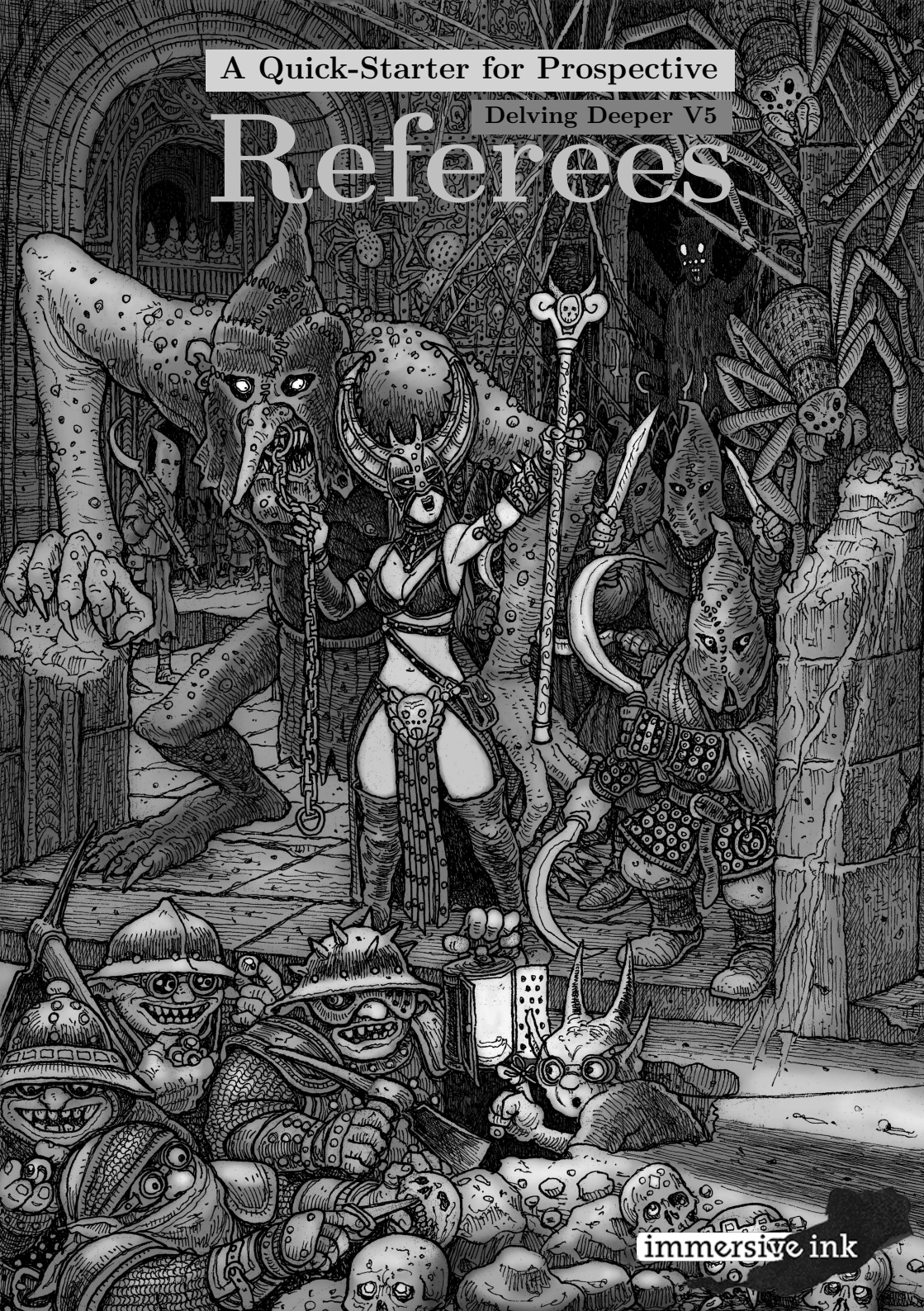


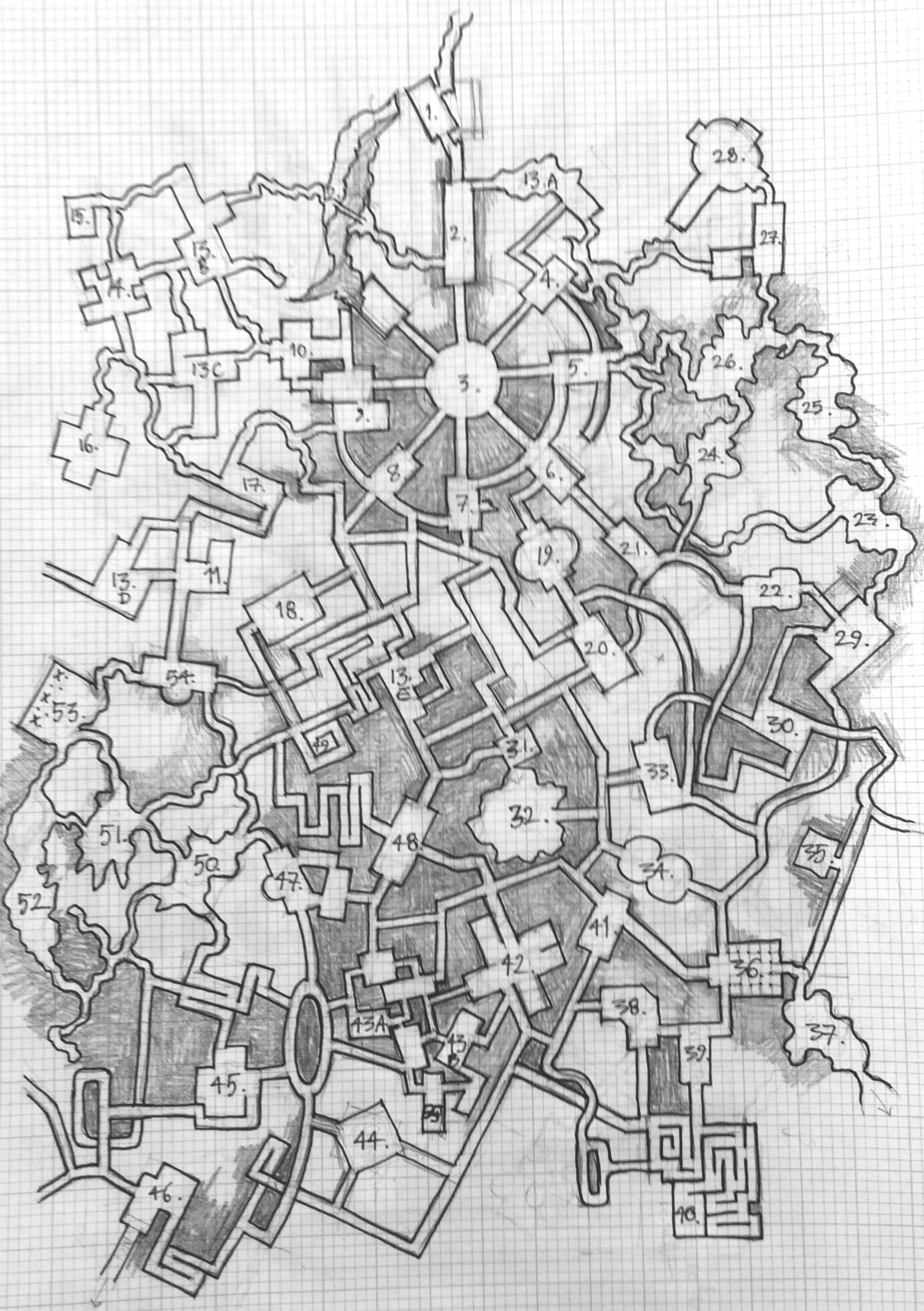
A Quick-Start for Prospective

Delving Deeper V5

Referees



immersive ink



A Quick-Starter Dungeon

The *fantastic medieval wargames campaign* referee likely begins the campaign with a dungeon. An example follows.

Note that many details are intentionally left to the referee, who should make whatever additions or changes are appropriate for the campaign world. The referee is encouraged to alter the dungeon in response to player actions to ensure new surprises for returning players.

The monster numbers are intended for 4–6 players. If there are 2–3 players use 50% fewer (or weaker) monsters. If there are 7–10 players use 50% more (or stronger) monsters. Treasure should not be scaled.

Wandering Monsters If wandering monsters occur throw 2d6 to determine their type: 2) 2–4 giant toads; 3) 2–8 cultists; 4) 1 goblins and 2–8 wolves; 5) 1 flight of bats; 6) 2–12 giant rats; 7) 2–10 goblins; 8) 2–6 hobgoblins; 9) 2–6 mercenaries; 10) 2–8 bandits; 11) 2–8 brigands; 12) 2–8 dwarfs.

Keyed Areas

1. UNIMPEACHABLE GATEWAY This series of shattered and splintered double doors were once considered impenetrable. What force could have defeated them is a daunting concern.

2. HALLOWED PASS Statues of noble and arrogant figures line this hallway, most of them cracked or broken, or even tumbled down. Shifting or prodding a statue might cause further damage (and noise).

