Turn per level of the Druid.

**Plant Growth:** Same as the 3<sup>rd</sup> level Magic-User spell.

**Water Breathing:** Same as the 3<sup>rd</sup> level Magic-User spell.

**Neutralize Poison:** Same as the 4<sup>th</sup> level Cleric spell.

### **4<sup>th</sup> Level**

**Produce Fire:** When uttered this spell will cause a common fire of up to 10 square feet (essentially a bonfire) to spring into sudden existence. Combustible materials in the area will naturally catch fire (creatures in the area will take 2d6 points of damage plus 1 additional point of damage per level of the druid). This spell can be reversed to extinguish a natural fire including flaming oil, torches, lanterns, etc. over the same area. The Range is 3" and the Duration is 1 Turn.

**Protection from Lightning:** Similar to Protection from Fire, by means of this spell the Druid immunizes themselves from all electrical attacks. Upon being struck by a lightning bolt or similar attack the spell is then negated. The Duration is 6 Turns + 1 Turn per level of the Druid.

**Speak with Plants:** This is the same as the 4<sup>th</sup> level Cleric spell.

**Plant Door:** By means of this spell the Druid is able to pass through the densest of plant growth including solid tree trunks. The "door" is opened only for the Druid and one other Druid, Dryad, Ranger, or Bard. The Druid (and possible companion) may choose to stay within the tree for the

duration of the spell before exiting. The “door” opens a path up to 3 feet wide, 6 feet high, and 100 feet long with a Duration of 3 Turns + 1 Turn per level of the Druid.

**Insect Plague:** This is the same as the 5<sup>th</sup> level Cleric spell.

**Circle of Temperature Control:** This allows the Druid to alter the temperature in 10 ft radius around themselves by +/- 50 degrees (warmer or colder) than the surrounding temperature. The Duration is 3 Turns + 1 Turn per level of the Druid.

**Cure Serious Wounds:** This is the same as the 3<sup>rd</sup> level Cleric spell.

**Animal Summoning 1:** This is the same as the 6<sup>th</sup> level Cleric spell Conjure Animals.

**Hallucinatory Forest:** The casting of this spell will cause any creature other than a Druid or magical forest creatures such as Dryads and Treants to absolutely believe that they are in a forest and to act accordingly. This spell can be dispelled by a reverse version of the spell or by Dispel Magic. The hallucinatory forest covers an area of 3” square per level of the Druid and the nearest edge of the forest can be made to appear anywhere within 6” of the Druid.

**Dispel Magic:** Same as the 3<sup>rd</sup> level Magic-User spell.

## **5<sup>th</sup> Level**

**Wall of Fire:** Same as the 4<sup>th</sup> level Magic-User spell.

**Control Winds:** One turn after this spell is cast the winds within a 24” range around the Druid can be either calmed or increased to great force. This spell could calm a hurricane or tornado or make winds strong enough to drive flying creatures from the air, bend medium-sized trees, and make sailing impossible. Any seagoing vessel of any size will capsize on a throw of 1-2 on a d6. The center of this effect will move with the Druid. A higher-level Druid however is able to use this same spell to dispel the original. The range of this spell increases as the Druid reaches higher levels. At 11<sup>th</sup> level the spell has a range of 32”, at 12<sup>th</sup> level 40”, and at 13<sup>th</sup> level the range is 48”, etc. The Duration is 6 Turns + 1 Turn per level of the Druid.

**Pass Plant:** By means of this spell the Druid is able to travel from a tree of one sort to another of the same species within a radius of 48”. Trees which can be used are: Oak which are particularly holy to the Druid faith and grant a 12” bonus, Ash, Yew, Linden, and Elm. Other deciduous trees give a 18” penalty to the possible distance traveled and coniferous trees give a 24” penalty. The tree must be living and of a girth approximately equal to or greater than that of the druid concerned.

**Hold Plant:** This spell is similar to the 5<sup>th</sup> level Magic-User spell Hold Monster, except that it will only affect vegetable and fungal matter which is self-ambulatory or magically animated. It will for example stop plant growth. It will affect Treants, Shambling Vegetation, and fungoid life forms. Duration is 6 Turns + 1 Turn per level of the Druid and the Range is 3” + 1” per level of the Druid.

**Animal Growth:** This is the same as the 4<sup>th</sup> level Magic-User spell Animal Growth.

**Commune with Nature:** This is much like the 5<sup>th</sup> level Cleric spell Commune except that it can only be performed outdoors and any questions asked and answers given, must pertain to Nature or natural subjects such as farms, fields, woods, streams, lakes, etc.

**Anti-Plant Shell:** This spell is the same as the 6<sup>th</sup> level Magic-User spell Anti-Magic Shield except it provides absolute protection from attacks by plants, fungi, or similar vegetable matter.....including weapons and shields with wooden components.

**Transmute Rock to Mud:** This is the same as the 5<sup>th</sup> level Magic-User spell of the same name.

**Turn Sticks to Snakes:** This is the same as the 4<sup>th</sup> level Cleric spell of the same name.

**Animal Summoning 2:** This is exactly the same as Animal Summoning 1 except at twice the strength.

## **6<sup>th</sup> Level**

**Conjure Fire Elemental:** This is the same as the 5<sup>th</sup> level Magic-User spell Invoke Elemental except the Druid can only call a fire elemental. However, because of the relationship in which Druids have with fire the elemental will not turn upon the Druid, and instead will regard him or her as a friend of sorts. Additionally, due to this same relationship, there is a 1 on a d12 chance for the Druid to invoke 1+1d3 Salamanders instead of a fire elemental or a 1 on a d20 chance that an exceptionally large fire elemental of 20 HD will answer the summons.

**Weather Summoning:** By means of this spell a Druid is able to cause virtually any sort of desired weather event to prevail in a 6-mile (1 Hex) radius centered on the Druid. The weather called for must be commensurate with the season and climate. Only one weather “event” may be called for with this spell. For example, a Druid could call for a heat wave, a cold snap, a blizzard, winds of hurricane force, heavy rain, hail, etc. Two or more Druids may act in concert to bring extreme weather conditions such as an extreme cold front with a blizzard, or torrential rain with hurricane force winds, or giant size hail stones. Once called for the full weather condition will arrive in 3d6 Turns and is not in the Druids control. The summoned weather event will last as long as any such naturally occurring event would last, a couple of days for a heat wave, one day for a blizzard, or an hour for a hail storm.

