Delving Deeper V

Book Two of Three

CAMPAIGNING & ADVENTURES

Simon J. Bull

With special thanks to Mike Tremaine, Dan Boggs, and all those who made Delving Deeper possible including: Cameron Dubeers, John Adams, David Macauley, Marv Breig, Matthew J. Finch, and esteemed members of the odd74 discussion group, especially Derv. Gratitude to my Coffee Club supporters and members for keeping me in beans, for motivating me when it mattered, and for all the valuable feedback along the way.

Dragons of V5 Carlos 'Exul' Comptis, Doug 'Gonyaulax' Pearson
Heroes of V5 Jesse Ross, Will, Kasper Clemmensen, Recornman
Elves of V5 Wim, Jack Robling, Justin H., Dleted, Tobias Laesker
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Delving Deeper V5 Campaigning & Adventures Beta-1
Lean PDF 20261031.1241
https://discord.gg/uTMvAvZaH

immersive ink

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Fantastic Medieval Wargames

Introduction

A fantastic medieval wargame campaign requires a referee and from 4 to 20 players, although as many as 100 might be accommodated. Miniature figures—while aesthetically pleasing—are not required, but their occasional employment can provide added spectacle when battles are fought. The use of pencil, paper, and hand-drawn maps is standard.

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 straightforward 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, and thereafter will need time to meet the demands of the 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. Crucially, the players will interact with the game world and among themselves in such a way as to make each campaign unique. Thus, the whole campaign 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. As the campaign continues to grow, the original referee's role can transition to 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!

Referee's Overview

These rules detail the main elements of a Fantastic Medieval Wargame Campaign. They emphasize 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.

Referee's Supplies

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.

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 the new campaign will take place. There is no need to describe 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. 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 an outline of the campaign world, the referee can draw a more detailed map of a local countryside, including a town or village where play will begin. The referee can then begin to map one or more Underworld dungeons and stock them 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 to explore the new fantasy milieu.

The Known World

The referee may wish to revisit the imaginary realms of a well-known fantasy author or to devise their own "world" in which to conduct a fantastic medieval wargame campaign. 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 are climate and geography to consider, whether there are mountains, forests, or swamps, 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 terrorized by a great variety of monsters. There is no limit on the types of fantastic creatures a referee can include in the campaign. These are aligned to law, chaos, or neutrality in the eternal struggle, as will be the players.

Languages

Many languages are spoken throughout the game world with each intelligent type having its own tongue. Humankind shares 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
Men	*Men*	*Men*
Dwarfs/Gnomes	*Dwarfs/Gnomes*	
Elves	*Elves*	
Hobbets		
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 the 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, then use random determination to fill out the remainder, 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 hexagon that is not mountains or desert. The referee can join rivers in adjacent hexagons 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 crossroads 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. Non-open hexagons adjoining such farmland have a 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 habitations will 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.

Ruins and Other Features

Abandoned ruins are a 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).

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 Use the Number of Monsters in Lair table to determine the number of monsters present. This should be the maximum listed for their type ±0–50%. Lair chieftains or leaders should have a bodyguard or entourage in addition.

Table 4: Number of Monsters in Lair

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

Normal-types include men, dwarfs, goblins, orcs, and other man-like figures with 1 HD. Above-normal-types include cavemen, gnolls, ghouls, and other man-like figures with 2 HD. Heroic-types include ogres, lycanthropes, and other 3–6 HD figures. Superheroic-types include giants, dragons, and other 7+ HD figures.

Lair Treasure Refer to the monster's treasure type on the Lair Treasure table (see Book III) to determine what treasure is hidden in the lair.

Table 5: Wilderness Encounter Tables

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

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

Town Preparation

Starting Town

The referee will need to locate a town where the players will begin. This could be anything from a sprawling city-state to a piteous hamlet. Regardless, it should provide a relatively safe haven with a taproom, tavern, or civic 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 hexagons on the referee's wilderness map are normally 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 6: Random Habitation

Habitation	Hamlet	Progressively larger villages	Market town
Die (1–6)	1	2–5	6

Hamlets and villages will have up to 200 population per pip on the die. Market towns instead have up to 1,000–6,000 population. Villages and towns 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 color 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 specialty 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 staff and servants supporting them. Castles should be garrisoned 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 7: 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
3	Wizard	N, L	Champion	Magician
4	Warlord	C	Mage	Evil Canon
5	Wizard	C	Champion	Magician
6	Evil High Bishop	C	1–6 Evil Priests	–

The resident will also be attended by an entourage:

Table 8: 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	Centaurs	Centaurs	Ogres
4	1–6	Werebears	Minotaurs	Minotaurs
5	1–6	Hippogriffs*	Griffons*	Griffons*
6	1–6	Rocs	Giants	Dragons

1–6	#	Evil H.B.	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	Specters	Trolls	Manticora
5	1–6	Vampires	Wyverns*	Wyverns*
6	1–6	Gothrogs	Chimerae	Dragons

* With (appropriately aligned) Heroes riding these creatures.