3. ROTUNDA The cracked, dome-shaped ceiling once proclaimed a glorious fresco, but it is now unrecognisable.

4. POTTER'S GALLERY Dusty shelves of cobwebbed, broken pottery. 100 SP is hidden inside a faded pot on the top shelf.

5. OVERGROWN CHAMBER This walls and ceiling of this uneven room are perforated by gnarled roots and hanging vines.

6. UNDERCROFT Once a series of pantries, this cool area now contains only dusty shelves of empty jars, cob webs, and rodent droppings.

7. DINING HALL A long abandoned dining hall. Below the cold grate of its fireplace is a blackened lock box containing 600 SP.

8. ABANDONED SCULLERY This was once a scullery; rusted, cobwebbed pots are still stacked in the corners. Meddling with them may collapse the pile, causing a ruckus and a wandering monster check.

9. SITTING ROOM A once a well-appointed room is now littered with dilapidated tapestries. 100 SP are individually stitched into one tattered decoration so that each SP makes a shield.

10. HOBGOBLIN POST Gungayag's stout front gate is guarded by 2–6 mail-clad hobgoblins equipped with halberd and hand-axe. They are well-drilled and will raise the alarm if pressed. They have 300 SP gate taxes in a metal lockbox.

Hobgoblins [MV 9'', AC 5, HD 1 + 1, hp 2–7, FC man+1, SV F1, AL C]

11. GARBAGE HEAP The stinking goblin garbage heap here is riddled with rat holes. 2–12 giant rats nest under the pile and will defend it aggressively. Rat injuries will cause disease within 1–6 days.

Giant rats [MV 12'', AC 9, HD ½, hp 1–3, FC man–1, SV F1, AL –]

12. GOBLIN GANTRY A rickety wooden gantry spans a 20ft wide chasm that splits this cave. It can be crossed cautiously, but wobbles with any sudden movement.

13. GOBLIN DIGS each of these five chambers (A, B, C, D and E) accommodates 2–10 goblins who are variously cavorting and antagonising. Equipped with padded armor, clubs, hand axes, and small swords. They hate men and elves.

Chamber D; 200 SP of small coins on a dice-and-toad gambling table. Chamber E; a traitor among them has 200 SP hidden behind a loose flagstone.

Goblins [MV 9'', AC 7, HD 1 – 1, hp 1–5, FC man–1, SV F1, AL C]

14. GUNGAYAG'S COURT Gungayag presides over this hall along with 2–6 loyal hobgoblin theigns. He is a second cousin of the goblin King, and has been holed up here since his political exile from the Kingdom. They plot and plan, and await their future opportunities. The war chest under Gungayag's seat contains 200 SP and 450 GP.

Gungayag [MV 9'', AC 5, HD 3 + 1, hp 13, FC 3 men/hero–1, SV F3, AL C]

Hobgoblins [MV 9'', AC 5, HD 1 + 1, hp 2–7, FC man+1, SV F1, AL C]

15. GOBLIN STORE This is Gungayag's odorous larder. It has bins of coarse bread, hard cheese and onions, and hanging mutton, goat quarters, drying snakes and rabbits, and kegs of an awfully bitter black ale.

16. HOBGOBLIN ARMORY Gungayag's troops are equipped from this armory. Only a handful of poor halberds and spears remain.

17. THE QUESTION Gungayag's minions are building a torture chamber here. When complete, it will feature hanging chains, wall manacles, a brazier and irons, and a rack. Presently unoccupied.

18. FORLORN BENCH A high bench of a dozen dilapidated seats overlook a spartan chamber.

19. FIREBRAND A prominent forge-altar is attended by the evil friar Helseign Torrens and 2–8 Burned Eye cultists. Helseign wears mail, carries a shield and war hammer, and knows a *command* spell. She insists that players convert to the Burned Eye cult, requiring them to discard all material wealth into the altar receptacle and submit to a white-hot branding over the right eye (save vs petrification or pass out; loss of depth perception causes –4 to all missile fire). The cultists become hostile if players refuse. They are armed with clubs and daggers and never check morale.

Helseign [MV 9", AC 4, HD 1 + 1, hp 6, FC man +1, SV C2, AL C]

Cultists [MV 12", AC 9, HD 1, hp 1–6, FC man, SV F1, AL C]

20. ARBORETUM A narrow defile in the broken ceiling must once have admitted sunlight for the two dozen potted plants here. All have long since died. There is an old pouch of 100 SP buried in one of the pots.

21. BROKEN COBBLES The cobblestones here are broken and uneven. Some have been looted, leaving a patchwork of ditches.

22. TOAD HALL This partially subsided cavern is a muddy quagmire that conceals 2–4 giant toads. They surface suddenly to gulp prey before submerging—dragging small-sized figures under.