**Transport via Plants:** This spell is similar to the Pass Plant spell except that the Druid can transport themselves through any sufficiently sized plant or tree to any other sufficiently sized plant or tree of the same species which the Druid has seen or heard about. Distance is not a factor. If the Druid desires they may remain inside the plant for up to 24 hours and while inside observe everything around with their full senses and those of the plant as well.

**Anti-Animal Shell:** This spell is similar to the Anti-Plant spell except that it provides absolute protection from normal and giant animal types including giant insects but excludes magical

animals such as gorgons. Those inside the shell are not able to attack outside of the shell either by normal or magical means. The Duration is 3 Turns + 1 Turn per level of the Druid.

**Animal Summoning 3:** This spell is exactly the same as Animal Summoning 1 except at 4x the strength.

**Finger of Death:** This is exactly like the 5<sup>th</sup> level Anti-Cleric spell of the same name. It is generally only used by Druids in dire need.

**Feeblemind:** This is the same as the 5<sup>th</sup> level Magic-User spell of the same name.

**Turn Wood:** When this spell is uttered a wall of force moves forth from the Druid pushing away any wooden objects in its path. This includes trees, logs, Treants, spear shafts, weapon hafts, bows, arrows, shields, etc. Any creature holding onto such items will either be dragged away with the item or the item will splinter into pieces and the pieces be pushed away without the holder. The wall of force extends for 6" to either side of the Druid and moves away from the Druid at a speed of 4". The Duration of this spell is 1 Turn + 1 Turn per level of the Druid. The Druid need not and cannot control the wall of force once it has been set in motion, it will continue forward until dispelled or the spell duration has been exceeded.

### **7<sup>th</sup> Level**

**Fire Storm:** This spell works the same as the 4<sup>th</sup> level Magic-User spell Wall of Fire except over a larger area. The storm lasts for but one Turn but any combustibles in the area of effect may burn for longer. This spell can be reversed to extinguish any fires in a like area including a Wall of Fire. The Range is 6" and the area covered is 3" square x the level of the Druid.

**Control Weather:** This is the same as the 6<sup>th</sup> level Magic-User spell of the same name.

**Conjure Earth Elemental:** This is the same as the 5<sup>th</sup> level Magic-User spell Invoke Elemental except that only an earth elemental can be brought forth, and the Druid need not control the elemental as it will never turn on them.

**Animate Rock:** This spell is the same as the 6<sup>th</sup> level Cleric spell Animate Objects except that it only affects stone. 2 cubic feet of stone per level of the Druid can be animated at one time. The rock will move at a speed of 4" and obey the Druids commands. The Duration is 6 Turns.

**Reincarnate:** This spell functions the same as the 6<sup>th</sup> level Magic-User spell.

**Creeping Crawlers:** This spell calls forth a horde of small, deadly insects such as myrapodia and arachnids. They will appear in 1d3 Turns after being called and 1d10 x 100 will come moving forward and attacking whatever they are commanded to provided it is within 6". They will pursue their prey until that prey is beyond 24" away from the horde or until the horde is destroyed. This spell is usable in both dungeons as well as outdoors and does not need to have a horde of insects readily available for it to function as the mysterious powers of nature will bring them.

**Confusion:** This is the same as the 4<sup>th</sup> level Magic-User spell of the same name.

**Transmute Metal-Wood:** The utterance of this spell will permanently change any metal (including magic items with the exclusion of Artifacts, see page 80 for guidance) to wood though the item may be granted a saving throw (see page 59 for guidance) at the Referees discretion. The amount of metal that can be transmuted is 5lbs per level of the Druid. The area of affect is 1" square and the Range is 6".

## The Ranger Class

Rangers are a sub-class of Fighter and are often perceived as a type of “wilderness warrior,” such as scouts, trackers, or even bounty hunters. This perception is not false but they are also much more, they are some of the last holders of ancient knowledge and traditions going back to ages past. Due to this they can cast both Druidic and Magic-User spells at higher levels as well as use certain magic items normally the purview of Druids and Magic-Users.

Rangers can only be human and must remain of lawful alignment or lose all class specific abilities reverting then to the Fighter class. Strength is their prime requisite but they must also be above average (13 or higher) in intelligence, wisdom, and constitution.

**Saving Throws:** Rangers follow the Fighter saving throw progression.

**Hit Dice:** Rangers follow a Hit Dice progression as detailed below. In general, they are amongst the toughest and fittest of men. Unlike other classes, most rangers have never lived an “average” life and therefore should not roll on the Background Chart. Instead, they have universally trained with or were raised by, elves, Druids, or similar holders of ancient ways and secrets. As Rangers reach the highest levels their Hit Point Progression slows (receiving only +2 hit points per level) but their understanding of ancient secrets and ways grows as shown in their ever-increasing spell casting ability and broader ability to use magic items.

**Rangers have several restrictions imposed on them by their learning:**

Until 9<sup>th</sup> level Rangers are by definition wanderers. They may only own that which they can carry on them. Excess treasure and goods must be donated to a worthy cause (not another player character).

Until 9<sup>th</sup> level Rangers may not hire Mercenaries, Hirelings, torchbearers, or servants of any kind. This self-reliance and individualism are such that no more than two Rangers will ever work together.

**Ranger Abilities:**

**Rangers are trained to track the path of most creatures both in the wilderness as well as in dungeons.**

Outdoors, the Ranger has a base 2-6 on a d6 (this means that on a roll of 2, 3, 4, 5, or 6 on a d6 tracking was successful. A high roll is always best!) chance to track a creature with a 1-point reduction to this chance for every hour of rain and/or day old the trail is (so 3-6/d6 if one day old, 4-6/d6 if two days old, etc.)