The stronghold should be garrisoned by a force of 30–180 soldiers and at least 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 numerous 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 9: Random Dungeon Room Content

Die (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 the Monster Level tables 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 the Dungeon Treasure table to determine the treasure composition.

Dungeon Monsters

Table 10: 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 11: 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 12: 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	Hydrae, 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 13: Monster Level Tables V–VI

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

Unguarded Treasure Unguarded treasure should be hidden behind secret doors, under floorboards, or up chimneys; made invisible; secured in safes or strongboxes filled with deadly gas; or trapped with poisoned needles—or any similar protection the referee devises.

Table 14: 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 still leave 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.

The following are samples 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, preventing 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 The passing of real time between game sessions might have no effect on player characters "suspended" midway through an adventure. Alternatively, a week of real time can advance one (or more) campaign turns for player characters dwelling in their safe houses or strongholds. In this way, weeks, months, or even years of game time can pass quickly between adventures.

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

The actions of each character and their whereabouts at the end of each (one week) campaign turn should be recorded.

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 will plan these events for up to a year in advance to enable their logical progression and foreshadowing, as well as in-game divination.

Random events are suggestions only. The referee can ignore, rethrow, 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 springtime campaign season.

Table 15: Random Campaign Events

First Die	Event Type	Second Die	Detail
1	Raid	Aerial, seafaring, subterr., internal, neighbor, overland	10–60 troops raze 1–6 villages
2	Invasion*	Per raid, but read *internal* as an *overland* 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 *Weather* See *Weather* See *Weather* 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/artifact/horror!	Improves morale Alters law of the land Restful, productive Potential boon or bane Influence NPC behavior 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 the force leaders, and their reactions to one another.

Hostilities A battle results when groups of different monster types converge on one hexagon, or when a group tries to settle a hexagon already held by another force. The winning side occupies the hexagon; the other is forced out. This action can be resolved in full tabletop 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 rumors 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 to become too secure or 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 socializing at inns and taprooms, 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 discreetly 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 among the knightly class. Tourneys 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 for 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/defense positions and consult the jousting matrix for the outcome. Results are simultaneous, and it is possible for both players to be unhorsed.

Table 16: Jousting Matrix

	Defender's Saddle Position						Dis-
Attacker's Aiming Point	1 Hunch Low	2 Lean Left	3 Lean Right	4 Steady Seat	5 High Shield	6 Low Shield	Allowed Saddle Positions
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 might be injured in the fall and unable to 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 the armor worn, 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, but the referee will set the spell level of any new magic. A new spell's level cannot exceed the highest level the researcher can already memorize.

Success is a matter of time and gold pieces invested. First 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 a 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. They can share it with others or keep it to themselves.

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 the 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 (10th level and above) can enchant items with the time and cost required being commensurate with their relative power.

Table 17: 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 are 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. A ring of *Polymorph Self* (a 4th level spell) costs 40,000 gp and takes 1 year. The referee should exercise judgment 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 land for a new stronghold, they will require permission from the regional ruler. Depending upon alignment, political machinations, and a reaction check, such permission may not be forthcoming.

The player can choose a standard design or draw a new plan of the desired structure. The referee will determine the overall cost, extrapolating other fixtures from those given. The player must then employ an engineer to design and build the structure.

Table 18: 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 × lg. rd. towers, curtain wall, gate arch, portcullis.
Bastion	4,000 gp	–	3 × curtain wall (60 ft diam. semi-circle).

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

Given the necessary funds, a vacant piece of land or city lot, and permissive conditions, construction can proceed. The raw materials and workforce may need to be transported to the site, with surprises and intrigues occurring during and after construction at the referee's discretion.

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

A Work Crew of up to 100 men can be employed 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 labor per gold piece of cost, as follows:

Table 19: 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. Construction costs exclude the crew and train necessary to operate the war machine, 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 is destroyed.