Giant toads [MV 6", AC 7, HD 2, hp 2–12, FC man+1, SV F2, AL –]

23. SLIMY SLIME The abundant fungi and toadstools in this wet cave conceal several green slimes. Anyone who rummages around searching will contact a slime on a d6 throw of 5–6. They eat through wood, metal, and flesh and are only subject to fire or cold requiring 2 HD of damage to destroy.

24. BAT CAVE This guano littered cavern roosts a sleeping bat colony. If disturbed they will swarm madly to flee, extinguishing any unprotected flame (including torches).

Bat colony [MV –/18", AC 9, HD –, hp –, FC –, SV F1, AL –]

25. THE TAMMYOND TEARS A small course of fresh water babbles down a broken wall to pool in a corner here.

26. LIMESTONE CAVE An eerie cave of languid drip-dripping, where water collects in milky pools beneath stalactites.

27. SUBSIDED CRYPT This ancient crypt is inundated with a few inches of water, so that an eerie mist curls around the ramshackle headstones.

28. CHARNEL END Two wights lie silently in shallow, open graves in this cold, misty burial ground. They arise to protect their grave goods which include 1,000 SP and 200 GP. The first wight carries Kinslayer, a *dagger +1, +3 vs men*. The second wears a *helm of alignment change*. Their touch paralyzes normal figures (no save). They are impervious to normal, non-silver missiles and will not leave this area.

Wights [MV 9", AC 6, HD 3, hp 3–18, FC 3 men/hero–1, SV F3, AL C]

29. HOSTLERY All that remains of these quarters are four ruinous, dusty bunks. A timber box containing 500 SP is hidden under a loose flagstone below one of the bunks.

30. SHRINE A serene room occupied by a simple shrine that evil doers avoid. Resting upon the altar are a silver Cross and a *potion of heroism*.

31. GOAT IDOL An 8ft tall, cracked, and mildewed statue of a goat-headed deity stands here. Its name has long been forgotten.

32. DRAGON IRE The befouled mire here is the lair of Ithissika, a young black dragon. She is sleeping in her mud-thatch nest on a 2d6 throw of 2–4; otherwise just pretending. She lacks the powers of speech and magic but has an acid jet breath weapon to 60ft. She senses hidden/invisible figures within 6", is water breathing, can fly and swim, and is impervious to acid. Her hoard comprises 8000 CP, 300 SP, 200 GP, and 5 pieces of jewellery (500, 900, 1000, 1200, 1300 GP value).

Ithissika [MV 9"/18", AC 3, HD 4, hp 14, FC 4 men/hero, SV F4, AL C]

33. PAINTED HALL A long, empty hallway. A series of 6ft tall yellow glyphs have been painted on the western wall within the last decade.

34. DISUSED FOUNDRY Behind a loose stone in the eastern wall there is a black sack containing 100 SP, 170 GP, and a venomous scorpion which will sting anything that reaches in (save vs poison or die).

35. FELLRULE The "Fellrule" is a 10ft wide, stone stair causeway that descends deeper into the dungeon depths.

36. MENAGERIE The old scent of animals lingers here. A series of zoological cages connected via pulley-raised gates are now empty pens.

37. WORG PIT This offensively smelly cavern stables 2–8 angry wolves. They are held on 20ft long chains, but are fiercely hungry and will make a great ruckus as players approach rousing the goblins to check on them.

Wolves [MV 18", AC 7, HD 1, hp 1–6, FC man, SV F1, AL –]

38. NO GOOD Iznogood the seer wears a dark, hooded robe, carries a dagger, and knows the *sleep* and *charm person* spells. He is a spy and a meddler. His present scheme is to loot the altar of the Burning Eye cult (see 19), mistakenly believing they have a *wand of frost*.

Iznogood is protected by 2–6 mercenaries equipped with mail, shield, spear, and dagger. The captain of the bodyguard is ensorcelled and absolutely loyal and carries Iznogood's sack of 600 SP and 160 GP.

Iznogood [MV 12", AC 9, HD 1 + 1, hp 5, FC man+1, SV MU2, AL C]
Mercenaries [MV 9", AC 6, HD 1 + 1, hp 2–7, FC man+1, SV F1, AL N]

39. IZNOGOOD'S REPOSE The evil seer's personal quarters with his bedroll and a crude desk choked with melted candles and spoiled papers. Locked in the bottom drawer are his scrolls of *sleep* and *charm person*.

40. YARK'S RETREAT This redoubtable room has heavily barred doors that cannot be forced by mere men.

41. OBERON GALLERY One wall is a weary bass relief featuring the curious pursuits of woodland imps and faeries.

42. BASILICA This column lined hall must have been a great forum in a bygone age. Now it hosts only dust and spider webs.