In dungeons or indoor settings, the Ranger must have observed the creature no more than one hour before the tracking attempt and the chance to track without losing the trail is reduced to:

3-6 on a d6 if the creature has gone down a normal passage

4-6 on a d6 if the creature goes through a normal door

4-6 on a d6 if the creature goes through a trap door

5-6 on a d6 if the creature goes up or down a chimney

5-6 on a d6 if the creature goes through a secret door

**Surprise:** Rangers are difficult to surprise requiring a roll of 6 on a d6 instead of the usual 5-6 on a d6.

**Bounty Hunter:** Rangers gain a special advantage when fighting against certain Man-Types and Giants. This includes Kobolds, Goblins, Orcs, Hobgoblins, Gnolls, Ogres, Trolls, and Giants. These are common threats to men and Law, therefore rangers have long learned how to fight and hunt them. Rangers add a +1 to their damage die against these creatures for every level they have attained. Thus +1 at 1<sup>st</sup> level, +2 at 2<sup>nd</sup> level, etc.

**At 8<sup>th</sup> level** Rangers are developed enough in their studies and training to begin casting Druidic spells. Their spell knowledge will progress every level thereafter as detailed below. They are also able to use magic items which heal or cure disease. **Note:** Clerical scrolls of healing or curing cannot be used.

**At 9<sup>th</sup> level** Rangers attract 2-24 followers, these followers are detailed below. If any of these followers are subsequently killed during the campaign, they cannot be replaced but the Ranger is then allowed the hiring of Mercenaries. Rangers of this level have also advanced in their understanding of ancient knowledge to employ all devices which deal with Clairvoyance, Clairaudience, Sixth Sense, Telepathy, Telekinesis, and Teleportation, including such things as crystal balls. They may also use Magic-User scrolls with such spells inscribed upon them.

**Special Followers:** For each of the 2-24 followers the Ranger gains, a dice roll must be made to determine what the follower is. Further dice rolls to determine type, class, and/or level will also be necessary.

### **Type d100**

01-60 Man

61-75 Elf

76-90 Dwarf

91-99 Halfling

100 Extraordinary (see below)

**Class (Men Only)**

01-50 Fighter

51-75 Druid

76-95 Magic-User

96-100 Thief

**Class (Dwarf or Halfling)**

01-50 Fighter

76-90 Thief

91-100 Fighter/Thief

**Class (Elf)**

01-50 Fighter

51-75 Fighter/Magic-User

76-90 Magic-User

91-100 Fighter/Magic-User/Thief

**Level of Ability (Roll for Each)**

01-50 2<sup>nd</sup> level

51-65 3<sup>rd</sup> level

66-80 4<sup>th</sup> level

81-90 5<sup>th</sup> level

91-99 6<sup>th</sup> level

100 7<sup>th</sup> level

**Extraordinary Followers**

01-20 Ranger, 1d6+1 Level

21-40 Lawful Werebear

41-55 Two Unicorns (Mated Pair)

65-70 Pegasus

71-80 Hill Giant

81-90 Stone Giant

91-99 Golden Dragon

00 Roll twice ignoring any further 100's

Where not otherwise specified Rangers perform as Fighters. They may build strongholds. In all cases the Ranger will prefer Lawful to Neutral types.

#### Levels and Statistics

Level	Exp	Hit Dice	Spells - <i>Druid/Magic-User</i>
1 <sup>st</sup>	0	2	nil / nil
2 <sup>nd</sup>	2,500	3	nil / nil
3 <sup>rd</sup>	5,000	4	nil / nil
4 <sup>th</sup>	12,000	5	nil / nil
5 <sup>th</sup>	25,000	6	nil / nil
6 <sup>th</sup>	50,000	7	nil / nil
7 <sup>th</sup>	100,000	8	nil / nil
8 <sup>th</sup>	175,000	9	One 1 <sup>st</sup> level / nil
9 <sup>th</sup>	275,000	10	One 1 <sup>st</sup> level / One 1 <sup>st</sup> level
10 <sup>th</sup>	550,000	10+2	Two 1 <sup>st</sup> level / One 1 <sup>st</sup> level One 2 <sup>nd</sup> level /
11 <sup>th</sup>	825,000	10+4	Two 1 <sup>st</sup> level / Two 1 <sup>st</sup> level One 2 <sup>nd</sup> level / One 2 <sup>nd</sup> level
12 <sup>th</sup>	1,100,000	10+6	Three 1 <sup>st</sup> level / Two 1 <sup>st</sup> level Two 2 <sup>nd</sup> level / One 2 <sup>nd</sup> level One 3 <sup>rd</sup> level /
13 <sup>th</sup>	1,375,000	10+8	Three 1 <sup>st</sup> level / Three 1 <sup>st</sup> level Two 2 <sup>nd</sup> level / Two 2 <sup>nd</sup> level One 3 <sup>rd</sup> level / One 3 <sup>rd</sup> level

- **Note:** Higher level Rangers continue this pattern of spells per day and hit point increase. In all cases Rangers must have access to grimoires (spell books) to cast Magic-User spells. No such sacred texts are required for Druid spells.

## The Illusionist Class

The Illusionist class as presented here is not the first attempt at bringing this class to *Delving Deeper*. An earlier version by Simon J. Bull, can be found on the internet Delving Deeper forums and is a creative and wonderful reinterpretation of this classic character class. In Simon's version the Illusionist is presented as a trickster, charlatan, or stage magician. In this work the Illusionist is interpreted more as an "apparitionist" or even a fantasy version of a "spiritist." This interpretation comes from a close look at the spells available to the Illusionist and their effects as presented in the earliest sources.....i.e. the Illusionists very first incarnation.

It is very possible that Illusionists at low levels certainly could be thought of as mere tricksters; misdirecting and fooling others, but at higher levels they delve deep into the very substance of ghosts, spectres, wraiths, and phantasms.....even the spirit realm itself. Think of all the scary ghost movies and stories you may have seen or heard about, in these stories' hauntings have the power to materialize but not really be there, to make you see what isn't there, to move objects, to make sounds when no one is there to make them, to scare you with phantasmal or psychological visions, and sometimes to even rip your very soul from your body. These are the powers of the Illusionist. The version presented here is given as an alternative to Simon's incredible version that more closely follows the earliest sources.

