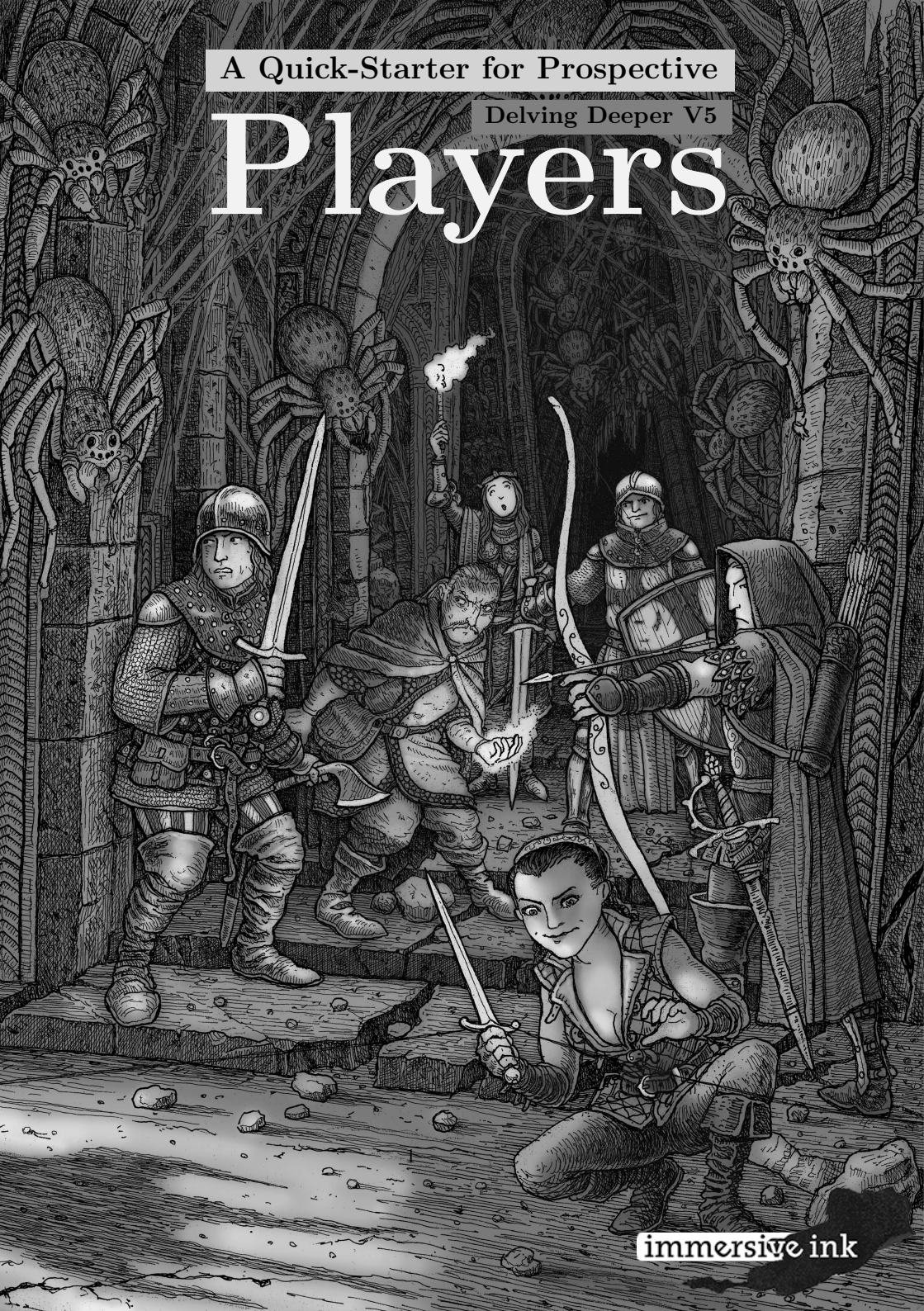


A Quick-Start for Prospective

Delving Deeper V5

Players



immersive ink

A Quick Start for Players

As in contemporary role-playing games each player in a *fantastic medieval wargames campaign* controls a figure in the campaign—also known as the player's *character*. Examples follow:

3d6 Figure

- 3 **Robert the Walsh** [Myrmidon, MV 9", AC 2, HD 3, hp 12, FC 3 men, SV F3]. Plate armor, helm, sword, shield, hand axe. Backpack, iron rations, wine skin, tinderbox & 6 torches, 2 flasks of oil, crowbar, pouch of knuckle bones, 2 large sacks.
- 4 **Tobias Pilcrow** [Hobbet Warrior, MV 6", AC 5, HD 2 + 1, hp 9, FC 2 men, SV F6]. Mail armor, helm, 2 hand axes. Backpack, rations, wine skin, tinderbox, lantern, 2 flasks of oil, small sack, grapple & 50ft rope, pouch of marbles.
- 5 **Trumbol Ardwick** [Dwarf Warrior, MV 6", AC 3, HD 2 + 1, hp 9, FC 2 men, SV F6]. Plate armor, helm, halberd, dagger. Backpack, iron rations, water/wine skin, tinderbox & 12 torches, hammer, pouch of charcoal, whetstone.
- 6 **Amara Shaye** [Warrior, MV 9", AC 2, HD 2 + 1, hp 9, FC 2 men, SV F2]. Plate armor, helm, spear, shield, dagger. Backpack, rations, water/wine skin, tinderbox & 6 torches, hooded cloak, small sack, game snare, wolvesbane.
- 7 **Elan Eladril** [Elf Veteran/Medium, MV 9", AC 4, HD 1 + 2, hp 6, FC man +1, SV F1/M1]. Mail, helm, short bow & arrows, dagger, scroll of *sleep* spell. *Charm person* spell. Backpack, rations, water/wine skin, lantern, 2 flask of oil, hooded cloak, 50ft of rope, manacles, seeing lens.
- 8 **Ghilanna Feyre** [Elf Veteran, MV 9", AC 3, HD 1 + 2, hp 6, FC man +1, SV F1]. Plate armor, helm, two-handed sword, hand axe. Satchel, standard rations, 2 water/wine skins, tinderbox, lamp, 2 flasks of oil, ink & quill case, ledger, balance scale, yardstick, pouch of 20 GP.
- 9 **Art Nokkr** [Dwarf Veteran, MV 6", AC 2, HD 1 + 2, hp 6, FC man +1, SV F5]. Plate armor, miner's helmet, spear, shield, dagger. Backpack, iron rations, water/wine skin, 2 flasks of oil, 50ft rope, pick, 6 iron spikes, spade.
- 10 **Jessun II of Merp** [Veteran, MV 9", AC 2, HD 1 + 2, hp 6, FC man +1, SV F1]. Plate armor, helm, battle axe, shield, dagger. Satchel, fine rations, 2 wine skins, ink & quill case, journal, fine cloak, signet ring, broach, pouch of 50 GP.
- 11 **Gordon Wesswol** [Crucifer, MV 9", AC 4, HD 1, hp 4, FC man, SV C1]. Mail, helm, hammer, shield. Backpack, rations, water/wine skin, silver Cross, 2 wooden Crosses, Holy water, tinderbox & 12 torches.