43. SCUMBAGS & SCALLYWAGS These dimly lit chambers quarter a motley crew of masterless beggars and pickpockets in squalid tents and bedrolls. There are 2–8 bandits in each of A and B armed with clubs and stones, with a handful of meagre items among them, and having –1 on any morale checks. "Speaker" Harmon—a cautious, middle-aged fellow—is the most respectable among them. They fear discovery by any authority and mostly want to be left alone.

Bandits [MV 12", AC 9, HD 1, hp 1–6, FC man, SV F1, AL N]

44. STILL FOUNTAIN A disused water fountain hulks silently here. There are 200 SP scattered below the dark, scummy water surface.

45. HERO'S REDOUBT The charming but selfish Capitán Roderigo de Skarpe wears beautifully etched *+1 plate armor* and carries a halberd, sword, and dagger. He recently failed to convince Gungayag to fall in with him and has since been weighing his options. Roderigo is accompanied by 2–8 brigands with padded armor, swords, and maces. He has small care for this company of "morons" and might (on a positive reaction check) join the players—scheming to use them against the goblins. In a straight up fight he orders his men in first, then supports them or flees. Roderigo's treasure comprises 500 SP, 130 GP, and 2 pieces of jewellery (800 and 1400 GP value).

Roderigo [MV 9", AC 2, HD 4, hp 16, FC 4 men/hero, SV F4, AL C]

Brigands [MV 12", AC 7, HD 1, hp 1–6, FC man, SV F1, AL C]

46. DEPARTURE TAX Thomas Whallen and his company of 2–6 mail clad mercenaries equipped with spear, shield, and hand-axe guard this dungeon exit. They demand a 100 SP toll per person to pass. Their spoils comprise 300 SP and 210 GP in a small chest.

Mercenaries [MV 9'', AC 4, HD 1 + 1, hp 2–7, FC man+1, SV F1, AL N]

47. GLASS BLOWERS KILN This room contains an old kiln, workbench, and shelves of long-broken glassware. Sitting innocuously under the bench is a lock box containing 500 SP and a velvet bag of 6 gems (100 GP each). Opening the the box releases a cloud of poison gas; all within 10ft save vs poison or die.

48. LOP-SIDED HALL This hallway is precariously twisted like a cork-screw; there is a 15° tilt in opposite directions at either end.

49. STRONG ROOM This long-since looted muniment now houses only cobwebs and broken crates. The last remnant of treasure here is 100 SP left at the bottom of an old box.

50. DIGGINGS Sections of the ground and one wall have recently been dug out by Kegald's drill leaving strange piles of earth.

51. THE DRILL Master sapper Duggror Kegald and his troop of 2–8 dwarfs are working on an inoperable, rhinoceros-sized tunnel driller. The delay has Duggror in a foul temper. The dwarfs desire gems and have a treasure map (in dwarf runes) pointing their driller toward 46. Their treasure is a tin bucket of rough, uncut gem stones they have mined worth a total of 260 GP.

Dwarfs [MV 9'', AC 5, HD 1, hp 1–6, FC man, SV F5, AL N]

52. MINE A long abandoned dig site.

53. COAL STORE Two low walls separate three storage bins for the coal that once fired the forges. Scant fuel remains. A trapdoor in each will drop open if stepped on, revealing a 10ft deep, empty pit for extra storage.

54. METALSHOP An old forge squats sullenly here.

55. SEMEG'S LOCKUP The last unfortunate resident of these filthy dungeon cells is the chained carcass of Semeg, a petty pick-pocket.

Game Play

Gameplay is an ongoing dialogue between the players and the referee. The referee begins by explaining where the players find themselves in the game world. The players respond by stating what their characters will do in the in-game circumstances. The referee then describes how these actions play out, and how the circumstances are altered. And so a shared narrative emerges concerning the actions of the player figures in the game world.

Roles of the Referee

The referee has several roles. Firstly, the referee defines the game world, fills it with danger, mystery, excitement, and of course treasure, and gives shape and purpose to all therein.

Secondly, the referee controls each and every creature the players may encounter in the game world. The referee assumes the role of every gate guard, merchant, and barkeep, as well as all the bandits, orcs, giants and dragons, as the situation requires.

The referee creates and controls in-game situations and is the interface between the players and the game world. Though the referee's role is perhaps the most rewarding, it is also the most challenging; the referee must be all things to everyone. Be prepared!

Rulings Play will often go in unexpected directions requiring the referee to adjudicate situations not covered by rules, often on the spur of the moment. In this the referee must use their best judgement, and try to be consistent and fair. The referee always has the final say as to how in-game matters are resolved.