Illusionists are a sub-class of Magic-Users. Their prime requisites are Intelligence and Dexterity both of which must be above average (13+) as a high degree of manual conjuration is involved when they cast their spells. Illusionists, when compared to the standard Magic-User are rather restricted in the number or variety of magical items they can employ, they make up for this by the power and creative freedom of their magic.

**Saving Throws, Hit Dice, Attack Matrix:** All of these are identical to the Magic-User

Illusionists also share the same restrictions as to what weapons and armor can be used. As for what magic items are usable, they are restricted to those magic items usable by all characters plus the following:

Illusionist Scrolls and Magic-User Scrolls containing spells usable by this class. (In this case the roll to determine which type of scroll is found on page 122 is altered to read "Spell scrolls are of the Magic-User, Illusionist, Cleric, or Anti-Cleric sort when a 1-3, 4, 5, or 6 is thrown on a six-sided dice respectively")

Crystal Balls (Not with Sixth Sense)

Wand of Fear

Wand of Paralysis

Wand of Phantasm

Wand of Detecting Magic

Level	Experience Points Required	Spells Per Day by Spell Level						
		1	2	3	4	5	6	7
1	0	1						
2	3000	2						
3	6000	3	1					
4	12000	4	1					
5	25000	4	3	1				
6	50000	4	4	1				
7	75000	4	4	2	1			
8	110000	4	4	3	1			
9	175000	5	4	4	2	1		
10	350000	5	5	4	3	2		
11	525000	5	5	4	4	3	1	
12	700000	5	5	5	4	4	2	
13	875000	5	5	5	5	5	3	1

## Illusionist Spells

### 1<sup>st</sup> Level

**Phantasm:** Same as the 2<sup>nd</sup> level Magic-User spell

**Light:** Same as the 1<sup>st</sup> level Cleric spell

**Fog Wall:** Same as the 1<sup>st</sup> level Magic-User spell

**Darkness:** Same as the 1<sup>st</sup> level Anti-Cleric spell

**Alter Self:** Same as the 1<sup>st</sup> level Magic-User spell

**Gazeback:** Same as the 1<sup>st</sup> level Magic-User spell

**Hypnotism:** Acts like a Charm Person spell but with the shorter range of 8". It does however impose a -2 penalty to the victims saving throw. It is necessary for the subject to look into the Illusionists eyes.

**Detect Invisibility:** Same as the 2<sup>nd</sup> level Magic-User spell

**Read Magic:** Same as the 1<sup>st</sup> level Magic-User spell

**Color Spray:** Same as the 1<sup>st</sup> level Magic-User spell

**Detect Illusion:** This spell works the same as Detect Magic except only with illusions. Note that this reveals any illusions present for what they are and can be used to reveal such to all those directing their attention to the illusion, not just the Illusionist. Duration is two Turns.

## **2<sup>nd</sup> Level**

**Improved Phantasm:** Same as Phantasm but the Illusionist can move or complete other minor tasks (not engage in melee, or cast other spells) while employing the spell. Also, the illusion will last 1d3 Turns after the Illusionist has stopped concentrating.

**Invisibility:** Same as the 2<sup>nd</sup> level Magic-User spell

**Blindness:** A spell that if the target fails its Saving Throw vs Spells will become blind until the spell is dispelled or removed by the caster. Range 12"

**Misdetetection:** Ends any ongoing detect spell (such as Detect Evil, Detect Magic, Detect Invisibility etc.) that was begun by a caster of equal or lower level. It will counter any such spell if cast in the same Turn. If the detect spell was begun by a higher-level caster there is a 10% chance for each level he or she has over and above the Illusionists level that the Misdetetection will fail.

**Hypnotic Pattern:** A pattern that the Illusionist projects in front of him or her that will hold motionless (Stunned) "staring at the pattern" anybody that it catches. It can "catch" 3-18 Normal-Types, no saving throw, or 1d6 Heroic-Types on a failed Save vs. Magic, Superheroic-Types are immune. The spell will last as long as the Illusionist concentrates plus 1d6+3 turns afterward. Range is 12".

**Detect Magic:** Same as the 1<sup>st</sup> level Magic-User spell

**Deafness:** Same as Blindness but affects hearing.

## **3<sup>rd</sup> Level**

**Circle of Invisibility:** Same as the 3<sup>rd</sup> level Magic-User spell

**Fear:** Same as the 4<sup>th</sup> Magic-User spell.

**Spectral Forces:** Similar to Improved Phantasm but the illusion is so real that it is not destroyed by touch (though the person and only the person, who made the saving throw and thus was able to touch it will be immune to any further damage having successfully disbelieved the illusion) and will last 1d6 turns after the Illusionist has stopped concentrating.

**Continual Light:** Same as the 2<sup>nd</sup> level Cleric spell

**Continual Darkness:** Same as the 2<sup>nd</sup> level Anti-Cleric spell.

**Paralyzation:** This spell can upon a failed saving throw for each creature in range, paralyze twice as many Hit Dice of creatures as the Illusionist has levels. This lasts until dispelled or the Illusionist removes it. Range 18"

**Non-detection:** A spell that acts just like an Amulet of Proof Against Detection (pg. 114). Duration is two times the Illusionists level in Turns.

**Hallucinatory Terrain:** Same as the 4<sup>th</sup> level Magic-User spell.

#### **4<sup>th</sup> Level**

**Improved Invisibility:** Same as Circle of Invisibility but allows you to attack while using it. This spell only ends when dispelled or the Illusionist ends it.