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- 12 **Kitelark** [Medium, MV 12'', AC 9, HD 1, hp 4, FC man, SV M1]. Scroll of *charm person* spell, dagger. *Sleep* spell. Satchel, rations, water/wine skin, tinderbox, lamp, 2 flasks of oil, lute, juggling balls, deck of cards.
 - 13 **Ingemar Nation Builder** [Friar, MV 9'', AC 4, HD 1 + 3, hp 7, FC man+1, SV C2]. Mail, helm, mace, shield, silver Cross. *Cure light wounds* spell. Backpack, rations, water skin, tinderbox & 12 torches, brace drill, hammer & tin of nails.
 - 14 **Spinderella** [Elf Medium, MV 12'', AC 9, HD 1, hp 4, FC man, SV M1]. Scroll of *sleep* spell, dagger. *Charm person* spell. Backpack, rations, 2 water/wine skins, tinderbox & 6 candles, ink & quill case, parchment (18 leaves), pouch of fine sand, leather scroll case, signet ring, pouch of 20 GP.
 - 15 **Hellena Styx** [Seer, MV 12'', AC 9, HD 1 + 1, hp 5, FC man +1, SV M2]. Scroll of *charm person* spell, dagger. *Sleep* and *hold portal* spells. Backpack, rations, water/wine skin, tinderbox & 6 torches, bedroll, hooded cloak, hiking pole, lodestone.
 - 16 **Seighild le Frur** [Abbot, MV 9'', AC 3, HD 2 + 1, hp 9, FC 2 men, SV C3]. Plate armor, helm, morning star. *Protection from evil* and *cure light wounds* spells. Backpack, rations, water skin, silver Cross, Holy water, silver mirror, mallet & stakes, garlic.
 - 17 **Illithur Yeufold** [Elf Warrior/Seer, MV 9'', AC 2, HD 2 + 1, hp 9, FC 2 men, SV F2/M2]. Plate armor, helm, sword, shield, dagger, scroll of *sleep* spell. *Charm person* and *protection from evil* spells. Backpack, rations, iron rations, water/wine skin, 3 silver arrows, silver dagger, wolfsbane, belladonna.
 - 18 **Elsbeth Zib** [Conjurer, MV 12'', AC 9, HD 2, hp 8, FC 2 men, SV M3]. Staff, scroll of *sleep* spell. *Charm person*, *hold portal*, and *invisibility* spells. Backpack, iron rations, wine skin, lantern, 4 flasks of oil, lockbox, manacles, ink & quill case, ledger.

Game Statistics The referee will use the game statistics. *MV* is for Movement Rate; *AC* for Armor Class; *HD* for Hit Dice; *hp* for hit points; *FC* for Fighting Capability; *SV* for Saving Throws.

Character Sheets Players should note their character details on a sheet of paper or on a *character sheet*, such as the example provided on the rear cover. If desired, the character's *ability scores*—strength, intelligence, wisdom, constitution, dexterity, and charisma—can be determined by throwing 3d6 for each, in order, and recording the sum.

Elves and Dwarfs In addition to their other characteristics elves are particularly good at finding secret doors, while dwarfs will notice slanting passages, traps, or other clever stonework.

Role of the Referee

There is no Dungeon Master here. Instead, there is an impartial *referee* who facilitates the game. The referee is required to make *rulings* to adjudicate the intentionally loose game framework, and these decisions are final. Players will have poor luck occasionally, and should expect rulings to go against them from time to time. While seemingly inconvenient, this impartiality empowers players to truly own their successes and their failures alike.

How to Play

Players should verbally dictate what their figures do and say in the game world as they explore fantastic underworld and wilderness environments. When a player states an action *it is immediately happening* in the game—even if the player hesitates or retracts. When players are talking their characters are talking too, so if the players are debating what to do next, so are their characters and nearby monsters might overhear them.

Getting Organised

Players should be organized. Each should maintain a record of their figure(s) and provide these details to the referee as needed. In larger groups it is helpful to nominate a caller, a mapper, and a chronicler.

The Caller If one of the player figures assumes a leadership role in the game world, that player would logically be the caller. Otherwise, the group may elect a caller or be leaderless and debate every choice. The caller can address the referee *outside the game* (without being overheard in game) to establish a marching order, state where the party is going and what it is doing (or is supposed to be doing) during exploration. Another player can disobey the caller's orders—and this might be perfectly in character. In combat the caller can continue to issue orders, but the other players are free to act independently if they choose (a melee is often every figure for themselves).

The Mapper A player can be nominated to map the game world as the referee describes it, requiring time, writing tools, and useful light in the game. Mapping is slow going but can reveal unexplored areas and practical routes and should reduce the chance of getting lost.

The Chronicler Another player can reduce the referee's workload by keeping a record of monsters slain, treasure carried, and resources consumed. This accounting occurs outside the game world.