Impartiality The referee should be a disinterested observer of the player exploits, neither helping nor hindering their progress. If players are rash or unthinking, the chips should fall where they may. The game world is a dangerous place; foolish play can easily lead to the demise of player figures. On the other hand, with care (and a little luck) players can do remarkable deeds and obtain fantastic treasures. Either way, players should earn success or failure on their own.

Information The referee should tell players what they can see, but not what they cannot. Further information should be given in response to player questioning and investigation, but never given away. The referee must not reveal what the players have not discovered!

Tracking Time The referee is responsible for tracking game time, including the world calendar, during exploration, and during combat.

Start of Play

Player Character Selection

Gather the players together and have them choose their characters from the pre-generated PCs or (at the referee's discretion) prepare their own. A written *character sheet* should be kept by each player.

Preparing for Adventure

Introduce the players to the game world and their starting location. Encourage players to introduce their characters to each other, and to interact with the fantasy world. Allow them to learn what's what, the limits of their freedom, or some other purpose for their adventure.

Non-Players Between four and six adventurers can make a decent party. If there are only two or three players ready to adventure they should consider joining forces with several (referee controlled) non-player characters, or hiring a group of mercenary fighters to improve their chances. There should be 2–8 of these available, equipped with mail and shield, axe, spear, or sword, and dagger. Players can supply other gear, if desired. Mercenaries should each require 3 GP for a 1 week delve, paid in advance.

Mercenary [MV 9'', AC 4, HD 1 + 1, hp 2–7, FC man+1, SV F1, AL N]

Loyalty If players hire mercenaries—or attract other followers during play—the referee should secretly throw 3d6 to determine their loyalty. Pay, equipment, risky duties, and manner of treatment can all affect loyalty at the referee's discretion. Loyalty will, in turn, affect morale checks as follows:

Loyalty	4–6	7–8	9–12	13–14	15–17
Morale	–2	–1	–	+1	+2

With 18 or more loyalty followers need not check morale at all. With 3 or less loyalty they will desert at the first opportunity.

Rumors If players carouse taverns (in game) the referee may reveal treasure hunting clues or rumors which can be shared or kept secret, as the individual player desires.

Adventure Log The referee should keep an adventure log, and cross off each exploration turn as it is completed. The results of wandering monster checks and other events can be recorded as they occur. Torches will last 6 turns each, and lanterns 24 turns.

The Dungeon Exploration Game

Dungeon exploration proceeds in exploration turns of ten minutes (game time) that allow the players two moves. Cautious underground exploration by torchlight is usually at 120 ft per move; 240ft per turn.

Marching Order The players must decide a marching order which should be recorded on paper or represented by miniatures. Note any changes as they occur. Two armed men—or three small-sized figures—can march side-by-side in a 10ft wide corridor.

The Caller Ideally, one of the leading players will act as the *caller* and nominate the direction of exploration. *Each player decides their own character actions* but the caller narrates the whole party’s course to the referee (“We approach the intersection to peek around the corner...”).

Mapping Getting lost in the underworld is always possible, so another player may want to create a map as they explore. Movement is then limited to 60ft per move; 120ft per turn. The mapper will often ask if their map is right. The referee *should not* map for the players, or correct errors unless they would be obvious to the adventurers in situ. In most cases, maps need not be exact. Encourage player attention to detail, but avoid the trap of continually correcting their map.

The Chronicler The referee (or a nominated player) should note any monsters killed, resources consumed, treasure taken, and any other detail of interest as it happens *during play*. This will make it easier to determine experience points earned at the end of the session.

Visibility Torch light is good to 30ft. Beyond this only dim shadows are visible. The referee should describe the underworld environs to the players using compass directions (“You see a corridor running about 30ft to the south before turning west...”). Unless players take time to pace out distances and map their progress use general language such as “a few strides” or “30 or 40 feet”, especially in large or irregularly shaped areas. Passages might be “wide” or “tight”; rooms “crowded” or “open”, and so on.

Talking When any player speaks, either: an action is being taken and *it has begun*—even if the player changes his mind, or: the player’s character is talking in the game world and is audible to anyone nearby, including monsters.

Dungeon Doors Doors are usually stuck and must be forced open with a d6 throw of 5–6. Hobbets require a throw of 6.

Feats, Deeds, and Skill Tests Activities such as searching, listening, loading treasure, reading maps, and so on can require one move (one-half a turn) or whatever time the referee judges. Normal types can automatically do anything a normal man could do, heroic types can automatically do anything a hero could do, and so on. If a player attempts a feat the referee deems to be hard, they'll usually succeed with a throw of 5–6 on a six-sided die. If it's *really hard* the referee can require a throw of 6 instead. Attempting clearly ridiculous tasks should just fail.

