

Delving Deeper

Book Two of Three

CAMPAIGNING & ADVENTURES

Simon J. Bull

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Contents

Contents	ii
List of Tables	iii
Context	1
Organisation	1
Fantastic Medieval Wargames	2
Referee's Introduction	2
Preparing for the Campaign	3
The Known World	3
Wilderness Preparation	5
Town Preparation	9
Underworld Preparation	11
Moderating the Campaign	16
The Move/Turn in the Campaign	16
Adventures	18
Other Campaign Activities	19
Establishing a Barony	25
Player Characters	26
Non-Player Characters	28
Moderating the Adventure	30
Hazards	30
Monster Reaction to Players	32
Underworld Adventures	33
Wilderness Adventures	36
Fantastic Medieval 1:1 Scale Battles	41
Far Horizons	50
Weather	50
Seafaring Exploration	51
Aerial Exploration	51
Artifacts	52
Other Worlds	52
Afterword	53
License	54

List of Tables

1	People and Monster Types by Alignment	4
2	Random Terrain	5
3	Wilderness Lair Type	6
4	Wilderness Encounter Tables	7
5	Number of Monsters in Lair	7
6	Lair Treasure	8
7	Random Habitation	9
8	Stronghold Resident and Lieutenants	10
9	Stronghold Resident's Entourage	10
10	Random Dungeon Room Content	11
11	Monster Level Table Determination	12
12	Monster Level Tables I–II	12
13	Monster Level Tables III–IV	13
14	Monster Level Tables V–VI	13
15	Dungeon Treasure	14
16	Random Campaign Events	17
17	Jousting Matrix	20
18	Time and Cost to Enchant Items	22
19	Cost of Construction	23
20	Cost of War Machines	24
21	Cost and Crew of Ships	25
22	Mercenaries	28
23	Chance of Drowning	30
24	Monster Reaction	32
25	Reaction to Offer of Service	32
26	Overland Movement	36
27	Weather Conditions	37
28	Chance of Wilderness Encounter	39
29	Throw Necessary to Evade an Encounter	40
30	Common Characteristics	42
31	Missile Range	44
32	Alternative Attack Matrix 1: Men Attacking	46
33	Alternative Attack Matrix 2: Monsters Attacking	46
34	Magic Item Saving Throws	48
35	Morale	49
36	Wind Strength	50
37	Seafaring Movement	51
38	Aerial Movement	51

Context

These rules detail the main elements of a *Fantastic Medieval Wargame Campaign*. They emphasise flexibility and are complete only insofar as they provide almost endless scope for campaigning across the fantastic medieval genre. However, play need not be even this loosely constrained; it can encompass prehistory or science-fiction or whatever else can be imagined.

Organisation

The *Delving Deeper* rules are arranged in three Books.

Players should begin with Book I which details characters that can be played, equipment and hirelings that can be had, and spells that are available to magical types. Players need read no further.

Aspiring referees are advised to continue immediately on to Book II wherein are guidelines for constructing a campaign world and filling it with dungeons, monsters, and treasures, and advice on conducting adventures around these. Finally, Book III is a reference for referees; it describes all manner of monsters and treasures the referee might include in the campaign.

Referee's Equipment

Intending referees should equip themselves with:

- Delving Deeper (you're reading it!),
- Dice (at least one pair each of six- and twenty-sided dice),
- Pencils and eraser,
- A notebook and/or lined paper,
- Graph paper for mapping dungeons,
- Hexagonal paper for mapping wilderness regions,
- A vivid imagination.

Referees require six- and twenty-sided dice. One pair of each type will minimally suffice, but four or more pairs of each type will facilitate game pace.

Fantastic Medieval Wargames

Referee's Introduction

A fantastic medieval wargame campaign requires a referee and from four to 20 players, although as many as 100 might be accommodated. The use of pencil, paper, and hand drawn maps are standard. Miniature figures—while aesthetically pleasing—are not required, but their occasional employment can provide added spectacle when battles are fought.

While it is possible to play a stand-alone game, unrelated to any other, these rules are designed with long-lived campaigning in mind. It is relatively straight forward to establish a campaign; the most extensive requirement being time and imagination. The referee will initially need time to lay out maps of the campaign world and its labyrinthine dungeons; thereafter he will need time to meet the demands of his players.

A campaign should begin simply, avoiding unnecessary details, and be allowed to develop at a pace which best suits the participants. New details can be added as they arise and former pillars of the game world altered so as to provide continually new and different situations. In addition, the players will interact with the game world and among themselves in such a way as to make each campaign unique. Ultimately, the whole will develop of its own accord into a milieu of unforeseen intricacies, and this is indeed desirable.

As the campaign develops, players can establish their own armies, castles, and dungeons, and referee adventures for other players (including the campaign referee!) therein. If the campaign continues to grow, the original referee's role will become more a coordinator of the various dungeon adventures and expeditions being run by co-referees in the campaign.

There are undoubtedly possibilities only hinted at in these rules. The aim is not exhaustive coverage, but an ample framework around which the referee and players can furnish whatever additional detail expands the enjoyment of their own unique campaign. The overarching rule is that everything herein is fantasy and anything is possible, albeit some things may be more probable than others!

Preparing for the Campaign

The prospective referee should be committed to some preparation before the commencement of play. This will undoubtedly require a creative effort, but even modest forethought at this stage will be more than repaid later.

The referee begins by envisaging a fantasy world in which his new campaign will take place. He need not etch out the entire history of the world immediately; the merest hint of what the world might promise is sufficient at this early stage.

Next, the referee sketches the outline of a continent or similar region for the players to explore, and from there creates a more detailed map of the local countryside including a dungeon and a nearby town or village in which play will begin. Using broad strokes rather than exacting detail will save time and allow room for the players to influence the world, encouraging an interactive campaign that feels *alive*.

After establishing the campaign world the referee should map several underworld dungeons and stock these with monsters, treasures, and magical items. Once these dungeons are created the referee should mark them on the campaign map somewhere in the vicinity of the start of play. The campaign is then ready and the players can begin exploring the fantasy milieu in which they find themselves.

The Known World

The referee may wish to revisit the imaginary realms of well known fantasy authors or devise their own “world” and conduct fantastic medieval wargame campaigns therein. In either case, the referee should conceive a background or campaign setting in which the players can begin.

The campaign might feature opposing empires, a squabble of medieval fiefdoms, an isolated wilderness stronghold, the intrigues of a bustling metropolis or whatever else the referee desires. Moreover, there is climate and geography to consider, whether there are the mountains, forests, or swamps full of monsters, seas full of sea monsters, and whether ships risk sailing off the edge of the world!

The background should drive larger events of the campaign and be a source of news and adventures. These in turn should supply new recruits and monsters, and provide player motivation beyond simply looting the next dungeon.

People and Monsters

The referee determines whether the lands about are friendly or hostile to the players, or terrorised by a great variety of terrible monsters. There is no limit on the types of fantastic creatures a referee can include in the campaign—both good and evil. These are aligned to either law, chaos, or neutrality in the eternal struggle, as should be players assuming the role of each type.

Languages

Many languages are spoken throughout the game world with each intelligent type having its own tongue. Man-types also share a common tongue which 2 in 6 other speaking creatures will know.

Additionally, there are the tongues of law, chaos, and neutrality which are known to intelligent members of those alignments. Speaking creatures of one alignment will recognize the other alignment tongues but not comprehend them.

Table 1: People and Monster Types by Alignment

Law	Neutrality	Chaos
<i>Men</i>	<i>Men</i>	<i>Men</i>
<i>Dwarfs/Gnomes</i>	<i>Dwarfs/Gnomes</i>	
<i>Elves</i>	<i>Elves</i>	
<i>Hobbets</i>		
Centaurs	Cavemen	Dragons
Golden dragons	Centaurs	Efreet
Pegasi	Djinn	Gargoyles
Treemen	Dragons	Giants
Unicorns	Dryads	Goblins/Hobgoblins
Werebears	Giants	Gothrogs
	Lycanthropes	Kobolds
	Minotaurs	Lycanthropes
	Ogres	Medusae
	Orcs/Gnolls	Minotaurs
	Pixies	Ogres
		Orcs/Gnolls
		The Undead
		Trolls

Italicized entries indicate standard player-types.

Wilderness Preparation

Before the players can mount expeditions to discover monster lairs, legendary treasures, or territories to occupy, the referee must prepare a wilderness map.

The referee's map must always remain unknown to the players! It should minimally include a village or town where the players can base themselves, the nearest dungeon, and immediately surrounding territory.

The referee can create an original, hand-drawn map, adapt an existing map or playing board to serve, or generate a map by random determination.

Whatever the case, the map should be drawn or transposed onto hexagonal graph paper.

The referee should, ideally, place the major map features thoughtfully, and use random determination to fill out the remainder of the map, as required.

For random allocation use the following procedure:

1. Determine map terrain,
2. Determine human habitations,
3. Determine encounter areas.

Map Terrain

Each map hexagon should be 6 miles across and so cover approximately 30 square miles of territory. It has a prevailing terrain type, and may have additional features.

If a random terrain type is required use the following, either in advance or as each area becomes known to the players:

Table 2: Random Terrain

Die (1-6)	1	2	3-4	5-6
Terrain	Swamp*	Mountains	Woods	Open

* Desert in dry climate.