Ships

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

Table 20: 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 hexagons of the castle hexagon itself. This area either has 2–8 existing villages or will attract a like population after monsters are cleared. Each will have 100–400 taxable inhabitants. 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, shipyards, 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 are 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 Monsters have a kill value of 100 experience points per hit die. A monster's hit dice equivalence (HDE) rises by one if it has +2 (or more) additional hit points, and for each special attack mode it has, such as missiles, poison, paralysis, immolation, or breath weapon. The sum of monster kill values beaten in combat is divided among participating players.

Experience for defeating monsters is relative to the threat they represent. Thus, an 8th level magic-user receives only $^{7}/_{8}$ of a troll's kill value, and a 10th level fighter receives only $^{1}/_{10}$ of an orc's kill value. However, if the referee deems a character was genuinely at risk, experience can be awarded accordingly. The experience award for defeating monsters never exceeds their HDE kill value, even if the HDE exceeds the player level.

Treasure One experience point is awarded for each 1 gold piece value of gold, silver, gems, and jewelry 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 the character 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 then repeat in a fixed pattern. Clerics gain a 3rd level spell at 13th, a 4th at 14th, a 5th at 15th, and a 1st and 2nd at 16th. Magic-users gain a 1st, 2nd, and 3rd level spell at 13th, a 6th at 14th, and a 4th and 5th at 15th.

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 intended new class.

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 of the selected class.

Non-Player Characters

Players will likely desire the services of hired help.

Non-Player Loyalty

When any non-player enters into a player character's service the referee will secretly determine the non-player's 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 non-players are treated reasonably, receive the agreed payment, and are not exposed to unnecessary danger, their loyalty will not be tested. In extreme circumstances the referee will use reaction or morale checks to determine the non-player's behavior.

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 21: Mercenaries

	Monthly Fee (gp)			
Type	Man	Dwarf	Elf	Orc
Light Footmen	3			1½
Footmen	4	5	6	2
Archers	6		9	3
Crossbowmen	5	7		
Longbowmen	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. Longbowmen are men only who wear leather armor and carry daggers and longbows.

Heavy horsemen typically wear plate armor and helms, carry shields, and ride destriers. Horsemen are as footmen, but additionally ride regular warhorses. Light Horsemen are as light footmen, but additionally have riding horses.

Elves and dwarfs are uncommon. 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 are 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, and clerics desire crusades and places to worship.

Specialists are experts whose services are available to the wealthy—typically those with a stronghold of their own. Those detailed below are a sample of what might be available; the referee may amend this list for the campaign circumstances.

Table 22: Specialist Hirelings

Specialist	Monthly fee (gp)
Alchemist, sage, engineer	1,000
Armorer	100
Assassin*	1,000–6,000
Beast master, captain, spy*	300
Sailor	10
Smith	30

* Fee per mission.

Monthly fees are additional to the cost of upkeep. Specialists should be scarcer than other hirelings, and must be sought out. The referee should judge the cost of these activities and the chance of success.

Alchemists can reproduce a potion from a sample or a known formula at one-half its market price. They may also research poisons at twice the time and expense of a magic-user researching the 4th level clerical *Poison* spell.

Armorers At least one armorer is required for every 50 fighting men to keep their arms and armor in good repair. Free of such duties, an armorer can instead fashion a single suit of armor, or three shields, or five weapons per month. Working with two assistants—one of them a smith—will double this output, while working with six assistants—two of them smiths—will treble it.

Assassins will kill for an employer. The referee judges the chance of success based on the experience and precautions the intended victim has taken. These are rarely found and the referee should limit how many may be engaged in any game year.

Beast Masters are required to train wild beasts (other than horses and mules). Each will be specialized with only one type of beast and can manage 1–6 at a time; the referee decides how long their training takes.

Engineers are required to raise any stronghold or to conduct any siege involving tunneling.

Sages are learned advisors who will usually serve only fighters. There is no limit to how often sages may be consulted, though the referee must exercise discretion when providing a sage's answers.

Sailors can crew any seagoing vessel under the command of a ship's captain. These are not trained fighters, but if called upon to do battle will draw pay as both seamen and mercenaries.

Ship's Captains are required to command any seagoing vessel.

Smiths At least one smith is required for every 50 horses or mules to keep them shod and harnessed. Additionally, a smith can assist an armorer.

Spies can be hired to gather information by lingering at a town until required, or being dispatched to join an opposed or neutral force. A spy may also be recruited from within an existing force by bribery. In any case, the referee sets the chances of success and relays whatever intelligence the spy obtains.