Into the Underworld

Expectations The first thing to know is that treasure hunting in the mazy dungeons can be deadly and survival is by no means guaranteed. Challenges are what they are, for better or worse. They are not always “balanced” or beatable but they *are* usually appropriate for the dungeon level they’re found on.

Preparation The expedition should comprise a pragmatic mix of adventuring types including a good number of armored fighters. Players should be equipped with more than just arms and armor. They will need lanterns or torches to explore the dark places where treasures are hidden, and rope, spades, crowbars, iron spikes, mirrors, and poles can all be useful. Provisions may also be required. No figure should be over-burdened or under-equipped—cooperative players may even wish to organize their gear as a group. Plans should be prepared for managing resources and for *avoiding* combat. Food and burning oil can waylay unintelligent monsters, while treasure can be bargained with more intelligent sorts. When it comes to blows the additional weight of hired mercenaries (or monsters pressed into service) can be invaluable. These will, of course, desire a share in any treasure found and might intrigue to get it! Finally, a player can name an heir so their next figure can inherit what wealth the present one leaves behind, or is returned with the body.

Treasure The division of any treasure recovered is decided by the surviving players. Their figures should each get a share of the loot (and hence the experience awards) with magical items usually given to those that can use them. Whether the heir of a slain player figure or followers are rewarded is up to the players, the latter becoming less loyal if denied a share.

Adventuring Time in the dungeons will be spent exploring and (if the players are smart) avoiding unprofitable combat. Danger should be expected at any moment from any direction, even from within the expedition—lying and trickery are not unknown. Careful play can avoid many (but not all) perilous situations that might otherwise cost a life. However, too much caution can be as dangerous as too little; some circumstances require decisive action before all is lost. Players should ideally cooperate (e.g., rotating the guard duty when rest is required) and exploit the collective abilities of their figures to improve their shared chances of success. Arguments between players will typically cause delay and could alert or attract monsters. Above all players should *think!* Tackling challenges with wits and imagination will succeed more often than relying on lucky dice.

Advice for Fighters

Your main job is to deal with the fighting, whether leading the charge or managing the battle line. Either way, you should always have a plan. Surprise the enemy wherever possible. Take the high ground. Employ missiles and spears (three across a 10ft wide passage). If you're outnumbered, fight them at choke points. If you outnumber them, make a flanking move to surround them. Form a battle line to protect the vulnerable. Have a reserve ready to replace the injured or fallen. Prepare a defensible position to fall back to. Even a basic plan is better than no plan at all.

You should have plate armor and shield, missiles, spears, and hand axes, and should bring as many troops as you can. Only give battle when you have the upper hand—losing will get you killed. Enemy morale failure is the quickest route to victory so aim to force morale checks as early and as frequently as possible. Don't forget that intelligent enemies can be subdued—this can shorten combat (reducing risk) and swell your ranks.

At 6 or fewer hp you're risking hits that could kill you. Survival is then a matter of luck rather than strategy. If you do die, take a moment to reflect on what got you killed. Was it really just an "unlucky" roll? Or could you have avoided that roll all together?

Advice for Magic-Users

You are the brains of the operation. Your role is to observe and deduce, to scheme contingencies, and to decide *when* to influence outcomes for the expedition with your magic. Your offensive spells can be decisive but be aware area effect spells can cause as much harm to allies as to enemies if you're not careful.

You should carry a dagger and as many spell scrolls as your purse (and the referee) will allow. The *sleep* and *charm person* spells are asymmetrically powerful; the other starting spells are situationally useful. However, you can manipulate outcomes without resorting to *fire ball*. The mere threat of magic can intimidate normal types, while your mastery of languages and parley is a powerful option—as is your ability to decipher runic symbols, treasure maps, and spell books.

You should always be protected by other figures ahead and behind—possibly employing body guards for this purpose—and should avoid combat wherever possible. Your armor class is terrible and you don't have a fighter's hit points and moreover, you won't be able throw spells when toe-to-toe with the enemy!