Rivers and Lakes

There is a 1 in 6 chance of a river or a lake in each hex that is not mountainous or desert. The referee can join rivers in adjacent hexes so that a river flows from mountains toward lakes, swamps, or coastline. Isolated rivers become lakes.

Human Habitations

A city (if present) should be placed thoughtfully at a trade nexus such as a major cross roads or above a river delta where it can import sufficient food. Otherwise, a human habitation requires farmland to support it.

Each hexagon of open arable farmland will be a patchwork of countless farms and thorps with a 2 in 6 chance of a larger habitation. Any other hexagon adjoining such farmland has 1 in 6 chance of a larger habitation. These should occur alongside a river or lake, or where there is traffic. The larger of these villages and towns should be connected by poorly maintained roads. See Town Preparation.

Encounter Areas

Each hexagon will contain 0–2 encounter areas which could be a monster lair, an abandoned ruin, or anything else of interest. Determine the number of encounter areas with two six-sided dice; each 6 indicates a monster lair, and each 1 indicates a ruin or other point of interest. Use the Wilderness Lair and Encounter tables to determine the type of monster at each lair.

Monster Lairs

Use the *Wilderness Lair Type* and *Wilderness Encounter Tables* to determine the type of monster at each lair.

Table 3: Wilderness Lair Type

Die (1–6)	Terrain Type				
	Open	Woods	Swamp	Mountain	Desert
1	Men	Men	Men	Men	Men
2	Giants	Giants	Giants	Giants	Giants
3	Terrors	Terrors	Terrors	Terrors	Terrors
4	Plains	Woodland	Wetland	Mountain	Arid
5	Animals	Animals	Animals	Aerie	Subterr.
6	Subterr.	Aerie	Reptiles	Subterr.	Plains

Multiple lairs of the same man-types in the same or adjacent hexagons will be allied. The referee should create characters for chieftain or leader figures, and determine their disposition and ambitions in the campaign. Non man-types will not usually form alliances.

Number of Monsters The number of monsters at a lair can be the maximum listed for their tier ± 0 –50%. Lair chieftains or leaders should have a bodyguard or entourage in addition.

Table 4: Wilderness Encounter Tables

Die	Encounter Tables		
(1-6) Men	Plains	Woodland	
1	Bandits	Nomads	Pixies/Elves
2	Brigands	Orcs	<i>Lycanthropes</i>
3	Berserkers	Gnolls	Centaur
4	Mercenaries	Gorgons	<i>G.Animals</i>
5	Cultists	Centaur	<i>G.Insects</i>
6	<i>Undead/Andr.</i>	<i>G.Animals</i>	Cockatrice
(1-6) Giants	Arid	Wetland	
1	Goblins	Dervish	Kobold/Lizm.
2	Hobgoblins	<i>Martian</i>	Pirates/Bucc.
3	Orcs	<i>Mar.Beasts</i>	Nixies/Mermen
4	Gnolls	<i>G.Insects</i>	Trolls
5	Ogres	Salamanders	Serpents
6	<i>Giants</i>	Djinn/Efreet	Dragon Turtles
(1-6) Mountain	Aerie	Subterrain	
1	Cavemen	G. Bats	Minotaurs
2	Hob/Goblins	Pterodactyls	Medusae
3	Dwarfs/Gnomes	Griffons	<i>Undead</i>
4	<i>Giants</i>	Rocs	G.Spiders
5	<i>Prehistorics</i>	Wyverns	Trolls/Gargoyles
6	Ogres	<i>Dragons</i>	Gothrogs/Cyclops
(1-6) Terrors	Animals	Reptiles	
1	Basilisks	<i>Animals</i>	Kobolds
2	Manticora	<i>G.Animals</i>	Lizardmen
3	Chimerae	<i>Insects</i>	Gargoyles
4	Purple Worms	<i>G.Insects</i>	Serpents
5	Titans	<i>Lycanthropes</i>	Hydrae
6	<i>Dragons</i>	<i>Prehistorics</i>	<i>Dinosaurs</i>

Italicized entries indicate the referee should determine which specific sub-type appears.

Table 5: Number of Monsters in Lair

Type	Normal	Super-normal	Heroic	Superheroic
Numbers	10-200	10-60	1-20	1-6

Normal types include men, dwarfs, goblins, orcs, and other (generally 1 HD) man-like figures. Super-normal types include cavemen, gnolls, ghouls, and other greater than 1 HD man-like figures. Heroic types include ogres, lycanthropes, and other 3–6 HD figures. Super-heroic types include giants, dragons, and other 7+ HD figures.

Lair Treasure Use the monster’s treasure type on the *Lair Treasure* table to determine what treasure is hidden in the lair. The first number is the minimum throw required on a six-sided die for that part of the treasure to be present; the second number is the quantity if present.

Table 6: Lair Treasure

Type	1,000s of Coins			Gems and Jewelry*	Maps or Magic
	Copper	Silver	Gold		
A1	5/1–6	5/1–6	5/2–12	4/6–36	5/Any 3
A2	6/1–6	5/1–6	4/1–6	4/2–40	3/3 magic items
A3	Nil	Nil	3/5–30	3/3–60	4/1 map
B	4/1–6	5/1–6	5/1–3	5/1–6	6/1 arms or armor
C	6/2–12	5/1–3	Nil	5/1–6	6/Any 2
D	6/1–6	6/1–12	3/1–6	5/1–6	6/Any 2, 1 potion
E	6/1–6	5/2–12	5/1–6	6/1–6	5/Any 3, 1 scroll
F	Nil	6/1–20	4/2–12	5/4–24 6/2–12	5/Any 3 non-arms, 1 potion, 1 scroll
G	Nil	Nil	2/2–40	5/3–18 5/2–12	5/Any 4, 1 scroll
H	5/4–24	4/1–100	2/10–60	4/1–100 4/2–40	5/Any 4, 1 potion, 1 scroll
I	Nil	Nil	Nil	4/3–18	5/Any 1

* Roll for each category (Gems and Jewelry); jewelry shown on second line if different to gems category.

Ruins and Other Features

Abandoned ruins are a fantasy staple but the referee can add other features as desired. A small hint of the myriad possibilities could include natural or contrived monoliths or henges, canyons, craters or abysses, geysers or waterfalls, walls or magical barriers or portals, monasteries or temples, or dungeon entrances (see Underworld Preparation).

Town Preparation

Starting Town

The referee will need to locate a town near to the dungeons where players will begin. This could be anything from a sprawling city-state to a piteous hamlet. Regardless, it should be a relatively safe haven with a tap room, tavern, or public square where players can meet and learn what is afoot, begin to interact with society, and equip themselves for adventure.

Other Towns

Open arable farmland hexes on the referee's wilderness map will normally be dotted with tiny farms and thorps with nothing to trade. Players will be more interested in the larger villages and towns.

Dice for the size of each larger habitation:

Table 7: Random Habitation

1-6	1	2-5	6
Habitation	Hamlet	Progressively larger villages	Market town

Hamlets and villages will have up to 200 population per pip on the die. Market towns will instead have up to 1,000-6,000 population. Villages and towns will have a 3 in 6 chance of being walled, and a 1 in 6 chance of an accompanying castle or fortification (see Strongholds). The referee should name each place and sketch a map of the main streets and buildings, note what the players can buy and sell, and identify non-player characters they could meet. Based on eagerness to do the creative work, the referee can add further colour to selected habitations in advance, or as they enter play.

Trade Most habitations will have victuals and feed to trade, but the chance of other basic equipment and mounts being available for sale should be proportional to the size of the habitation. Only towns (and cities) should have markets for speciality items such as gems, captured monsters, and magic swords and arrows!

Fighting Forces Villages and towns should have 1-2 serviceable fighting men per 100 population, or 1-6 during periods of elevated strife or preparedness, with at least as many crew and servants supporting them. Castles should be occupied by 30-180 soldiers (see Strongholds).

Strongholds

Where a stronghold occurs it is an occupied castle, keep, or tower overlooking the village or town that supports it. The principal resident of the stronghold should be a superheroic figure with 50% and 33% chance of having first and second lieutenants, respectively.

Table 8: Stronghold Resident and Lieutenants

1-6	Resident	Align	1st Lieutenant	2nd Lieutenant
1	High Bishop	L	1-6 Priests	-
2	Warlord	N, L	Mage	Captain
4	Warlord	C	Mage	Evil canon
3	Wizard	N, L	Champion	Magician
5	Wizard	C	Champion	Magician
6	Evil High Bishop	C	1-6 Evil priests	-

The resident will also be attended by an entourage:

Table 9: Stronghold Resident's Entourage

1-6	#	High Bishop	Warlord (L)	Wizard (L)
1	4-24	Elves	Berserkers	Dwarfs
2	2-12	Myrmidons	Myrmidons	Myrmidons
3	2-12	Centaur	Centaur	Ogres
4	1-6	Werebears	Minotaurs	Minotaurs
5	1-6	Hippogriffs*	Griffons*	Griffons*
6	1-6	Rocs	Giants	Dragons

1-6	#	EHB	Warlord (C, N)	Wizard (C, N)
1	4-24	Ghouls	Lizardmen	Gnolls
2	2-12	Myrmidons	Myrmidons	Myrmidons
3	2-12	Werewolves	Ogres	Gargoyles
4	1-6	Spectres	Trolls	Manticoras
5	1-6	Vampires	Wyverns*	Wyverns*
6	1-6	Gothrogs	Chimeras	Dragons

* With (appropriately aligned) Heroes riding these creatures.