Disinherited Heirs

Should a character unexpectedly return from the dead to reclaim an estate already inherited, an 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, their loyalty should 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 offenses 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

Flammable oil can be spilled on the dungeon floor and ignited to deter pursuit, temporarily prevent trespass, or set secondary fires. One flask of flaming oil will create an ellipse-shaped slick up to 10 ft long or 5 ft in diameter that will burn for one turn (or up to ten melee rounds). Tinder, textiles, and other flammables 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 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 player turn until the armor is shed or the figure is 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.

Rocks and stones are likewise dangerous when cast down ladders or steep, narrow stairs to strike those below. The first three figures escalading 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 hoisted over battlements. Large rocks dropped on the wing are awkward to target. The attacker throws two six-sided dice requiring a total of exactly 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 mightiest flyers.

Fatigue

Fatigue can be caused by deprivation, exertion, or injury. One day without drinking water or food will cause fatigue, and six days without water, or 20 days without food, will be fatal. Recovery requires as many days with sustenance as the period of deprivation.

Abstaining from rest immediately after meleeing at least three melee 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 will reduce movement by 3″, penalize morale checks by −1, and reduce fighting capability by 1 man in normal combat or attacks by −1 in fantastic combat (or in normal combat when only a single die is thrown). Conversely, a fatigued figure's opponents gain 1 man of fighting capability in normal combat, or attack at +1 in fantastic combat.

Monster Reaction to Players

Monster Behavior 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, recognize and avoid a clearly superior force.

Not all monsters need be hostile, however. 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	Throw again next time
9–12	Good	Positive, benign

Luring Monsters into Service

Non-hostile monsters may be lured into service by regular negotiation of appropriate payment if their alignments are not opposed to the player's. Monsters captured in combat (see Morale) can be forced to serve, for a time. Others (including higher level player types) can be coerced 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 players should decide what they believe would be useful or valuable to the monster and make their offer (merely sparing its life is insufficient). The monster's reaction will be adjusted according to the offer and charisma, and ultimately adjudicated by the referee. 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 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 pass 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 hobbets—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 hobbets 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 hobbets) 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 hobbets 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 triggered 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 uses the Monster Level tables to determine the type of the wandering monsters.

Number of Monsters While the dungeon level depth is less than or equal to the monster hit dice equivalence, the *basic number* of monsters appearing is 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 negates the possibility of surprising monsters. Conversely, detecting monsters with a scrying spell or by listening negates 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 between them is 1–3″. If 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

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

Flight and pursuit speed is then four moves per turn with no mapping possible. 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 exploration turns of one day duration. Each wilderness hexagon is about 6 miles across.

The Move/Turn in the Wilderness

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

Table 26: Overland Movement

Type	Hexagons
Wagon or Cart	3
Heavy Foot (9″)	3
Light Foot (12″)	4
Heavy Horse (Destrier)	4
Medium Horse (Warhorse)	6
Light Horse (Riding 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 penalized by ½ a hexagon per turn. A company of 1,000 or more figures is penalized by ½ their normal move per turn.

Difficult Terrain Entering a wood or desert hexagon requires two hexagons of movement unless navigating a trail through woods. Entering a mountain, swamp, or river hexagon requires three hexagons of movement unless navigating a trail through a swamp or crossing a river at a bridge or ford. A mountain trail hexagon can only be navigated on foot, requiring two hexagons of movement.

Rest

Overland travel requires all figures to rest for one day after six days of exploration. Dragons alone can sustain up to three weeks of continuous movement before needing to sleep for one or three weeks, where they traveled afoot 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	Previous Day's Weather (dice if unknown)		
1–6	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.

Throw 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 day's weather should be diced in the adjacent 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 agriculture and habitations.

Mapping

The players should mark their starting location—a town, village, or stronghold—near the center of a blank sheet of hexagon graph paper. As they move into each new location the referee will describe the terrain in that hexagon. 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 the possibility of becoming lost. At the beginning of each wilderness turn the referee secretly throws a six-sided die for the players. They are lost on a 1 in open terrain, a 1–2 in woods or mountains, or a 1–3 in swamp or desert. 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 on a six-sided die: 6 at two hexagons' distance, 5–6 at one hexagon, or 3–6 within the stronghold's own hexagon. 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. A player who jousts and wins earns the resident's hospitality for themselves and their company for up to a full month—although the resident may prove reluctant. Should the player joust and lose the resident will demand their 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 chosen from the players as a toll, or else 1,000–3,000 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 a choice of miscellaneous magic items, wands or staves, or magic rings, in that order.