Your best position is to stay out of any immediate danger. Your magic may well be remarkable, but you're almost always better off running, hiding, or bargaining than you are fighting.

Advice for Clerics

You are a weapon against the undead. Your mission is to vanquish these and other aberrations. Anyone can fight but *only* a cleric can turn the undead and you should always attempt to do so. You should carry at least one Cross and other tools of the monster slaying trade; garlic, a mirror, stakes, Holy water, and burning oil.

Don't overlook your clerical Order. You may be able to beg, borrow, or become indebted for otherwise unaffordable spell scrolls. Obtain as many as the referee will allow—even a single scroll will be a sound investment. *Protection from evil* and *cure light wounds* are good choices (the temptation to reverse either notwithstanding). *Hold person* is a more assertive option. Likewise, look to employ religious fanatics over regular hirelings as these will serve for less and be more loyal—so long as their fervor is fuelled.

You should use the best armor available—with good protection you are a respectable fighter, but without, leave the front rank positions to fighters with better armor and weaponry. Once missiles have been loosed and melee contact made, you can step up to relieve injured or fallen fellows on a near-equal basis.

Both before and after combat your spells can be consequential; remember that an ounce of prevention is worth a pound of cure.

Additional Player Figures

Additional player figures can be made by throwing 3d6 three times; firstly to select a figure, secondly to select arms and armor, and finally to select equipment. Alternatively just choose your favourites:

Figure Selection (3d6)

3d6	Figure	3d6	Figure
3	Myrmidon	11	Crucifer
4	Hobbet warrior	12	Medium
5	Dwarf warrior	13	Friar
6	Warrior	14	Elf medium
7	Elf veteran/medium	15	Seer
8	Elf veteran	16	Abbot
9	Dwarf veteran	17	Elf warrior/seer
10	Veteran	18	Conjurer

Veterans, warriors, and myrmidons are *fighters*. Mediums, seers, and conjurers are *magic-users*. Crucifers, friars, and abbots are *clerics*.

Arms and Armor Selection (3d6)

3d6 Fighters¹

- 3 Mail, pair of hand axes
- 4 Mail, mace and hand axe
- 5 Mail, composite bow²& arrows, dagger
- 6 Mail, light crossbow & quarrels, dagger
- 7 Mail, longbow²& arrows, dagger
- 8 Mail, short bow & arrows, dagger
- 9 Plate armor, sword and shield, dagger
- 10 Plate armor, sword and shield, hand axe
- 11 Plate armor, battle axe and shield, dagger
- 12 Plate armor, spear and shield, dagger
- 13 Plate armor, spear and shield, hand axe
- 14 Plate armor, two-handed sword, dagger
- 15 Plate armor, two-handed sword, hand axe
- 16 Plate armor, halberd, dagger
- 17 Plate armor, morning star, dagger
- 18 Plate armor, flail, dagger

3d6 Clerics³

- 3 Padded armor, staff, wooden Cross
- 4 Padded armor, staff, wooden Cross
- 5 Padded armor, cudgel and shield, wooden Cross
- 6 Padded armor, cudgel and shield, silver Cross
- 7 Mail, hammer and shield, silver Cross
- 8 Plate armor, hammer and shield, silver Cross
- 9 Mail, hammer and shield, silver Cross
- 10 Plate armor, hammer and shield, silver Cross
- 11 Mail, mace and hammer, silver Cross
- 12 Plate armor, mace and shield, silver Cross
- 13 Mail, mace and shield, silver Cross
- 14 Plate armor, mace star, silver Cross
- 15 Mail, morning star, silver Cross
- 16 Plate armor, morning star, silver Cross
- 17 Mail, flail, silver Cross
- 18 Plate armor, flail, silver Cross

¹ All fighters wear a helm.

² Dwarfs replace with light crossbow; elves and hobbits with short bow.

³ Clerics wear a helm on a 6+ and carry Holy water on a 3, 6, 9, 12, or 18.

Magic-Users Magic-users are always unarmored but on a 3d6 throw of 6–10 they carry a scroll of *charm person*; on a 11+ a scroll of *sleep*. On an odd throw they are armed with staff; otherwise with dagger.