The stronghold will be occupied by a force of 30-180 soldiers and as many supporting staff. If the principal resident is chaotic the soldiers are 50% likely to be orcs; otherwise, they are men. Half of their number will be crossbowmen, the remainder footmen. 10-60% of this force will be mounted.

Underworld Preparation

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

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

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

Distribution of Monsters and Treasure

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

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

Table 10: Random Dungeon Room Content

1-6	1-3	4	5	6
Content	Empty	Monster	Monster and treasure	Treasure

Empty Rooms These occur frequently and will usually offer welcome respite even if foreboding or completely nondescript.

Monsters Use tables 11 to 14 to determine the type of monster, and see *Number of Wandering Monsters* (below) to determine the number of monsters. Oozes, slimes, and jellies should occur in passageways as frequently as in rooms, and without treasure.

Treasures Use table 15 to determine the treasure composition.

Dungeon Monsters

Table 11: Monster Level Table Determination

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

Table 12: Monster Level Tables I-II

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



Table 13: Monster Level Tables III–IV

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

Table 14: Monster Level Tables V–VI

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



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

Table 15: Dungeon Treasure

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

Silver pieces are always present.

Gold pieces are present in 50% of treasures.

Check for gems and jewelry separately.

Tricks and Traps

The risk of death should be ever present during Underworld exploration. In addition to monsters, the referee should include as many mysterious tricks and traps as permits a *reasonable* chance of player survival. Clearly, player characters can be killed easily by falling onto poisoned spikes, drowning in armor, or being crushed underground, for example, but dying without player error will detract from the game.

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

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

- Natural caverns of irregular proportions and tunnels which twist and turn haphazardly are difficult to map accurately.

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

Moderating the Campaign

The Move/Turn in the Campaign

Each turn in the campaign represents one week of game time.

Real Time A week of *real time* should cause one (or more) campaign turns to pass for player characters dwelling in their safe houses or strongholds—so that weeks, months, or even years of game time can pass quickly between adventures. Alternatively, the passing of *real time* between game sessions might have no effect on player characters “suspended” midway through an adventure.

Campaign Calendar The referee should maintain a campaign calendar, noting in-game events and the passage of campaign time.

The referee should record the actions of each player, and note the whereabouts of their player characters at the end of each (one week) campaign turn.

Population Growth

At the beginning of each campaign year the referee should add 10% to the monster population at each active lair with viable breeding conditions.

Campaign Events

Campaign events are the result of outside forces that can influence player and non-player direction.

The referee should either choose or dice for an event each game month, for each active area of the campaign. Ideally, the referee should plan these events for up to a year in advance to enable their logical progression and foreshadowing, as well as in game future telling.

Random events are suggestions only. The referee can ignore, re-roll, reshape, or refine these events to best fit the evolving campaign circumstances.

Movement

The campaign environment should be busy with action and intrigues. Monsters have their own moves on the wilderness map, and are generally active during the spring time campaign season.

Table 16: Random Campaign Events

First Die	Event Type	Second Die	Detail
1	Raid	Aerial, seafaring, subterr., internal, neighbour, overland	10–60 troops raze 1–6 villages
2	Invasion*	Per raid, but read <i>internal</i> as an <i>overland</i> result	100–2,000 troops defeat an army and raze 1–6 towns/castles
3	Unrest	Farming, merchant, artisan military, religious, noble	Uprising of faction or 100–600 dissidents
4	Visitors	Migrants/refugees, Pilgrimage or crusade, Trade caravan, Mercenary company, Nobles, Adventurers/miscreants	1,000–6,000 persons 100–600 supplicants 10–200 wagons 10–200 men; 10–60% mtd. 2–12 nobles, 10–60 guards, plus 20–120 servants 4–8 heroic tier fighters plus entourage
5	Weather	Unusually hot/dry, Unusually cold, Unusually wet/stormy, Boon weather, Pestilence/famine/disease, Flood, fire, tornado, quake	See <i>Weather</i> See <i>Weather</i> See <i>Weather</i> Adds to food production Reduce population Damage crops, structures
6	Other	Carnival/fair, Royal/Papal decree, Unusually peaceful, Marvel/hoax, Omen from the wise, Legend/artefact/horror!	Improves morale Alters law of the land Restful, productive Potential boon or bane Influence NPC behaviour Referee's option

* Invasions occur only in the campaigning season; otherwise treat as *Weather*.

Existing lairs For each monster lair in the interior of the referee's campaign map, there is a 1 in 6 chance that the monsters will depart their lair and migrate toward more centrally located, unoccupied hexagons. If this is impractical they will instead migrate in a randomly determined direction.

New arrivals For each unoccupied wilderness hexagon at the periphery of the referee's campaign map there is a 1 in 20 chance that a new monster or force will arrive from outside. Use the wilderness lair and encounter types tables to determine the type of monsters arriving. If it is important to know exactly when the new monsters arrive relative to other movements, the referee can dice for the month and day.

Interaction between Monster Forces

Alliances Unless monsters are anti-social in nature, multiple groups of the same type arriving in the same hexagon can be friendly and may aid or support one another. The referee should determine the disposition of each force leader, and their reactions to one another.

Hostilities If multiple groups of different monster types arrive at the same hexagon, or if any group attempts to settle a hexagon already occupied by a different monster type, there will be a battle to determine which side will occupy the hexagon and which side is forced out. This action can be resolved in full table top detail or decided by fiat, a coin toss, or other simplification, at the referee's discretion.

The victorious force recovers 10–60% of any losses suffered and has the option to occupy the hexagon. The defeated force either falls back to join a friendly force within two hexagons, or is totally dispersed and effectively eliminated.

The referee should note the outcome of these battles including the balance of forces, land occupied, prisoners and treasure taken, as well as experience and reputation accrued. These campaign events should generate news and rumours which may reach even far away players.

Cost of Living

Each player character must pay monthly support and upkeep costs of 1 gp per 100 experience points they have. Building a castle under another Lord's protection will not commute the character's obligations, but should the character establish a stronghold in a lordless wilderness, these upkeep costs will then cease.

Adventures

As the campaign gains momentum it is likely that player expeditions will be setting out on adventures here, there, and everywhere.

Wilderness adventures Wilderness expeditions can run into many weeks and should include as many days of rest and recuperation as is necessary to occupy a whole number of campaign turns.

Dungeon adventures A typical dungeon adventure—preparations, a short trek, a one day descent into the Underworld, and several days of rest and recuperation—should occupy players for one campaign turn.

Dungeon Freshness As the dungeon levels are progressively sacked and mapped by the players, their danger and mystery will be diminished. While prompt egress to more challenging levels is desirable, the referee should never allow a dungeon level to become too secure or too well known.

If cleared chambers are left unguarded there is the possibility of new denizens arriving to replace losses. Newly arrived monsters, or those that previously eluded the players, might fortify areas by blocking or opening passages or rooms, relocating stairs between levels, barring doors or setting new traps.

The referee should not shy from extending the limits of an existing level or inserting a new sub-level so that fresh areas always await exploration. Should the players nonetheless become blasé, the referee can introduce wholesale change due to cave-in, subsidence, flooding, supernatural winter, slime plague, time-space distortion, and so on.

These are just a few of the options the referee can employ to keep a dungeon fresh and challenging.

Other Campaign Activities

Other activities that occur outside of adventures, in campaign time, are described below.

Advertising

Players can use public notices, town criers, or messengers to advertise their services or to attract hirelings. The referee should determine the cost, time taken, and effectiveness of these measures.

Rumors and Information

Rumors Players can make efforts to conceal their presence or purpose. Otherwise, the movements of notable persons, armed companies, monsters, or treasure hauls will not go unnoticed by the locals, and rumors will quickly spread.

Carousing Players can spend time socialising at inns and tap rooms, sharing the local stories, legends, news, and gossip. A liberal week of carousing will cost 10–60 gp and usually get tongues wagging.

Informants Players can discretely pay barmen and other informants 1–6 gp (each) for whatever secrets they may tell.

Misinformation may be learned at the referee's discretion.

Jousting

Jousting is a prestigious contest of martial prowess amongst the knightly class. Tournaments may be staged by a local Lord, or ad hoc jousts demanded by knights encountered at crossroads or strongholds.

A fighter of repute must possess armor, shield, helm, mount, and three lances to participate. A joust then comprises up to three tilts in which two mounted knights enter the lists and, separated by a barrier, make an unimpeded charge at one another with the objective of unhorsing the opponent.

Each player first selects an aiming point (1–6 or; head, chief, fess, sinister, dexter, or base, respectively) and then a defensive position in the saddle (1–6), noting the latter may be limited by the former.

Players then reveal their attack/defence positions and consult the jousting matrix for the outcome. Results are simultaneous, and it is possible for both players to be unhorsed.

Table 17: Jousting Matrix

Aiming Point (Attack)	Saddle Position (Defence)						Dis- Allowed Saddle Positions
	1 Hunch Low	2 Lean Left	3 Lean Right	4 Steady Seat	5 High Shield	6 Low Shield	
1 Helm	m	m	m	B/H	U/H	m	1–3
2 High	B/U	B	G	m	B	U	None
3 Center	B/U	G	B	B/U	B/U	B	None
4 Right	G	m	B/U	G	G	G	1–2
5 Left	B	B/U	m	B	m	B	1–2
6 Low	B	G	U	B	B/U	B	2–3

U Unhorse opponent

B Break lance upon opponent

H Strike opponent's helm

G Glancing blow

m Miss

Any knight who either breaks a lance upon the opponent, or is struck on the helm, must adopt the steady seat position in the immediately following tilt. A knight unhorsed may be injured in the fall and cannot then continue.