**Massmorph:** This spell is used to conceal up to 100 men (or creatures of near man size) as woods or orchards. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. It will be negated by a command from the caster, by means of a Dispel Magic spell, or if those hidden make quick movements such as attacking or running. Range 24"

**Shadow Monsters:** This spell allows the Illusionist to create semi-real monsters that have 1/5<sup>th</sup> or 20% the Hit Dice of the original (thus a 5HD creature would have but 1HD). The AC for these creatures is always 9 and they always do 1d6 damage regardless of attack mode. The creatures do not get any special abilities normally attributed to them such as turning others to stone, draining life levels, or breath weapons unless their victim fails their saving throw vs. magic and thus believes they are real. The Illusionist can create his level in HD of shadow monsters (so if the Illusionist is 11<sup>th</sup> level he can create 11 real Hit Dice worth of creatures which is 55 Hit Dice of illusion, meaning that 11 Weretigers could be possible or in another instance 1 Kraken, 1 Sea Serpent, and an Efreeti all at the same time!) Such creatures take double damage from silver and will last for 1 Turn per level of the Illusionist.

**Shadow Magic:** This spell allows the use of semi-real offensive spells that have the following effects. Lightning Bolts and Fireballs do 1d6 damage for every 4 levels of the Illusionist. Wall of Fire or Ice 1d2 points of damage, a Slaying Spell kills 1d8 Normal-Types. The Referee can use these examples for guidance with other offensive spells. However, should the target or targets fail their Save vs Magic and thus believe that the spell is the real thing.....assuming they even know of such a spell, then the spell has the full range, damage, and effect as the actual spell. Of note, this initial saving throw is in addition to any saving throws the normal spell might have, for example if a Shadow Magic Fireball was cast the victims would get an initial Save vs Magic to determine belief. If they were to fail their save then they would still get a Saving throw vs. Breath weapons in order to take half damage.

**Minor Creation:** Creation of Djinni style materials up to wood in hardness. The maximum amount of material that can be created is 10lb per level of the Illusionist. Created material can last up to 4 plus the level of the Illusionist in days with harder objects lasting but 4 days and the softest of things the maximal time. See the Djinni on page 93 for guidance.

**Emotions:** A spell that projects various emotions. The emotions that can be projected are:  
Fear (same as the 4<sup>th</sup> level Magic-User spell)

Battle-Lust, which makes Man-Types fight as Berserkers. This can be countered with Fear.

Deprivation, this causes men to desert and lose faith giving a -9 to morale checks.

Bravado, which gives immunity to Fear, and counters Deprivation.

Hate, roll a d10, on a roll of 1-2 then the target hates any enemy they see, 3-4 then the target hates their companions, 5-7 then the target hates both enemies and companions, 8 they hate themselves, 9-10 they hate the caster. Any Man-Type who fails their save will attack any target that they hate including themselves effectively attacking themselves each round until dead.

The range for this spell is 18" and the duration is for as long as the Illusionist concentrates.

**Confusion:** This is the same as the 4<sup>th</sup> level Magic-User spell.

**Phantasmal Attainment:** This allows the Illusionist to cast any 1<sup>st</sup> level Magic-User spell of their choice.

## **5<sup>th</sup> Level**

**Project Image:** This is the same as the 6<sup>th</sup> level Magic-User spell.

**Summon Shadow:** A spell identical to the 6<sup>th</sup> level Magic-User spell Invoke Stalker except that the creature summoned is a Shadow. One Shadow will be summoned for every 5 levels the Illusionist has attained.

**Major Creation:** This spell grants full Djinni creation powers, up to 30lb per level of the Illusionist of material may be created. Duration of materials is as if created by a Djinni.

**Chaos:** A spell that affects an area of 3" x 3", confusing (as per the spell Confusion) all within. Super-Heroic Types and Illusionists are allowed a saving throw to avoid the effects. The spell will last as long as the Illusionist concentrates and has a range of 12".

**Higher Phantasmal Attainment:** This is the same as the Phantasmal Attainment spell but allows the Illusionist to cast any 2<sup>nd</sup> level Magic-User spell of their choice.

**Demi-Shadow Monsters:** This spell functions the same as the Shadow Monsters spell except but the monsters have 2/5<sup>th</sup> or 40% of the original Hit Dice (this a 5 HD creature would have 2 HD) and their AC is 8. The number of Hit Dice of creatures summoned is now a maximum of 1-1/2 times the level of the Illusionist (so a 10<sup>th</sup> level Illusionist could summon 15 HD of creatures). The duration is 1 round per level of the caster.

**Demi-Shadow Magic:** This spell is the same as the Shadow Magic spell but the damage is now doubled.

**Create Ghost:** If a Man-Type is killed, this spell can be used to cause him or her to become a spectre with Hit Dice equal to half the killed creature's level (HD) rounded up. A player character (or NPC) must have been at least 2<sup>nd</sup> level to be raised as a spectre. The spectre is raised with its original alignment, mind, and memory intact and does not come under the control of the caster but will not immediately attack the caster either. Further interaction between the newly raised spectre and the Illusionist could be based on good roleplaying and/or a reaction check. This spell in essence rips the soul out of the recently deceased body creating a ghost, it is for the Referee's judgement to determine how grateful the recipient would be. This spell can be cast up to 4 hours plus 6x the casters level in Turns after the death of the creature. So, a 10<sup>th</sup> level Illusionist could cast this spell up to 14 hours after the creature's death.

**"The Deepest of Illusionist Mysteries,"** the following spells are optional for those wishing higher level play. These spells represent the highest possible attainment. They are unfathomable, legendary, or even forbidden knowledge only found in forgotten tombs, lost ruins, or the most secret of Illusionist cabals. The finding of these spells should be adventures in and of themselves.

## **6<sup>th</sup> Level**

**Permanent Illusion:** This spell is the same as *Spectral Forces* except it requires no concentration from the Illusionist and will last until dispelled or ended by the caster.

**Programmed Illusion:** By means of this spell, the Illusionist sets up *Spectral Forces* spell which will activate upon command or when a specified condition occurs. Once activated the illusion will last for 1 Turn per level of the caster.

**Shades:** This spell is related to the spells Shadow Monsters and Demi-Shadow Monsters but the monsters have yet 3/5 or 60% of the original creatures Hit Dice. The Illusionist can summon twice his or her level in Hit Dice of creatures and they are now of AC 6. The spell lasts for 1 round per level of the caster.