Determining Game Statistics Movement Rate (*MV*) is 12" for men and elves; 9" for dwarfs and hobbits. Subtract 3" if mail or plate armor is worn. Armor Class (*AC*) is 3, 5, or 7 for plate, mail, or padded armor, respectively, or 9 if unarmored. Subtract 1 if a shield is used. Hit Dice (*HD*) are 1 for crucifers, mediums; 1+1 for seers; 1+2 for veterans, veteran/seers; 1+3 for friars; 2 for conjurers; 2+1 for warriors, abbots, warrior/seers; 3 for myrmidons. Hit points (*hp*) are 1–6 hp per HD plus 1 hit point per add. Fighting Capability (*FC*) is 1 Man for crucifers, mediums; Man+1 for friars, seers, veterans, veteran/mediums; 2 Men for conjurers, abbots, warriors, warrior/seers; 3 Men for myrmidons. Saving Throws (*SV*) are F1, F2, F3 for veterans, warriors, and myrmidons—dwarfs and hobbits add 4. M1, M2, M3 for mediums, seers, and conjurers. C1, C2, C3 for crucifers, friars, and abbots. F1/M1 for veteran/mediums and F2/M2 for warrior/seers.

Magic User Spells A medium will know the *charm person* or the *sleep* spell. A seer knows a *protection from evil* or *hold portal* spell in addition to what a medium knows. A conjurer knows a *phantasmal host* or an *invisibility* spell in addition to what a seer knows.

Clerical Spells A crucifer knows no spells. A friar knows a *protection from evil* or a *cure light wounds* spell. An abbot will know both these spells. Note that clerical spells can be reversed at risk of becoming an anti-cleric.

Spell	Effect
Charm person	Brings one man-like figure under the magic-user's influence.
Sleep	Puts a group of man-like figures, or a single heroic figure, to sleep.
Protection from evil	Keeps enchanted monsters away.
Hold portal	Holds a door or other portal magically locked.
Phantasmal host	Creates an illusionary monster or body of troops.
Invisibility	Makes someone vanish from sight!
Cure light wounds	Restores lost hit points after combat.

Turning Away the Undead Clerics (but not anti-clerics) can attempt to turn away undead monsters.

Saving Throws The referee may offer a *saving throw* as a last chance for a player to avoid some in-game calamity. A successful saving throw will usually avoid rays issuing from wands, paralysis, and some magic spells entirely, or else reduce the damage from breath weapons or other area effects by one-half. A failed saving throw allows the weapon or attack to have its full effect.

Equipment Selection (3d6)

3d6 Pack

- 3 **Trader** satchel, rations, 2 wine skins, tinderbox, lamp, 2 flasks of oil, ink & quill case, ledger, balance scale, yardstick, pouch of 20 GP.
- 4 **Minstrel** satchel, rations, water skin, tinderbox, lamp, 2 flasks of oil, lute, juggling balls, deck of cards.
- 5 **Vampire slayer** backpack, iron rations, water skin, silver Cross, Holy water, silver mirror, mallet & stakes, garlic.
- 6 **Quartermaster** backpack, iron rations, waterskin, lantern, 4 flasks of oil, lockbox, manacles, ink & quill case, ledger.
- 7 **Smith** backpack, iron rations, waterskin, tinderbox & 12 torches, hammer, pouch of charcoal, whetstone.
- 8 **Monster hunter** backpack, rations, iron rations, water skin, 3 silver arrows, silver dagger, wolfsbane, belladonna.
- 9 **Carpenter** backpack, iron rations, water skin, tinderbox & 12 torches, brace drill, hammer & tin of nails.
- 10 **Burglar** backpack, rations, water skin, small sack, tinderbox, lantern, 2 flasks of oil, grapple & 50ft rope, pouch of marbles.
- 11 **Freebooter** backpack, iron rations, water skin, tinderbox & 6 torches, 2 flasks of oil, crowbar, pouch of knuckle bones, 2 large sacks.
- 12 **Crusader** backpack, rations, water skin, silver Cross, 2 wooden Crosses, Holy water, tinderbox & 12 torches.
- 13 **Trapper** backpack, rations, water skin, tinderbox & 6 torches, hooded cloak, small sack, game snare, wolfsbane.
- 14 **Tracker** backpack, rations, water skin, lantern, 2 flask of oil, hooded cloak, 50ft of rope, manacles, seeing lens.
- 15 **Tunneller** backpack, iron rations, water skin, miner's helmet, 2 flasks of oil, 50ft rope, pick, 6 iron spikes, spade.
- 16 **Rover** backpack, rations, water skin, tinderbox & 6 torches, bedroll, hooded cloak, hiking pole, lodestone.
- 17 **Negotiator** backpack, rations, 2 wine skins, tinderbox & 6 candles, ink & quill case, parchment, pouch of fine sand, leather scroll case, signet ring, pouch of 20 GP.
- 18 **Lordling** satchel, fine rations, 2 wine skins, ink & quill case, journal, fine cloak, signet ring, broach, pouch of 50 GP.