Otherwise, a miss or glancing blow scores no points. Breaking a lance upon the opponent scores one point, or three points upon the opponent's helmet. Unhorsing the opponent scores ten points.

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

Rest and Healing

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

Researching New Spells

Clerics and magic-users can research new spells for their repertoires. Players can contrive whatever spells they desire remembering; the referee will determine the spell level of any new magic and the spell level of a new spell cannot exceed that which the researcher is able to memorize.

Success is a matter of time and gold pieces invested. 1st level spell research requires a minimum 2,000 gp investment, and this cost doubles at each successively higher spell level. Thus, 2nd level spell research requires a minimum 4,000 gp investment, 3rd level spell research requires minimum 8,000 gp investment, and so on. Each such investment yields a cumulative 20% chance of success. Time required is one week per spell level regardless of the sum invested.

The researcher may add a newly devised spell to a spell book of the appropriate level. He may share it with others or keep it to himself.

Constructing Spell Scrolls

Wizards (10th+ level) and Bishops (8th+ level) can manufacture scrolls of spells which they can memorize. It costs 100 gp per spell level and takes one week per spell level to create any spell scroll. Thus, a 4th level spell scroll takes four weeks to construct at a cost of 400 gp.

Constructing Spell Books

Adventuring is a dangerous business so a spell caster may desire a duplicate spell book to carry without risking his original. Should a spell book be lost, damaged, or destroyed it can be replaced at a cost. A book of 1st level spells costs 2,000 gp, a book of 2nd level spells costs 4,000 gp, a book of 3rd level spells costs 8,000 gp, and so on.

Enchanting Magic Items

A Wizard can enchant items with the time and cost required being commensurate with its relative power.

Table 18: Time and Cost to Enchant Items

Item	Unit Time	Unit Cost	Example
Missiles (5)	1 week	250 gp	5× Magic arrows or bolts +1 1 week, 250 gp
Weapon	1 month	1,500 gp	Sword or spear +1 1 month, 1,500 gp
Armor	2 months	2,000 gp	Plate armor +1 2 months, 2,000 gp
Potion	1 week	250 gp	Potion of healing 1 week, 250 gp
Wand	1 month	3,000 gp	Wand of fireballs 3 months, 9,000 gp
Staff	2 months	5,000 gp	Staff of teleportation 10 months, 25,000 gp
Ring	3 months	10,000 gp	Ring of invisibility 6 month, 20,000 gp

Other than missiles, weapons, and armor, the unit time and unit cost given is per spell level-equivalent of the item. Thus, a wand of *Witch Lock* (a 2nd level spell) costs 6,000 gp and takes 2 months to construct, while a ring of *Polymorph Self* (a 4th level spell) costs 40,000 gp and takes 1 year to construct. The referee should exercise judgement for staves and miscellaneous magic items that combine several powers.

Appointing an Heir

Player-types can possess arms, armor, and equipment from the outset and (if they are fortunate) can accumulate considerable wealth. Thus, a player may wish to officially designate one relative as heir to the character's estate.

Building a Castle

Unless the character has attained Top Level, and found and cleared a region of wilderness for a new stronghold, he will require permission from the regional ruler. Depending upon alignment, charisma, and political ambitions, such permission may not always be forthcoming.

A character can then employ an engineer to design and build a keep, tower, castle, or other structure. The player can choose an existing design or draw a plan of the desired structure for the referee to determine the overall cost from the following table. The referee can estimate the cost of other structures from similar, listed items.

Table 19: Cost of Construction

Structure	Unit Cost	DP*	Particulars
Palisade	500 gp	15	10–15 ft high, per 60 ft section.
Stone wall	1,000 gp	35	20 ft high, per 60 ft section.
Curtain wall	1,500 gp	40	20 ft high, castellated, catwalk, per 60 ft section.
Round tower	5,000 gp	40	20 ft diam. 30 ft tall, castellated top.
Lg. round tower	10,000 gp	60	30 ft diam. 40 ft tall, castellated top.
Barbette	2,000 gp	30	15 ft diam. 20 ft tall, spire top.
Square tower	4,000 gp	30	30 ft sq. 30 ft tall, castellated top.
Lg. square tower	8,000 gp	45	40 ft sq. 30 ft tall, castellated top.
Gate arch	2,000 gp	40	
Portcullis	1,500 gp	25	
Gate	1,000 gp	30	
Drawbridge	2,000 gp	15	
Stone building	2,500 gp	25	Length + width + height \leq 120 ft, with doors, windows, interior stairs.
Wooden building	1,000 gp	10	Dimensions as above.
Ditch, earthworks	500 gp	–	10 ft deep/high, 20 ft wide, per 60 ft section.
Gatehouse	5,000 gp	–	20 ft tall sq. tower, gate arch, gate.
Barbican	20,000 gp	–	2 \times lg. rd. towers, curtain wall, gate arch, portcullis.
Bastion	4,000 gp	–	3 \times curtain wall (60 ft diam. semi-circle).

* Defensive Points (DP) are a structure's resilience to attack by siege weapons.

Given the necessary funds, an appropriate piece of land or city lot, and permissive conditions, construction can proceed. Raw materials and workforce may need to be transported to the site, and surprises and intrigues can occur during and after the construction at the referee's discretion.

Manpower Construction generally requires one man-day of labour per gold piece of cost.

A work crew of up to 100 men may work on any single project—a tower, wall section, building, or similar. Each work crew must be supervised by a dedicated engineer. Where multiple crews are working concurrently on related or adjacent projects (such as multiple wall sections, towers, or buildings of a single castle), a chief engineer is required to oversee the whole undertaking.

Dwarfs are especially skilled miners and builders; if available, each dwarf employed in excavation or construction will do work equal to two men per day.

War Machines

War machines can be constructed by sappers at one man-day of labour per gold piece of cost, as follows:

Table 20: Cost of War Machines

Siege Engine	Cost	DP	Dam/Hit
Lt Field Gun	150 gp	3	3
Hv Field Gun	200 gp	5	4
Bombard	300 gp	5	6
Lt Catapult	150 gp	3	2
Hv Catapult	200 gp	5	3
Covered ram/sow	1,000 gp	10	2
Siege towers	2,000 gp	15	—
Mantlet	30 gp	2	—

War machines not listed can be priced relative to similar weapons, above. Costs exclude the necessary crew and train, which should be as much again. Each hit by a siege weapon reduces the DP of the target structure. When a structure's DP are reduced to zero a larger structure is breached—e.g., with a 6'' wide breach in a longer wall—or a smaller structure destroyed.

Ships

Ships can be constructed by shipwrights at one man-day of labour per gold piece of cost, as follows:

Table 21: Cost and Crew of Ships

Type	Cost	Crew
Raft	30 gp	1 sailor
Boat	100 gp	3 sailors
Galley	5,000 gp	40 rowers, 12 sailors
Longship	10,000 gp	60 rowers, 6 sailors
Merchant	20,000 gp	20 sailors
Warship	30,000 gp	20 sailors, 60 fighters

Ships not listed can be priced relative to similar vessels, above. Costs exclude the necessary captain, crew, and supplies, which should be established separately.

Establishing a Barony

A Top Level character who builds or occupies a castle can secure and rule the surrounding territory. This protectorate is called a *barony*, its ruler a *baron*, and their castle a *stronghold*.

Whether monsters (and other opposition) are cleared prior to castle construction, or after an existing castle is occupied, a stronghold's surrounds will remain clear so long as they are adequately patrolled.

Terrain allowing, a barony typically occupies the 36 map hexagons within three hexes of the castle hex itself. This area will either contain 2–8 villages each having 100–400 taxable inhabitants, or will attract a like population after monsters are cleared. Other features can be determined with the town preparation rules or invented as desired.

A baron is entitled to collect 10 gp per year from each taxable inhabitant for their nominal protection. Clerics may collect an additional 10 gp per year per taxable inhabitant in religious tithes where alms are provided and services conducted.

Economic Improvements

Taxes and tithes collected can be used to swell the player's personal treasury or to improve the barony with canals, roads, bridges, fortifications, inns, churches, ship yards, animal husbandry, or whatever else. Successful investments will typically enable productivity, or trade, or attract settlers, ultimately expanding the population and tax revenues. The potential for each investment type in the barony and how it will affect the character's prospects is for the referee to decide.

Player Characters

Awarding Experience

The referee awards *experience points* to player characters for defeating monsters and for recovering treasure.

Monsters have a *kill value* of 100 experience points per hit die, with +2 (or more) additional hit points being equivalent to one additional hit die, and special attack capabilities such as missiles, poison, paralysis, immolation, and breath weapons each adding to a monster's *hit dice equivalence* (HDE). The sum of monster kill values beaten in combat are divided amongst participating players.

Experience for defeating monsters is proportional to the threat they represent. Thus, an 8th level magic-user receives $\frac{7}{8}$ of a 7 HDE troll's kill value, while a 10th level fighter receives $\frac{1}{10}$ of a 1 HDE orc's kill value unless the referee deems he was genuinely at risk in the circumstances. The experience award for defeating monsters never exceeds their HDE kill value, even if this exceeds the player level.