Wandering Monsters The referee should dice for the appearance of wandering monsters after each full exploration turn (two moves). If the referee dices 6 on a d6, monsters will appear.

Establishing a Dungeon Encounter

A player-monster encounter occurs when: the players reach a monster location, wandering monsters reach the player location, or both at once! The referee should:

1. Check whether either party is surprised. Each party can be surprised only if it is unaware of the other, so surprise is negated by approaching light, noise, ESP spells, and so on. Otherwise, each party will surprise the other with a throw of 5–6 on a six-sided die.
2. Determine distance. Sighting distance is 10–30ft if surprised; otherwise 20–80ft. Figures sighted beyond good light are unidentifiable shadows.
3. Determine whether monsters are hostile because either: they attack automatically unless both intelligent and overmatched, or: a 2d6 reaction check indicates they are hostile (on a 2–5).

If either the monsters or players are hostile, the exploration game transitions to the combat game. If neither are hostile players may parley to learn information, or negotiate an alliance or other arrangements, in which case the referee should use a 2d6 reaction check.

Playing Monsters The referee should play the role of each monster convincingly. Rats should swarm chitteringly from their burrows but be easily driven off by fire. Goblins should skulk and hide and attempt to ambush.

The Dungeon Combat Game

When a party of players attack or are attacked by monsters they may all be involved in a group melee. Individual attacks are resolved one by one, with the results imagined to all be happening simultaneously.

Contests between figures are resolved using either *normal combat* or *fantastic combat*. If either side lacks heroic fighting capability use normal combat. Use fantastic combat only when both sides have heroic fighting capability.

Normal combat is a contest between *sides* where all attacks are more-or-less equal. Sum the number of man-equivalent FCs on each side and dice for all of them at once. All hits deal 1–6 hp damage.

Fantastic combat is a contest between *individual figures* with specific attack modes. E.g., a wyvern's stinger is deadly poison but its bite is not; a hero could strike with a magic sword or a silver dagger.

Game Statistics Monster characteristics are summarised in one line of 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; *AL* for Alignment.

Fighting Capability denotes the number of men a figure *fights as* in normal combat, followed by the fantastic-type a figure *fights as* in fantastic combat, if any. Normal tier figures (including starting out player types) have no fantastic fighting capability.

Combat Time

When combat occurs, the time scale shifts from 10-minute *exploration turns* to one-minute *combat turns*. A combat turn comprises up to 10 *melee rounds*, each being a quick exchange of blows. For the sake of convenience an entire combat can be assumed to occur within one exploration turn (10 minutes), no matter how many *melee rounds* were actually required. Any extra time is spent recovering one's breath, checking injuries, drinking water, re-fitting armor, sharpening blunted weapons, and so on.

Movement Movement of figures already engaged in *melee* is limited to further charges or retreats. Un-engaged figures can be moved to join the *melee*, reposition outside the *melee*, or render other assistance. An unencumbered man can dash up to 120ft per round. An armored man can make 90ft per round, and a fully loaded man 60ft per round.

Space Required Two men can fight abreast in a 10ft wide passage with normal-sized weapons. Three small-sized figures or three spearmen can defend the same width.

Spells and Missiles These are loosed at the halfway point of any movement. Unless a caster is hit or contacted first, spells are resolved immediately. If two figures target one another, dice for initiative. Individual missile hits are resolved on the attack matrix and, if fired into *melee*, risk hitting friends as well as enemies. Missile fire at targets partially covered by rocks, doorways, or similar obstacles is at -2 on the attack die. Targets behind battlements, arrow slits, or hidden in woods are struck at -4 . Long range fire is usually impossible underground due to low ceilings.

Turning the Undead Clerics (but not anti-clerics) can turn away 2–12 undead monsters by throwing the indicated score (or better) on 2d6.

	Skeleton	Zombie	Ghoul	Wight	Wraith
Crucifer	6	9	11		
Friar	†	6	9	11	
Abbot	†	†	6	9	11

Melee Contact When hostile figures are within 10ft they are in melee contact. Unengaged figures within 30ft of contact can join the melee if they wish. The referee should be guided by the placement of miniatures or a sketch in determining how many figures on either side can engage. Engaged figures exchange blows each round until one side is slain, flees, or surrenders.

Initiative/The First Blow Figures who strike from behind or with surprise do so unanswered. Otherwise, the figure with the longer weapon or greater reach has the first blow. If reach is equivalent dice for initiative at first contact, adjusting for dexterity.