Even More!

All this is just a beginning. The original rules for *fantastic medieval wargames campaigns* include nearly limitless possibilities for player figures. Discover anew in your free copy of *Delving Deeper*—a near emulation of the original game.

(Optional) Thieves

If the referee chooses to include thieves adjust the preceding as follows:

Figure Selection (p7) On any throw with a double the player may opt for an *eriff* over a crucifer, medium, or veteran; a *footpad* over a friar, seer, or warrior; or a *varlet* over an abbot, conjurer, or myrmidon.

Arms and Armor (p8) On a throw of 5+ a thief wears padded armor. On an odd throw they are armed with a dagger; otherwise with cudgel. On an 11+ a thief has a crowbar; otherwise 6 iron spikes. Thieves have no spells.

Equipment Selection (p10) Every thief carries a satchel, rations, water skin, tinderbox, lamp, and a small sack. Additionally, throw 3d6 twice on the equipment selection table but take only the last two items listed for each throw.

Game Statistics Hit Dice (*HD*) are 1 for eriffs; 1+1 for footpads; 2 for varlets. Fighting Capability (*FC*) is 1 Man for eriffs; Man+1 for footpads; 2 Men for varlets. Saving Throws (*SV*) are T1, T2, T3 for eriffs, footpads, and varlets—dwarfs and hobbits add 4. Thieves adjust saving throws vs rays and wands by +2.

Advice for Thieves

Thieves are not meant to fight. Your role is to reach places the others cannot go; to sneak and hide, eavesdrop, lure and ambush; to poison the wine, sabotage the equipment, and provide diversions. You are there to get your hands on the loot, not to die in the fighting.

While anyone *could* buy off the local barkeeps and snitches, you *should* do so as a priority. 10–60 GP to get tongues wagging at the taproom is a fair price indeed for a few treasure hunting leads. You might hold back a few of the choicest details for yourself and this would be exactly in character for a thief.

You should carry a bag of tricks to facilitate your role. Rope, grapple, marbles, string, a mirror, chalk, and iron spikes might all be useful. Burning oil and food are good for distracting pursuers, and pre-prepared bribes can be handy. You must not overburden yourself, however, as mobility is an essential part of your survival strategy.

On that count, you can be satisfactorily armed with just a dagger or cudgel, and even the allowable padded armor is optional. You will do well to avoid fighting altogether unless success is virtually assured, and even then you should have a contingency for when it all goes wrong. Always remember that deception is your A-game, and *always* have an exit plan.

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DELVING DEEPER CHARACTER RECORD

Name _____ Title _____ Type _____ Align _____ Class _____ Level _____ Strength _____ Intelligence _____ Wisdom _____ Constitution _____ Dexterity _____ Charisma _____	Treasure Gold Silver Copper Gems Jewellery Other	Experience Languages
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Stat Line: MV AC HD hp FC SV

Equipment 	Spells/Hirelings 	Notes
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