Treasure One experience point is awarded for each 1 gold piece value of gold, silver, gems, and jewellery recovered. Maps and magic items earn minimal experience, instead enabling the recovery of further treasure and experience. An average of 50 experience points for single use magic arrows, to 1,000 experience points for powerful magic swords, staves, and rings is recommended.

The division of any such riches among participating characters is entirely up to the players. A character receiving a greater share of the treasure also gets a commensurate portion of the experience points attributable to treasure.

Bonuses and penalties to earned experience due to requisite ability scores are then applied per individual player character.

Advancement

Earned experience is added to the character's cumulative experience total, advancing them through the experience levels in their class. No character can ever advance more than one experience level in a single session. Any excess experience points earned are lost.

Level Limits The character class tables describe experience levels 1–12 where play is largely anticipated, but there is no upper limit on how high a (human!) character may rise. Non-human player types, on the other hand, are intentionally limited in how far they can progress.

Beyond the 12th Level increments in Fighting Capability are as follows: Fighters attain Paragon FC at the 14th level, Paragon+1 at the 18th level, and Paragon+2 at the 20th level. Magic-users attain Wizard FC at the 13th level, Wizard+1 at the 19th level, and Wizard+2 at the 22nd level. Clerics attain Patriarch FC at the 17th level, Patriarch+1 at the 20th level, and Patriarch+2 at the 23rd level. Advancement in wizard and patriarch FC affects magical and undead opponents only. Saving throws are per fighting capability level bands, with any FC adjustment applied to the die.

Further increments in spell casting are as follows: Clerics add a 3rd level spell at 13th level, a 4th level spell at 14th level, a 5th level spell at 15th level, and 1st and 2nd level spells at 16th level; this pattern repeats thereafter. Magic-users add 1st, 2nd, and 3rd level spells at 13th level, a 6th level spell at 14th level, and 4th and 5th level spells at 15th level; this pattern repeats thereafter.

Other Player Types

The core player types—fighters, magic-users, and clerics—will provide many challenges but need not be exhaustive. There is no reason a player should not be allowed to play virtually any type of character, should the referee permit it. For any new player-type the referee should predetermine a progression that starts out relatively weak and works upward, as per the other classes. No player-type should be so powerful as to destroy play balance.

Changing Class With the exception of elves, changing class is not recommended. Even if the referee permits it, no character can ever change class during an adventure and nor can a cleric ever change to a magic-user or vice versa. Moreover, a man requires a minimum score of 15 in the prime requisite of the class he intends to change to.

Character Death, Taxes, Heirs

Should a character be slain, or mysteriously vanish, “death” can be declared after one game month of unexplained absence. If the character has no heir, all their worldly goods are then forfeit.

If the character has a formal successor, the heir takes possession of all properties, goods, and valuables that belonged to the departed less a 20% inheritance tax that is payable to the realm. The player may then assume the role of the heir who must begin at the lowest level for his class.

Non-Player Characters

Players will likely require the services of hired help.

Non-Player Loyalty

When any non-player enters into a player character's service the referee will secretly determine his loyalty, which may subsequently be adjusted for excellent or poor treatment. Additional pay, gifts of arms, armor, or magic items, and the rising fame (or infamy) of an employer can increase loyalty. Unjust treatment, poor prospects, or unfit conditions can decrease loyalty.

So long as a non-player is treated reasonably, receives the agreed payment, and is not exposed to unnecessary danger his loyalty will not be tested. In extreme circumstances the referee will use reaction checks or morale checks to determine the non-player's behaviour.

Hirelings are ordinary folk who will perform mundane (non-combat) duties for upkeep plus a fee of 2 gp per month or 5 sp per week.

Hirelings of various sorts can usually be found in towns, strongholds, and possibly in villages. With enough gold there is no limit to how many hirelings a character can employ.

Mercenaries are neutrally aligned soldiery whose monthly fee is commensurate with their function and equipment.

Table 22: Mercenaries

Type	Monthly Fee (gp)			
	Man	Dwarf	Elf	Orc
Light Footmen	3			1
Footmen	4	5	6	2
Archers	6		9	3
Crossbowmen	5	7		
Longbow men	9			
Light Horsemen	10			
Horsemen	16			
Heavy Horsemen	24			

Light footmen are local militia, citizen soldiers, watchmen, and the like possibly with leather armor and/or shield who have -1 morale.

Footmen are equipped with leather or mail armor, shield, and helm. All foot carry arms appropriate to their origin.

Archers and crossbowmen wear leather armor and carry daggers and short bows or light crossbows, respectively. Longbow men are men only who wear leather armor and carry daggers and longbows.

Heavy horsemen typically wear plate armor and helmets, carry shields, and ride heavy warhorses. Horsemen are as footmen, but additionally ride medium warhorses. Light Horsemen are as light footmen, but additionally ride light horses.

Elves and dwarfs are uncommon and orcs cannot be employed by lawful-types; otherwise, these can be hired at strongholds or wherever else they are encamped. With enough gold there is no limit to the number of mercenaries a character can employ.

Retainers are unusual help including monsters and player-types, and the number allowed at any one time is limited by a character's charisma score.

Retainers can be sought during adventures, or between adventures by posting notices, hiring heralds, frequenting taverns, or sending messages to foreign parts where candidates may dwell. The cost and effectiveness of these endeavors is left to the referee's discretion.

When a prospective retainer is found the character can make an offer of employment. Only the lowest level player types are employable and men will not be tempted for any offer worth less than 100 gp. Dwarfs desire especially gold, elves and magic-users desire spells and magic items, clerics desire crusades and places to worship, and so on.

Disinherited Heirs

Should the original character unexpectedly return to reclaim his estate the inheritance tax will be payable again. The referee must adjudicate the reaction of the disinherited heir, who might intrigue to retain control. If the disinherited heir is kept on as part of the player's household or retinue, his loyalty will be adjusted by negative 1-6.

Angry Villagers

As players gain wealth and influence, some may seek to extract more than legitimate taxes from the common folk. Unforgivable offences against the populace will not be without consequence, stirring non-players to action against any such offenders.

Unhappy villagers can alert the city watch or militia, the Church, or the local Baron. If their business is negatively affected, artisan, merchant, or thieves guilds may take matters into their own hands. Failing that, the citizenry may seek a hero to fight their cause or, ultimately, rise up as an angry lynch mob to run despots and villains out of town.

Moderating the Adventure

Hazards

Flaming Oil

Oil can be spilled on the dungeon floor and ignited to deter pursuit, temporarily prevent trespass, or set secondary fires. One flask of oil will create an ellipse-shaped slick up to 10 ft long or 5 ft in diameter that will burn for one turn (up to ten melee rounds). Tinder, textiles, and other inflammables can be set afire and consumed at the referee's discretion. Monsters will not enter an oil fire, but if caught in a conflagration will suffer 1–6 hit points of burns per player turn. Incorporeal and fire-using monsters are unaffected by oil fires.

Flaming oil flasks can be hurled at monsters, igniting on impact if prepared with a burning taper or by subsequent contact with fire. Treat such missiles as hand axes for range and accuracy with hits causing 1–6 hit points of burns in the first round and, unless smothered, again in the following round.

Falling

Falling from heights can be deadly. There is a cumulative 1 in 6 chance of sustaining damage per 1'' fallen and, if injurious, each 1'' yields one die (1–6 hit points) damage. Use 2'' increments when falling into water or other yielding surface. If impacting another figure, both check for and sustain damage as if taking the same fall.

Drowning

One half of sailors can swim, with a movement rate of 3'' assuming only a buoyant wooden weapon or a dagger is carried. Otherwise, any figure that cannot swim will drown in deep water. Even those who can swim may drown if unable to shed their armor soon enough, in stormy conditions, or if thrown overboard into perilous waters, as follows:

Table 23: Chance of Drowning

Condition	Plate	Mail	Leather	Stormy	Overboard
Drowned on	Always	1–5	1	1–3	1

Check each turn until armor is shed, or rescued.

Poison

Poison is an additional threat accompanying some monsters, traps, spells, and even supplies. Belladonna and wolfsbane can be deadly if swallowed by man-types or animals, respectively, as can poisoned water or spoiled food.

A poisoned figure must make a saving throw versus poison or die a horrible death. However, a successful save negates any effect of the poison and deflects half the total hit point damage delivered by a venomous strike.

Falling Rocks

An underground tunnel collapse is fatal without gaseous form, teleport, or similar escape. Whether blasting walls with fireballs or lightning bolts or the *Transmute Rock to Mud* or *Move Earth* spells will collapse an area is left to the referee's discretion.

Falling rocks and stones are likewise dangerous when hoisted over ladders or steep, narrow stairs to strike those below. The first three figures escalating a ladder or stair must save versus wands or be struck for 1–6 hit points.

Larger rocks and stones can also be dropped by flying creatures or cast over battlements. Rocks dropped on the wing are awkward to target. The attacker throws two six-sided dice requiring a total of 7 for a direct hit. Lower and higher scores fall short or go long; odd and even scores veer left or right, deviating 1–6'' from the intended target. Any figure even partially within a 1'' radius impact area will suffer 2–12 hit points from large rocks, or 3–18 hit points from the largest rocks dropped by the largest flyers.