**True Seeing:** This is exactly like the 5<sup>th</sup> level Cleric spell of the same name.

**Veil:** This spell allows the Illusionist to instantly change the appearance of his or her surroundings and/or party much like the Hallucinatory Terrain spell so as to fool even the

cleverest and close up creatures unless they have True Seeing or similar magical aid. This spell can make a filthy den seem to be a sumptuous room with all senses conforming to the illusion. Touch does not cause the it to vanish.

### **7<sup>th</sup> Level**

**Alter Reality:** By means of this spell the Illusionist can literally bring an illusion into reality. It is limited by the parameters of the *Phantasm* spell and in fact, that spell must first be cast by the Illusionist before this one in order for the spell to have an effect. In essence the illusion depicted in the *Phantasm* spell becomes a reality. Buildings could be altered, items created, wounds healed, landscapes altered, clothing changed etc. Living creatures, substantial treasures, and magical items created can only be brought into reality for a limited time. In general, these items will fade from existence in 1 day per level of the caster but actual duration is at the Referees discretion.

**Astral Spell:** This spell is identical to the 7<sup>th</sup> level Cleric spell of the same name.

**Prismatic Spray:** By means of this spell the Illusionist causes 7 rays from the *Prismatic Barrier* spell to spring from his or her hand in a 70ft long plane which is 5 ft wide near the Illusionist and 15ft wide at its end. Any creature in the area of effect will be touched by 1 or more of the rays. To determine which ray strikes the concerned creature, roll a d8.

- |           |   |
|-----------|---|
| 1. Red    | 5. Blue   |
| 2. Orange | 6. Indigo                                       |
| 3. Yellow | 7. Violet                                       |
| 4. Green  | 8. Struck by 2 rays, roll 2x and ignore any 8's |

Saving throws apply only with respect to those prismatic color rays which call for such.

**Prismatic Barrier:** This spell is identical to the 9<sup>th</sup> level Magic-User spell of the same name

**Vision:** By means of this spell the Illusionist can reach into the spirit realms to gain supernatural guidance. The Illusionist can ask whatever question they desire for which they may receive a vision in answer. Such inquiries though are not without danger. Roll 2d6 on a 2 to 4 the powers in the spirit realm are annoyed or offended and a powerful *Geas* or *Quest* is placed on the Illusionist to perform some service for them. No question is in this case answered. On a 5 to 9 the powers in the spirit realm are indifferent and the Illusionist is granted a vision answering the question in riddles or hard to decipher images. In some cases, the answer may be unrelated to the Illusionists question but a vision of something in the past or of future events of importance only to the spirit powers themselves. On a 10 or greater the vision is granted and the answer clear. The Illusionist can increase their chances of a clear answer by sacrificing something of value to the spell caster and/or to the power supplicated. The more precious the sacrifice, the better the chance of success, a very

precious item will grant a +1, an extremely precious item grants a +2, and a priceless or one-of-a-kind item grants a +3.

## The Bard Class

A Bard is first and foremost a minstrel. They are a jack-of-all-trades, amateur Thieves, dabbling Magic-User's, and an adequate Fighter, but their primary forte is the ability to extract themselves out of delicate situations through the use of diplomacy and charm. A Bard has the Subterfuges of the Thief but at a lesser level of refinement and must have at least average (minimum 9) Strength, Dexterity, and Intelligence. They also must have above average Charisma (13+).

If the original *Delving Deeper* rules are used a Thief has an unaltering 3-6 on a d6 chance of performing their Subterfuges. The Bard in this case would forever have a 4-6 on a d6 chance of performing those same skills.

If **Option 1** utilizing the alternate Thief progression table suggested in this work is used, then the **Bards Subterfuges** would progress as so:

6 on a d6 for levels 1-2

5-6 on a d6 for levels 3-5

4-6 on a d6 for levels 6-8

3-6 on a d6 for levels 9-11

2-6 on d6 for levels 12-14

**If Option 2 is utilized for Thief subterfuge progression, then:**

Give the Bard class a never altering success on a roll of 5-6 on a d6, in which case they would throw but one six-sided dice at the normal levels of 1 and 2. Two six-sided dice at heroic levels of 3 through 7, and three six-sided dice at super heroic levels of 8 through 12. If any one of those dice rolls were successful then the subterfuge was successful.

Bards are by nature and often of necessity, wanderers. The weapons that they train in and use reflect this. Bards may use daggers, hand axes, maces, short swords, staffs, clubs, throwing hammers, slings, spears, light crossbows, short bows, and oil. They are also for the same reason restricted to leather and chain armor but any Bard wearing chain armor cannot use their Subterfuges.

Bards follow the Cleric Hit Dice, Attack Matrix, and Saving Throw progression. They have the ability to possibly mesmerize all those who hear their songs, poems, and music. Those who are successfully "**Mesmerized**" act as though stunned as defined in the "Delving and Exploration" section of this work. The Bards Mesmerize ability does not work on certain monsters such as

undead, golems, living statues, slimes, oozes, or demons (Gothrogs) and in every case has less chance of being successful against higher level NPC's and monsters. Normal-Types have the listed chance of being Mesmerized but Heroic-Types have one step less, so if the Bard had a 3-6 on a d6 chance of Mesmerizing then it would be a 4-6 on a d6 for a Heroic-Type. This goes further with two steps less for Superheroic-Types.

There are some instances in which the Bards Mesmerize ability is particularly helpful such as to counter the song of harpies. Some monsters may even consider a Bard to be a great treasure such as dragons who refuse to allow a Bard to stop playing their restful melodies. Bards may attempt to use their Mesmerize ability once per day per level they have attained. If successful they may attempt to implant a "Suggestion" into the subconscious of those so mesmerized. This ability acts in every way as the 3<sup>rd</sup> level Magic-User spell Hypnotic Suggestion including allowing the victim a saving throw.

In general Bards are of Neutral alignment for they come from the same general philosophy and culture as the Druid class and in most cases Bards and Druids will try to help each other. It is possible for a Bard to be Lawful or Chaotic though, as this is not forbidden but any Bard of Lawful alignment must give up all thieving Subterfuges and are unable to use them.

