

# Delving Deeper

## REFERENCE RULES V4 ERRATA SHEET

V4 was available in print from September, 2014, but was withdrawn due to minor post-script difficulties with Lulu's US print partner. V4a has been available in print since November, 2014. V4b has been available in PDF since March, 2015. The following errata will bring both V4 and V4a up to date with revision V4b.

### STRENGTH (P8)

Footnote below table 1.2 should be: "Damage adjustment is applicable to fighters in hand to hand combat only."

### MERCENARIES (P22)

1st sentence: "mercenary fighters are another matter." should be: "mercenaries are another matter."

Footnote below table 1.19 "Elves and orcs have 1 hit die." should be: "Dwarfs, elves, and orcs have 1 hit die."

### TABLE 1.20 CLERIC SPELLS BY SPELL LEVEL (P26)

The 5th level cleric spell True Seeing is not reversible.

### COLOR SPRAY (P32)

(affects: special, duration: 2-12 turns, range: 12") should be: (affects: 12" arc, duration: 2-12 turns).

### TREASURE GUARDED BY MONSTERS (P50)

Replace with: "Monsters guarding treasure are determined with the random monster tables. If the resulting monster has a treasure type and appropriate numbers can be accommodated then the location can be a lair. Otherwise it is not a lair and the treasure includes 400-2,400 sp per dungeon level, 50% chance of 200-1,200 gp per dungeon level, 5% chance per dungeon level of 1-6 gems + 1 gem per dungeon level, 5% chance per dungeon level of 1-6 pieces of jewelry, and 5% chance per two dungeon levels of one item from the Magic Items table."

**immersive ink**



## TREASURE GUARDED BY TRAPS (p50)

Replace last sentence with: "The treasure is as described above."

## DOORS (p51)

2nd para, 2nd-3rd line, add comma: "Despite the difficulty in opening them, doors will automatically close."

## TABLE 2.19 (p69)

Change: "1/2" to: "1/2 speed".

## TABLE 2.23 (p74)

Change: "1/2" to: "1/2 speed".

Change: "1/4" to: "1/4 speed".

## TABLE 3.1 SUMMARY OF MONSTERS (p 83-88)

Boars: Change HD from "3+3" to "1+2".

Cavemen: Change Number in Lair from "4-24+" to "30-180+".

Centaur: Change Number Appearing from "1-10" to "2-8"; change Number in Lair from "2-20" to "4-24+".

Squid, giant: Change Move Rate from "sl2" to "-/12".

Weasels, giant: Change HD from "3+2" to "2".

Wolves: Change HD from "2+2" to "1".

Wolves, giant: Change HD from "3+3" to "2+2".

## ALIGNMENT (p 88)

Second last line: Change "(elves and orcs being among these)" to "(elves and kobolds being among these)".

## EXPLANATION OF MONSTERS (p89)

Change 1st line from: "Wherever special attack or damage capabilities are detailed they are applicable to heroic combat only." to: "Wherever special melee damage is detailed it is applicable to heroic combat only."

## ELEMENTALS (p97)

1st para, 3rd line; change: "are invulnerable to normal weapons." to: "are affected by magical weapons only."

2nd para, 3rd line; delete: "toward the caster".

## GARGOYLES (p98)

Change: "normal weapons do them no harm." to: "only magical weapons will harm them."