Fatigue

Fatigue can be caused by deprivation, exertion, or injury. One day without drinking water, or three days without food, will cause fatigue, and six consecutive periods without either will be fatal. Recovery requires as many days with sustenance as the period of deprivation.

Abstaining from rest immediately after meleeing at least 3 rounds, flight/pursuit, or a hard march will cause fatigue until rest is taken. Any figure with injuries over 50% of its maximum hit points can be considered fatigued until healed at the referee's discretion.

Fatigue reduces movement by 3'', reduces fighting capability by 1 man (or –1 if but one die is thrown) in normal combat, or by –1 in fantastic combat, grants attackers 1 extra die in normal combat or a +1 attack adjustment in fantastic combat, and penalises morale checks by –1.

Monster Reaction to Players

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

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

Table 24: Monster Reaction

2–12	Reaction	Possible Outcome
2–5	Poor	Negative, hostile
6–8	Uncertain	Roll again next time
9–12	Good	Positive, benign

Luring Monsters into Service

Monsters that are subdued or surrender in combat (see Morale) can be forced to serve, for a time. Non-hostile monsters may be lured into service with appropriate payment if their alignments are not opposed to the player's. Characters can enlist monsters of the same alignment by regular negotiation. Others (including higher level player types) can be pressed into service by coercion with a charm spell or by physical subdual in combat.

Magic spells notwithstanding, some incentive must be offered to entice a monster into service. The character should decide what he believes would be useful or valuable to the monster and make his offer (merely sparing its life is insufficient). The monster's reaction will be determined by the referee and adjusted according to the offer and the character's charisma. A character can attempt a richer offer only if the initial reaction is "uncertain".

Table 25: Reaction to Offer of Service

2–12	Reaction	Outcome
2	Very poor	Attempts to attack
3–5	Poor	Hostile, rejects offer
6–8	Uncertain	Open to additional offer
9–11	Good	Benign, accepts offer
12	Very good	Accepts enthusiastically, +3 loyalty

Underworld Adventures

The referee is advised to keep careful track of time as players explore the Underworld.

Time and Ground Scale Time underground is measured in normal exploration *turns* of ten minute duration, while one scale inch (1") represents 10 ft.

The Move in the Underworld

A player *move* in the underworld is 10 ft per 1" of movement rate. Thus, a 9" movement rate allows a 90 ft move while making a map, or being watchful for surprises.

Players are allowed two such cautious moves per turn, so at 9" an exploration turn will expire for every 180 ft of dungeon mapped.

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

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

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

Doors Doors in the Underworld are typically stuck and must be forced by strength. Men, dwarfs, and elves can defeat stuck doors with a throw of 5–6 on a six-sided die, while hobbits and other weaklings require a throw of 6. Bursting through a door might surprise whatever is on the other side, but any failed attempt will ruin this opportunity. Two man-types can throw their weight against a single door simultaneously, but will be unable to react to whatever may be lurking on the other side as they burst through. There can be up to three throws against any one door.

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

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

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

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

Wandering Monsters

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

The direction of a monster's approach can be determined randomly while the manner of its approach should consider the monster's capabilities and disposition (see *Monster Behavior*).

Type of Monsters The referee determines which monster level table to consult using table 11, and then determines the monster type using tables 12–14.

Number of Monsters While the dungeon level depth is less than or equal to the monster level the *basic number* of monsters appearing will be either 1 fantastic-type or 1–6 normal-types. For each dungeon level deeper, add the basic number again. 2–3 players will attract the basic number of monsters, 4–6 players twice as many monsters, 7–10 players thrice as many, and so on.

Surprise

Surprise is possible only when either or both parties are unaware of the other. Creating notable noise, bringing light into darkness (except when coming through a door), or failing to force a door will negate the possibility of surprising monsters, while detecting monsters with a scrying spell or by listening will negate the possibility of being surprised by them.

Otherwise, either party will surprise the other with a throw of 5–6 on a six-sided die. If either party is surprised, the initial distance is 1–3". When exactly one party wins surprise, they have the benefit of one free turn segment which can be used to move, to fire missiles or throw spells, to attack in melee, or otherwise.

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

Sighting Monsters

When there is no surprise monsters are sighted at 2–8".

Monster Reaction to Players see Monster Behavior.

Fleeing and Pursuit

Flight and pursuit speed is four moves per turn with no mapping possible.

The players can choose to flee unless they alone are surprised by monsters within 2".

The initial distance between the two parties will open or close according to their movement rates. Monsters will pursue so long as they do not fall more than 9" behind. Should the players turn a corner, take a stair, or pass through a door the pursuit will continue only on a throw of 5–6 on a six-sided die. Should players pass through a secret door the pursuit will continue only on a throw of 6.

Deterring Pursuit

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

Wilderness Adventures

Wilderness adventure games are a desirable element of play, and can be the chief format of the campaign.

Time and Ground Scale Time in the wilderness is measured in normal exploration turns of one day duration. One wilderness hexagon is about 6 miles across.

The Move/Turn in the Wilderness

There is one move per turn with a man on foot able to cover 3 hexagons (18 miles) each day in open terrain.

Table 26: Overland Movement

Type	Hexes
Wagon or Cart	3
Heavy Foot (9")	3
Light Foot (12")	4
Heavy Horse	4
Medium Horse	6
Light Horse	8

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

A company of 100 or more figures is penalised by $\frac{1}{2}$ a hexagon per turn. A company of 1,000 or more figures is penalised by $\frac{1}{2}$ their normal move per turn.

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

Rest

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

Weather

Unless the weather has already been established, prevailing conditions can be determined randomly each day in the wilderness.

Table 27: Weather Conditions

Today 1-6	Previous Day's Weather (dice if unknown)		
	Clear (1-3)	Cloudy (4-5)	Rainy (6)
1	Heatwave*	← Clearing	← Clouding
2	No change	No change	← Clouding
3	No change	No change	Rain
4	Clearing	No change	Rain
5	Clearing	No change	No change
6	Clouding →	Rain developing →	Storm

* Cold snap in cold climate.

Roll a six-sided die for today's weather, which will be clear, cloudy, or rainy as was the previous day unless a change is indicated. A left- or right-arrow implies the next turn's weather will be in the so indicated column.

Heatwaves cause thirst, double fatigue and rest required, and increase the risk of fire in the dry season.

Cold snaps double fatigue and rest required with appropriate protection, and delay overland movement altogether without.

Rain reduces visibility and increases the risk of getting lost, and will make low lying terrain muddy after three turns of rain (treat as swamp).

Storms torrential rain, tornadoes, and other storms are as rain but will delay overland movement immediately and can damage habitations and agriculture.

Mapping

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

Getting Lost

Other than encountering monsters, players should have little difficulty navigating from one place to another via established routes. Once they strike out into the wilderness, however, there is also the possibility of becoming lost. The referee should secretly throw a six-sided die for the players at the beginning of each wilderness turn with a 1 (in open terrain), a 1-2 (in woods or mountains), or a 1-3 (in swamp or desert) indicating that the players have gotten lost. If the players are lost the referee should move them in a random direction on the referee's secret map that turn without them realizing it.

Approaching Strongholds

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

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

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

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

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

Wandering Monsters

Players can encounter hostile and benign creatures when travelling overland from one perilous adventure to the next. The referee should check for wandering monsters at the end of each turn with a throw of a six-sided die.

Table 28: Chance of Wilderness Encounter

Terrain type	Open	Desert	Woods	Mountains	Swamp
Encounter on	6	6	5–6	5–6	5–6

The referee should make an additional check each turn if the players are resting, at a bridge or ford or river crossing, or are within 2 hexagons of a stronghold.

The Type and Number of Monsters

Monster Type When an encounter is indicated the referee should dice for the type of monster appearing. A result of 1–4 indicates monsters from a lair or stronghold the players passed by or near to on the referee’s wilderness map. A 5 indicates a randomly determined aerial encounter, and a 6 indicates a randomly determined overland encounter.

% in Lair Use the % in Lair statistic to determine whether monsters from a nearby lair or stronghold (1–4) are encountered either at the lair, or outside the lair. Random aerial or overland monsters (5–6) are always outside the lair. In either case, monster forces are drawn from their lair or stronghold. For random aerial and overland encounters (5–6), the referee can select an existing lair of the appropriate type or generate and place a new one, as required.

Number of Monsters 10–60% of the fighting force at the lair or stronghold will be out in the wilderness, with the remainder at the lair. On a throw of 6 the expeditionary force is split in two, with a second group positioned 1–6 hexagons away. Check again whether to split each new subgroup until a 6 is not thrown.

Surprise

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

Sighting Monsters

If surprise occurs the encounter distance will be 1–3'' (10–30 yards outdoors), otherwise at 4–24'' (40–240 yards outdoors).

Monster Reaction to Players see Monster Behavior.

Evading an Encounter

The players can attempt to evade an encounter unless only they are surprised by monsters within 2'' (20 yards in the Wilderness). If surprised at 3'' (30 yards) the referee may allow a 1 chance in 6 to evade if in woods or by magic.

Otherwise, the base chance of evading an encounter is determined by the relative size of the forces:

Table 29: Throw Necessary to Evade an Encounter

Evading Forces	Relative Size of Forces to be Evaded		
	Up to 1/4	1/4–2/3	2/3 or more
1–3	4–6	3–6	2–6
4–10	5–6	4–6	3–6
11–33	6	5–6	4–6
34–100	6	6	5–6

If the players have gained surprise their chance of evading an encounter is doubled. In woods the chance is improved by 1 in 6, and if either party's movement rate is at least twice the other, the odds shift 1 in 6 in their favor.