Bards are also highly learned, and are great repositories of knowledge of histories, locales, customs, legends, runes, magics, and lore. This "**Lore**" ability allows the Bard a chance of identifying not only the names and possible backstories, but also the properties of various magic items, weapons, armors, and locations on maps. Successful use of this ability can also warn the Bard of cursed items.

In general Bards can only utilize magic items usable by Thieves, Fighters, or by "any characters". They are not learned in the use of wands, and staffs. They are also unable to make or use scrolls as a true Magic-User might but certain other magic items, such as musical instruments, work at twice effectiveness for the Bard. Examples of this are Pipes of the Sewers and Horns of Blasting.

Due to their wandering nature only a Master Bard of 9<sup>th</sup> level or higher can build a stronghold. They are somewhat compensated for this restriction however, by being generally welcomed in most places exchanging lodging for stories, song, and news of other lands and any Hirelings or Retainers in the Bards employ will always have a +2 to their initial Loyalty scores.

Both the Bards **Mesmerize** and **Lore** abilities progress at the rate below:

5-6 on a d6 for levels 1-3

4-6 on a d6 for levels 4-6

3-6 on a d6 for levels 7-9

2-6 on a d6 for levels 10-12.

Through their learning Bards are also amateur Magic-Users often dabbling into lost and arcane secrets as they come across them. In all cases like the Magic-User they must have a spell book or grimoire available in order to memorize spells. Unlike the Magic-User they do not start with one.

Level	Experience Points Required	Spells Per Day By Spell Level			
		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1	0	-			
2	1250	1			
3	4000	1			
4	9000	2			
5	16000	2	1		
6	25000	3	1		
7	50000	3	2		
8	100000	3	2	1	
9	150000	4	3	1	
10	200000	4	3	1	1
11	250000	4	3	2	1
12	300000	4	3	3	1
13	400000	4	4	3	1
14	500000	4	4	3	2
15	600000	4	4	4	2

\* Should the Bard continue past 15<sup>th</sup> level their required experience points and spell progression would follow the same pattern.

## Optional Bonus Class

In the third supplement to the original game “psionics” were first introduced and much of that work was devoted to this new ability. Psionics have always been a mixed bag with some people loving it and others hating it. *A Delving Deeper Companion* proposes another approach to the question of psionics and the “Psionist” as a character class, and that is the Esoterist class. The original game had tantalizing mentions of a “Mystic” class in a couple of articles as well as in the 1975 tournament version of “The Tomb of Horrors.” The Mystic was a class that was never officially realized. Instead, much of what was the Mystic got taken apart and developed into Psionics. What is given here is not a true reconstruction but a potential Delving Deeper alternative.

The Esoterist shares many of the powers and abilities of psionics as introduced in the third supplement but put into a character class format. This class can work great for characters or creatures classically assigned psionic powers. It is also recommended for those Referees that do not favor the more “Asian martial arts” orientation of the Monk class and want to include a more western monk or nun inspired by historical personages like Hildegard von Bingen, Benedictines, Dominicans, or even the Hermetics’s of medieval Europe.

### The Esoterist

The Esoterist (or Mystic if you prefer) is an initiate of an inner mystery tradition that seeks direct communion with the multiverse in order to achieve enlightenment and/or “oneness” with their god. Insight, awareness, and a deep connection with ultimate reality are the hallmarks and ultimate goals of the Esoterist. Whereas Magic-Users can be thought of as mystics, cabalists, and occultists, the Esoterist class is distinguished from the Magic-User in their approach. Esoterists are a subclass of Cleric (utilizing their experience point requirements for each level) and therefore ALWAYS learn their way in a religious environment. They are most often in a cloistered order in all ways similar to the monks, nuns, and friars of medieval Europe (or even the non-martial monastics of the Asian cultures). Other possibilities include them being hermits, Sufi’s, recluses, yogis, or gurus. In all cases they are distinguished from traditional clerics in that they are not aggressive defenders of the faith. They have no mandate to actively convert the heathen and are therefore men or women of peace. Their interest is self-enlightenment and oneness with the multiverse and/or their deity.

Esoterists must have above average wisdom and be of Lawful alignment. They are in no way warriors but they do learn self-defense skills and therefore fight as clerics, but they are loath to be seen as aggressors and are not accustomed to the use of armor or weapons of war. Therefore, they cannot wear any armor or use shields. They can only use blunt weapons of self-defense such as clubs, staves, slings, or even their fists and feet which will inflict 1 pt damage per hit. They are not permitted to use burning oil against living aggressors (undead not being “alive.”), but can use holy water.

Esoterists, unlike Clerics, cannot turn the undead. They are also unable to deliberately craft magical items, but often objects particularly associated with them in life, or even parts of their bodies, will become relics of their faith after their deaths. Other than armor or weapons of war (maces, warhammers etc.) they can use all magic items usable by clerics.

Esoterist spells are a particular combination of Magic-User and Cleric spells reflecting their focus on knowledge and defense. Unlike both Magic-Users and Clerics they do not rely on spell books or holy texts to memorize or learn their spells. They instead must meditate (often using prayer beads, rosaries, etc.) for a minimum of 1 hour per day and often more for higher level spells at the referee's discretion. Without being rested and having uninterrupted time for meditation, Esoterists are unable to memorize new spells. There are also no scrolls of Esoterist spells and any scrolls (other than Wards) found cannot be utilized by an Esoterist. They are however able to cast spells at first level and their spell progression is in every way the same as a cleric except the spells/level starts at first level.

## **Esoterist Abilities**

Inner peace and mental discipline allow the Esoterist several unique abilities. They are able to overcome the pain and shock of extreme injuries at least for a short time. Upon reaching zero hit points the Esoterist does not immediately die. They can operate without penalty up to a negative number of hit points equal to their level for a number of rounds equal to their level. So, for example a 5<sup>th</sup> level Esoterist can continue fighting, casting spells, etc. at up to -5 hitpoints for 5 rounds before collapsing dead.