A figure in the second blow position armed with a smaller weapon has a return blow only if the opponent misses. However, if the smaller weapon hits it gains the first blow position in following round—striking two consecutive blows. Thereafter, the smaller weapon has the first blow position and the larger weapon has a return blow only if the opponent misses. Unless already in hand, switching to a smaller weapon forfeits the first blow position; switching to a larger weapon forfeits a blow. Monster size or reach is adjudicated by the referee.

Attacks The attacker throws d20 and adds any adjustments (e.g., man+1 FC adds 1 to the die). A result equal or higher than the target on the attack matrix indicates a hit; otherwise a miss. On a hit the attacker dices for damage dealt. A figure reduced to zero or fewer hit points is slain (with no return blow then possible).

FC	d20 Score to hit Armor Class							
	9	8	7	6	5	4	3	2
Man	10	11	12	13	14	15	16	17
Hero	7	8	9	10	11	12	13	14

Magic Weapons and Armor Magic weapons improve an attacker’s fighting capability by one man-equivalent per “plus” in normal combat, or by one pip on the attack throw per plus in fantastic combat. Magic armor, shields, rings, and protection spells reduce an attacker’s fighting capability by one man-equivalent per “plus” in normal combat, or by one pip on the attack throw per plus in fantastic combat.

Saving Throws Throwing the indicated score (or better) on a d20 will avoid the stated effect, or half of any damage.

Death, Poison	Rays, Wands	Paralysis, Petrification	Breath Weapon	Spells
12	13	14	15	16

Myrmidons, dwarfs, and hobgoblins adjust all saving throws by +2. Clerics save vs death, poison, and paralysis at +2. Magic-users save vs spells at +2.

Morale Non-players (including monsters and player followers) are subject to morale tests whenever:

1. Surprised or flanked by large-sized or fantastic monsters or by dramatic magic.
2. Suffer one-third numerical losses, or loss of powerful leader figure.

Morale is tested with a throw of 2d6 adjusted for figure type, loyalty, and the presence of a heroic leader.

2-5	6-8	9-12
Poor	Uncertain	Good

Poor morale implies refusing to obey orders, fleeing from combat, or whatever the referee rules. Fleeing figures with no obvious retreat will surrender. An “uncertain” result means morale should be tested again next turn. Good morale implies obeying orders, pressing for advantage, or similar.

Capture Monsters who surrender remain subdued so long as the players are in a commanding position. If an acceptable offer is made (beyond simply sparing their lives) they can be brought into service whereupon the referee should dice for their loyalty. Otherwise, they will attempt to escape or slay their captors at the first opportunity.

Pursuit Players or monsters may wish to flee from, or to avoid, combat. Flight and pursuit is at combat movement rates per round with no mapping possible. Any gap between the two parties will open or close each round according to their relative movement rates. Players may wish to drop equipment or treasure to increase their movement speed. Monsters will pursue so long as they do not fall more than 90ft behind. If the players turn a corner, take a stair, or pass through a door, the pursuit continues only on a d6 throw of 5-6.

Deterring Pursuit Discarded foodstuffs will distract unintelligent, animal, or intelligent pursuers with a d6 throw of 2-6, 4-6, or 6, respectively. Discarded treasure has the inverse effect, being more likely to distract intelligent pursuers. Burning oil is also an effective deterrent.

Rewards

Treasure and Experience Division of treasure is up to the players but if retainers do not get at least a half-share their loyalty should be reduced. Experience points are awarded by the referee, 1 XP per 1 GP recovered, and 100 XP per HD for each type of monster encounter overcome. Divide the total experience earned equally among surviving party members. When enough experience points are accumulated a player character advances to the next higher experience level.

Establishing a Game World

To transition from a once-off game to a *fantastic medieval wargames campaign*, the referee should position the dungeon somewhere on a game world map, then gradually—over the course of play—build out the terrain and towns which surround it, eventually populating the countryside with men and monsters and so shaping the various forces and ongoing machinations of the campaign.

Begin by marking at least one village, town, or castle where the players will begin on a map. The starting location should be some place the players can gather intelligence and equip themselves for adventure. Surrounding these should be a hostile wilderness where roadways are watched by jealous bandits, foreboding marshes and mysterious woods hide who knows what awful monsters, and far off mountains teem with goblins, giants, and worse! All these need only be broad strokes or mere hints at this early stage.

Enchanted woods, magic portals, and flying castles full of treasures are all there to be discovered; whatever can be imagined can be included in the world as desired. The referee's ongoing challenge is to create a world of interconnected opportunities for fantastic adventure, to be expanded upon together with the players in future game sessions.

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

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