Flight/Pursuit in the Wilderness

Failing to evade an encounter decisively can instead lead to a pursuit. Strongholders will pursue on a throw of 4–6 if they are hostile to the players, or otherwise only on a throw of 6. Monsters will always pursue quarry in sight, unless they are intelligent and their foe is clearly superior.

A faster pursuer will catch those fleeing on a throw of 5–6 in woods or swamp or 4–6 in other terrain. Otherwise, the referee moves the fleeing party one hexagon ahead, in a randomly determined direction. Those fleeing will know the terrain type they are in, but not the true direction.

Continue to check whether the pursuit will continue, and whether those fleeing are caught until either the fleeing party is caught and an encounter occurs, or the pursuers give up.

Fantastic Medieval 1:1 Scale Battles

When the players attack or are attacked, there will usually be a battle. The referee can use these (or other) combat rules to determine the outcome.

The referee can sketch a battle map with paper and pencil and use miniature figures, other game pieces, or cardboard chits to track the positions of figures. Equally, the battle can be described by the referee and take place entirely in the players' imaginations.

Combat Turns and Melee Rounds

When combat occurs, the time scale shifts from *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 encounter is assumed to occur within one exploration turn, no matter how many melee rounds were actually required. Any extra time is spent checking injuries, tending to the fallen, resting, sharpening blunted weapons and re-fitting armor.

A **combat turn** is shorter than a regular exploration turn and is sub-divided into *melee rounds*.

A **melee round** is a quick exchange of blows with melee weapons. It occupies an unspecified, but short, period in game; perhaps 6–10 seconds. At the gaming table, a *round* is a circuit around the table enabling each player to dice for their blows.

Figure-, Ground-, and Time-Scale

A single figure represents one man or monster. 1'' represents 10 yards outdoors or 10 feet underground, on a ship's deck, on castle battlements, or similarly confined spaces. One combat turn of play represents one minute of time in battle. A combat turn includes up to 10 melee rounds, each being a quick exchange of melee blows.

Common Characteristics

The game characteristics common to all figures are summarised in one line of game statistics, as follows:

Table 30: Common Characteristics

MV	AC	HD	hp	FC	SA	AL
Movement Rate	Armor Class	Hit Dice	Hit Points	Fighting Capability	Save As	Alignment

Movement is the number of *scale inches* a figure can move each turn on foot. Most figures can add a *charge bonus* when rushing into melee combat. A number appearing after a slash is the figure's flying movement rate.

Armor Class denotes the type of armor worn, or equivalent protection.

Hit Dice are the number of six-sided dice thrown and summed to determine hit points. Any addition (or subtraction) after the number of whole dice are hit points to be added to (or subtracted from) the sum diced.

Hit Points are the total points of damage a figure can withstand before dying at 0 (or fewer) hit points. Whether non-fatal damage will otherwise affect a figure is left to the referee's discretion.

Fighting Capability includes either one or two values. The first value always denotes the number of men a figure *fights as* against normal types (i.e., when using the first row of the alternative matrix 1). The second value (if present) is the fantastic tier the figure *fights as* against giants and dragons (i.e., which subsequent row of the alternative matrices to use).

Save As indicates the *type* (man, hero, wizard, etc.) a figure *saves as* against the various attack forms appearing on the saving throw matrix.

Alignment is either law, neutrality, chaos, or unaligned.

Movement During Combat

Melee combat is a fast and furious affair. Figures within 1" of any opponent are *meleed*—and engaged in the hand-to-hand fighting; those further away are outside the melee and unengaged. The referee can use the placement of miniatures, a paper sketch, or a vivid description to track which figures are engaged or unengaged as the melee evolves.

Ground Speed During the fray of combat, man-sized figures afoot have a 3" charge bonus to their base movement rate. In the 1:1 scale combat game, round by round moves are one-third of the full (charge) movement rate. Thus, an unencumbered man can move $(12 + 3)/3 = 5"$ per round, a metal armored or encumbered man can move $(9 + 3)/3 = 4"$ per round, while a fully loaded man can make $(6 + 3)/3 = 3"$ per round.

Within the Melee Figures already engaged in melee can only fight, withdraw, or surrender. Movement is limited to short charges to the next opponent or to withdraw.

Withdrawing If there is a clear space to move into a figure can forfeit his attack and withdraw to a position at least 2" from any opponent. He is still subject to attack as he withdraws, but intervening friendly figures can obstruct further follow up.

Outside the Melee During each melee round (exchange of blows), un-engaged figures can be moved to join the melee and attack in the same round, to reposition outside the melee, or render other assistance.

Control Every able figure controls the space immediately before it so that no opponent can pass within 1" of a man-sized figure, or 2" of a large-sized figure, without melee contact.

Declaring Spells and Missiles

If a spell caster could be meleed or struck by a spell or missile, these must be declared first. Dice to determine whose spell or missile goes off first, adjusting for dexterity. If a spell caster beginning an incantation is hit by a spell or missile, or is meleed within the first half of any movement, their spell is interrupted and fails to go off.

Other spell and missiles including missile-missile cross-fire are resolved simultaneously at the halfway point of any movement.

Missile Fire

Missile hits are determined on the attack matrix, adjusting for dexterity, range, and cover. Short range fire is at +2 (on the d20 attack matrix) and long range fire at -4. Targets partially covered by rocks, doorways, or similar obstacles are struck at -2 on the attack die. Targets behind battlements, mantlets, arrow slits, or in dense woods are arrow proof or, at the referee's discretion, struck at -4.

Table 31: Missile Range

Weapon	Range (scale inches)		
	Short	Medium	Long
Throwing axe, dagger, spear, hammer		3	
Javelin	3	6	9
Sling	6	12	18
Shortbow	5	10	15
Horsebow	6	12	18
Longbow	7	14	21
Composite bow	8	16	24
Light crossbow	6	12	18
Heavy crossbow	8	16	24
Arquebus	6	12	18

Spells and missiles fired into melee risk hitting friends as well as enemies. Long range fire is usually impossible underground due to low ceilings.

Melee Combat

Who Can Fight? A figure can engage as many opponents as its Fighting Capability allows, with further figures moving freely by or into flanking positions. A figure who is meleed (i.e., in melee contact) can attack with melee weapons but not spells or missiles.

Space Required Two men can fight abreast in a 10 ft wide passage with normal-sized weapons, while three small-sized figures or three spearmen can defend the same width. Not more than eight man-types can engage a single large monster in a combat round.

Initiative/The First Blow

1:1 scale attacks are targeted at individual opponents and resolved blow by blow in order of initiative. The results are imagined to all be happening as a fast and furious melee.

Figures who strike with surprise or from behind do so unanswered. Otherwise, in the first round of melee, the first blow goes to the attacker unless the defender has greater reach or is fighting from above.

In subsequent rounds of melee the first blow goes to whoever hit in the previous round or, if neither or both parties hit, to whoever had the first blow previously unless the opponent has shorter reach or is fighting from above.

A figure in the second blow position with a smaller weapon has a return blow only if their opponent misses. However, if the smaller weapon then hits it gains the first blow position in the following round—striking two consecutive blows. Thereafter, a figure with a larger weapon has a return blow only if the opponent misses.

Monster Size and Reach should be adjudicated by the referee.

Switching Weapons Unless already in hand or readily unsheathed, switching to another weapon forfeits a blow.

Dicing for Initiative If all else is equal, dice for initiative. Each side throws a six-sided die, adjusting for dexterity. The higher score gains the first blow that round.

The Alternative Attack Matrices

1:1 scale battles can be resolved with the *alternative* attack matrices.

The alternative matrices bring normal and fantastic combat together in a single system that can be used for any contest involving the *principal figures* of the campaign, regardless of their fighting capability. Normal-tier player characters, heroes, giants, and dragons alike can all use the alternative attack matrices, with hit probability proportional to fighting capability.

Fantastic types versus normal types When a powerful fantastic figure meets normal types in combat it *fights as* multiple men by throwing one man-equivalent attack for each of its hit dice. Adjust the first attack throw for additional hit points, if any. Thus, a 4 HD hero would attack four times *as a man* , and a 6 + 3 HD troll would attack six times *as a man* adjusting its first throw by +3.

Determining Hits with the Alternative Matrices

The referee determines the score needed to hit the target's armor class using the alternative matrices. Use the first row of Attack Matrix 1 when attacking *as a man*, or the appropriate row of Attack Matrices 1 and 2 when attacking as a more powerful type. The player throws an attack roll with a single twenty-sided die.

Attack rolls may be adjusted for fighting capability, tactical factors, magical armor and weapons, and other factors, with a total equal to or greater than the number needed indicating a hit. Anything less indicates a miss.

Men Attacking

Table 32: Alternative Attack Matrix 1: Men Attacking

Fighter		d20 Score to hit Armor Class							
Level	FC	9	8	7	6	5	4	3	2
1-2	Man	10	11	12	13	14	15	16	17
3-6	Hero	7	8	9	10	11	12	13	14
7-11	Superhero	4	5	6	7	8	9	10	11
12+	Paragon	1	2	3	4	5	6	7	8

Fighting capability adjustments are applied to the attack die. E.g., a 2nd level magic-user (Man +1) uses the Man matrix and applies +1 to the die; a 4th level cleric (Hero -1) uses the Hero matrix and applies -1 to the attack die.