1. At 2<sup>nd</sup> level Sixth Sense, Telepathy, and similar mind reading magics will only work on an Esoterist 50% of the time. That chance decreases by 5% for every experience level thereafter.
2. At 3<sup>rd</sup> level the Esoterist can go without food or water and feel no ill effects for 1 day/level. At 8<sup>th</sup> level this is increased to 2 days/level. At the end of that time the Esoterist must simply have a normal meal to be brought back to normal.
3. At 4<sup>th</sup> level the Esoterist can heal injuries and damage to themselves at twice the normal rate when healing naturally.
4. At 5<sup>th</sup> level the Esoterist can, by entering a trance, cause his or her body to become ethereal once per day. This allows the Esoterist to become incorporeal in the same manner as a Spectre and is immune to normal weaponry as per a Spectre. The Esoterist however cannot attack or interact physically with non-ethereal objects but can attack incorporeal objects and enemies normally even without magic weaponry. The Duration is 1 Turn per level.
5. At 6<sup>th</sup> level the Esoterist can create a halo of light (as per the Light spell) around his or her head, at will. This will not impair vision in any way and can be used for illumination for the Esoterist and others.

6. At 7<sup>th</sup> level the Esoterist will take 1 hit point less damage per attack with the possibility that attacks that would normally do 1 hit point of damage will actually do no damage.
7. At 8<sup>th</sup> level, charm spells of any sort (Including Geas and Quest) will only work on the Esoterist 50% of the time. This chance decreases by 5% for every experience level thereafter.
8. At 12<sup>th</sup> level, the Esoterist can cause their body and equipment to enter the Astral Plane once per day. This ability acts the same as the 9<sup>th</sup> level Magic-User Astral Spell.

### **Asceticism**

The Esoterist must live a life of self-denial and poverty. They cannot retain more wealth than they can carry on their person, and in any case cannot retain more than 100 gp equivalent worth of coins, jewelry, gems, etc. An Esoterist can only possess a maximum of three magical items at any one time with the exception of items usable only by Clerics (such as a Staff of Healing) or relics and holy symbols unique to their order. Esoterists must abstain from all vice, remain modest in bearing, and attempt to cultivate serenity. Failure to adhere to these restrictions will result in a loss of abilities and can only be restored through atonement in their faith. At the Referees discretion such atonement can only be given by a Cleric or fellow Esoterist of at least 12<sup>th</sup> level or through Prayer Beads of Atonement. Such a ritual will often require a service or Quest on the part of the player character.

At 9<sup>th</sup> level or above the Esoterist may take a "Vow of Silence." This allows the Esoterist to cast all spells without needing to have a verbal component so they function even within the radius of a Silence spell. The Esoterist is then limited to action related communication as far as speaking with other characters, monsters, etc. Thus, only sign language, body actions, or writing notes is allowed. Those Esoterists who take the vow get a 10% bonus to experience points earned.

At 9<sup>th</sup> level, the Esoterist will acquire a small cadre of students or followers who seek to learn from their example and instruction. 1d6 students of 1<sup>st</sup> level will initially seek out the Esoterist, who will gain 1-3 additional students upon reaching every subsequent level of experience.

## Esoterist Spells

### Level 1

Detect Evil  
Detect Magic  
Light  
Protection from Evil  
Comprehend Languages  
Sixth Sense  
Clairvoyance  
Shield  
Snake Charm  
Gazeback

### Level 2

Strength  
Bless  
Find Traps  
Levitate  
Speak with Animals  
Protection from Missiles  
Detect Invisibility  
Cure Light Wounds  
Locate Object  
Temperature Control

### Level 3

Remove Disease  
Prayer  
Remove Curse  
Speak with Dead  
Darkvision  
Fly  
Circle of Protection from Evil  
Invisibility  
Rope of Enigma

### Level 4

Cure Serious Wounds  
Neutralize Poison  
Speak with Plants  
Witch Eye  
Non-Detection

### Level 5

Commune  
Dispel Evil  
Quest  
True Seeing  
Magic Jar  
Passwall  
Telekinesis  
Cure Critical Wounds

### Level 6

Find the Path  
Speak with Monsters  
Project Image  
Legends and Lore  
Repulsion  
Astral Spell  
Mind Blank

### Level 7

Turn Wood  
Holy Word  
Restoration  
Wind Walk  
Limited Wish  
Time Stop  
Animate Rock

### New Esoterist Spell

**Temperature Control:** This is exactly like the 4<sup>th</sup> level Druid spell “Circle of Temperature Control” except that it effects only the Esoterist. The Duration is 3 Turns + 1 Turn per level.

Thank you for reading this humble work. I wish everyone great gaming experiences, epic last stands, memorable conquests, and lots of fun. Fight On!

**The *Delving Deeper* fantasy roleplaying game from immersive ink, is a true to the source, comprehensive, retroclone, of the first three books of the original 1974 table top roleplaying game. It has received accolades and respect throughout the roleplaying game industry, and is a go-to sourcebook for many who wish to understand and play a fantasy roleplaying game in its earliest incarnation.**

**However, those first three books were not the final say! Many of us grew up with monsters, magic, and character classes that were introduced in later supplements to that original game.**

**These supplements expanded and sometimes altered that game. A *Delving Deeper Companion* is a simulacrum of rules and character classes covering much of the material released in those supplements and more!**

**This work serves a niche group in the old school renaissance who want their game to be run the original way, but with the options, spells, character classes, and combat nuance, that came as the first table top roleplaying game grew and expanded.**

**This book is meant to be a companion to the *Delving Deeper Reference Rules Compendium* written by Simon J. Bull. With these rules, players will be able to choose from all the character classes, and utilize all the spells, introduced in the supplements and articles supporting the Original Game.**

**Within these pages you will find suggestions for running combats, rules for ruling a barony, the nuance of weapon tactics, and a way to add skills. Now you can not only Hexcrawl the underworld of dark elves and chthonic horrors but also the Ethereal and Astral planes. There are new monsters to battle, new treasures to find, and new (or old) ideas on how to bring them into your campaign. No matter where your characters go, it is likely this book will be the only “supplement” you will ever need. So, grab your sword or wand and travel beyond the borderlands or even beyond the physical realm!**