A magic-user fights as a man at levels 1-3, as a hero at levels 4-9, and as a *wizard* at levels 10+. Wizard FC is equivalent to superhero-1 versus intrinsically magical monsters, or otherwise hero +1. A cleric fights as a man at levels 1-3, as a hero at levels 4-7, and as a *patriarch* at levels 8+. Patriarch FC is equivalent to superhero-1 versus any monster that can be turned, or otherwise hero +1.

Monsters Attacking

Table 33: Alternative Attack Matrix 2: Monsters Attacking

HD		d20 Score to hit Armor Class							
Equiv.	Example	9	8	7	6	5	4	3	2
1 + 1	Hobgoblin	9	10	11	12	13	14	15	16
2	Gnoll	8	9	10	11	12	13	14	15
3-6	Ogre	6	7	8	9	10	11	12	13
7-10	Giant	2	3	4	5	6	7	8	9
11-14	Dragon	1	1	1	1	2	3	4	5

Magic Weapons and Armor

Magic weapons will usually improve an attacker's throw by one pip on the die per plus, or increase damage by one hit point per plus, or both! Against normal types magic weapons will *instead* increase the attacker's fighting capability by one man-equivalent per plus.

Magic armor including armor, shields, rings, and protection spells will usually reduce an attacker's throw by one pip on the die per plus. Against normal types, magic armor will *instead* reduce an attacker's fighting capability by one man-equivalent per plus.

Parrying

A defender in the counter blow position with an equivalent or lighter weapon can parry to impose a -2 penalty on the attacker's throw.

If the attacker throws exactly the original score needed to hit, a smaller parrying weapon is broken but no hit is scored. If the attacker otherwise hits, or the weapon sizes are equivalent, the defender gets no counter-blow. However, a successful parry with a smaller weapon allows the defender a counter-blow.

Subdual and Capture

Attacking to Subdue

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

Capture

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

Determining Kills

Man-sized Figures and all other attacks *as a man* cause one *hit die* of damage, deducting 1–6 hit points from the target.

Large-sized Monsters can instead cause two, three, or even four dice damage on a hit. Damage can be adjusted for magical weaponry and other factors.

Any figure reduced to zero (or fewer) hit points is slain. Whether sustaining damage will otherwise affect a figure is left to the referee's discretion. A slain figure has no counter blow—his attack is wasted.

Saving Throws

Monsters usually save as fighters with as many experience levels as they have hit dice. However, intrinsically magical or magic-using monsters use the magic-user saving throw category when it is more favorable than the fighter category.

Magic Items It is convenient to assume that magic items are unharmed while the wearer survives (excepting helms). However, if the wearer or user of a magic item is killed by dragon breath, a fireball, or a lightning bolt, or if an isolated magic item is subject to a similar effect, then the item must make a saving throw or be destroyed.

Table 34: Magic Item Saving Throws

Item	d20 Score to be Saved			
	Arms/ Armor	Wands	Staves	Rings
Save	16	14	12	10

The *Staff of Power* saves at +2 on the die, requiring a throw of 10 or more. Magical weapons, armor, and shields save at +2 on the die for each plus of magical power. Thus, a +1 shield is saved on a throw of 14 or more, and a +2 sword is saved on a throw of 12 or more.

Items with spell-like effects save at –2 on the die versus directly opposed attacks. Thus, a *Wand of Cold* saves at –2 versus a fireball, and a *Flametongue* sword saves at –2 versus white dragon breath.

Potions, scrolls, maps, spell books, and miscellaneous magic items without adequate protection are automatically destroyed.

Morale

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

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

Players or monsters may wish to—or be compelled by poor morale to—flee from melee. Morale is tested by the referee with a throw of two six-sided dice adjusted for loyalty, troop quality, heroic/anti-heroic support, and possible enchantments. The referee can adjust morale checks for specific circumstances, including:

- Men fighting alongside a hero have a +1 morale bonus,
- Evil sorts fighting alongside a wraith have a +1 morale bonus,
- A *Bless* spell adjusts morale checks of those affected by +1,
- Goblins and hobgoblins have a –1 morale penalty in daylight,
- Ghouls, wights, and wraiths have a –2 morale penalty in daylight,
- Kobolds have a –1 morale penalty unless they are defending their lair and outnumber their enemies by at least 3 to 1,
- Mermen have a –2 morale penalty on land.

Table 35: Morale

2–12	Morale	Possible Outcome
2	Very poor	Surrender
3–5	Poor	Flee
6–8	Uncertain	Shaken; roll again next time
9–11	Good	Hold/press
12	Very good	Press boldly

Poor Morale should result in refusal to obey orders, surrender to the enemy, fleeing from combat, or whatever the referee deems appropriate. Fleeing figures with no safe retreat will instead surrender.

Uncertain Morale means morale should be checked again in the next round or turn, unless circumstances dictate otherwise.

Good Morale means figures continue to hold or fight as expected.

Far Horizons

As a campaign goes into full swing players will be heading every which way, seeking out legendary treasures, distant lands, and new territories to occupy. Such ventures will not be limited to overland exploration; creative players will soon be travelling by sea and by air, and even using magical gates to other worlds, times, and dimensions.

Weather

Poor weather, and especially wind strength, will impact seafaring and aerial exploration.

Wind strength and direction can be determined each day. Throw two six-sided dice to determine wind strength, and one six-sided die to determine which hex face the wind is blowing from. Speeds assume running with the wind; across the wind is at one-half speed. Sailing into the wind is not possible.

Table 36: Wind Strength

2-12	Wind	Sailing	On the wing
2-3	Calm	No sailing	1/2 speed
4-7	Moderate	1/2 speed	Normal speed
8-9	Fresh	Normal speed	+1 hex
10-11	Strong	+3 hexes	+3 hexes
12	Storm	Special	No flying

Strong Winds Boats, rafts, and galleys on the open ocean will capsize in strong winds on a throw of 1-2 on a six-sided die each turn.

Storms Navigation at sea is impossible in storm conditions, and any vessel will capsize on a throw of 1-2 on a six-sided die each turn. Any vessel that does not capsize is instead moved 2-7 hexes in a direction secretly determined by the referee.

Seafaring Exploration

Table 37: Seafaring Movement

Type	Swamp/ River	Open Water
Raft	3	6
Boat	6	9
Galley	6	18
Longship	12	18
Merchant	–	12
Warship	–	12

Wandering monster checks twice per day when following a shoreline, or once per day when fully at sea.

Aerial Exploration

Movement by air can be most expeditious. Per overland travel, there is one move per turn at 1 hexagon per 1'' of flying movement rate. Thus, a dragon with 24'' of flying movement is able to cover 24 hexagons each day in fair weather.

However, *exploration* by air progresses at half rate to allow for backtracking and investigation. Encumbrance (riders) and weather (wind) will likewise slow aerial movement.

Table 38: Aerial Movement

Type	Full Fly Rate	Exploration Hexes
Fly spell, pixie	12''	6
Gargoyle	15''	7
Vampire, chimera, manticore	18''	9
Flying carpet	18''	9
Dragon, wyvern	24''	12
Djinn, efreet, air elemental	24''	12
Flying broom	24''	12
Griffon, hippogriff	30''	15
Pegasi, Roc	48''	24

Rest All flyers must rest for one day after six days on the wing. Dragons must sleep for a full week after every three weeks of such travel.

Artifacts

Super powerful magic items aligned toward law or chaos can exist at the referee's option. These *artifacts* are typically central to the overall campaign narrative. Whatever their form, artifacts are unique, campaign-specific objects with a history and a purpose devised by the referee. They should be foreshadowed in gossip and folklore, and in the machinations of the powerful.

An artifact is impervious to regular magic and almost completely indestructible. There is typically only one specific way to destroy an artifact which invariably involves a great quest to some faraway and dangerous place.

Consequences for meddling with an artifact of differing alignment should be severe. Death, insanity, extra-dimensional imprisonment, 10–60 hit points of damage, loss of 1-6 experience levels would be appropriate. If any saving throw is allowed it should be heavily penalised.

The power imbued when employing an artifact appropriately should be equally astonishing and this is left entirely to the referee's imagination.

Other Worlds

There can also be gates, passages, or transport to other worlds, times, dimensions, or wherever else the referee desires. Alternative planets or historical periods, or entirely fantastical settings are all plausible, limited only by the referee's enthusiasm. Other worlds should, however, be added to the campaign gradually to manage the creative burden.

When players reach these other worlds they should be remarkably different from our own. The assumed natural laws of gravity, weather, scale, and so on need not apply.

The referee can decide whether the inhabitants of these unfathomable places can thereafter reach the players' world, or have been there present from the very beginning! In this regard, the wealth of science fiction and fantasy literature can be a great inspiration to the referee.

Afterword

Much has been written down and accounted for, but all the words in this book are merely a foundation for what will ultimately be a fantasy game campaign of the referee's own devising. He is encouraged to create liberally and enthusiastically and to welcome input from his players. Their choices and actions should ring true in the game world so that it thrives and invites further participation. With a living game in motion the referee can derive considerable enjoyment from extending or altering the rules to meet his own particular needs. In this case the referee is cautioned to do so judiciously and with consistency.

Above all, referees and players alike are reminded that this is a game and that games are meant to be fun.

Fight On!

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