A High Bishop will require a tribute for their 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 the cleric's hospitality if completed successfully.

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

Wandering Monsters

Players can encounter hostile and benign creatures when traveling 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 first dice for the source of the monsters. A result of 1–4 indicates monsters from one of the four nearest lairs or strongholds on the referee's wilderness map. A 5 indicates a randomly determined aerial encounter, and a 6 indicates a randomly determined overland encounter.

Nearby Lair or Stronghold Use the % in Lair statistic to determine whether monsters are encountered either at their lair, or outside their lair.

Random Aerial or Overland monsters are always outside their lair. Use the Wilderness Encounter Tables to determine the monster type, then select an existing lair of the appropriate type at any distance, or generate and place a new one if required.

In any case, wandering monster forces are drawn from a lair or stronghold.

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 it will be 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** can include up to 10 melee rounds. A **melee round** is a quick exchange of blows with melee weapons, occupying an unspecified but short period in game—perhaps 6–10 seconds. Each melee round is resolved by a **round** of the game table: a circuit around the table in which each player dices for their blows.

For convenience, an entire combat encounter is assumed to occur within a single exploration turn, regardless of how many melee rounds it actually took. Any remaining time is spent checking injuries, tending the fallen, resting, sharpening blunted weapons, and re-fitting armor.

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 any similarly confined space. One combat turn represents one minute of time in battle.

Common Characteristics

The combat characteristics common to all figures are summarized 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 add a charge bonus when rushing into melee combat. A number appearing after a slash is the figure's flying movement rate.

Armor Class specifies 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 number after the whole dice is the number of hit points added to (or subtracted from) the diced sum.

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 using the first row of alternative matrix 1. The second value (if present) is the fantastic tier the figure fights as against heroes, giants, and dragons using the appropriate row of the alternative matrices for its fantastic type.

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—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. A fully loaded man can move $(6+3)/3 = 3''$ per round.

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

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

Outside the Melee During each melee round (exchange of blows), un-engaged figures can move into melee and attack in the same round, 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 an unengaged 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, the spell is interrupted and fails to go off.

Other Spells and Missiles including missile-missile crossfire are resolved simultaneously at the halfway point of any movement. Archers (other than elves) and crossbowmen making more than one-half a move can loose only if they win a six-sided die throw. Archers who do not move and are not meleed after all moves are completed can then fire a second time.

Determining Missile Hits

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 arrowproof or, at the referee's discretion, struck at −4.

Table 31: Missile Range

	Range (scale inches)		
Weapon	Short	Medium	Long
Throwing axe, dagger, spear, hammer		3	
Javelin	3	6	9
Sling	5	10	15
Shortbow	5	10	15
Elf bow	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 others moving freely by or into flanking positions. A figure who is meleed 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 spearmen can defend the same width. Not more than eight man-types can engage a single large monster in a melee round.

Monster Size and Reach should be adjudicated by the referee.

Initiative/The First Blow

1:1 scale attacks are targeted at individual opponents and resolved blow by blow for each pair of opponents. The entire combat is then imagined as one fast and furious melee.

A figure striking with surprise or from behind does so unanswered. Otherwise, one figure in each exchange has the first blow position, and the other has the counter-blow position.

In the first round, the first blow goes to a defender with greater reach or fighting from above, or otherwise to the attacker.

In each subsequent round, the first blow goes to whoever hit in the previous round. If neither or both sides hit, it goes to whoever is fighting from above, or otherwise to whoever had the first blow previously. If all else is equal, dice to determine who has the initiative. Each side throws a six-sided die, adjusting for dexterity, with the higher score taking the first blow position.

With equivalent-sized weapons or reach, both the first blow and the counter-blow are struck in that order.

With unequal-sized weapons or reach, a counter-blow is struck only if the first blow misses. Thus, the figure in the counter-blow position is denied the opportunity to strike back for so long as the figure in the first blow position continues to hit. Only when the first blow misses does the opponent strike a return blow. If the counter-blow hits, that figure then takes the first blow position in the next round—striking two blows in a row. The figure whose first blow missed is then relegated to the counter-blow position in the following round, striking only if the new first blow taker misses.

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

The Alternative Attack Matrices

1:1 scale hits and misses can be determined with the alternative attack matrices. These 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 being relative 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 armor class on the alternative matrices. Use the first row of Attack Matrix 1 when attacking as a man, or the appropriate row of Attack Matrices 1 or 2 when attacking as a more powerful type.

The player throws an attack roll with a single twenty-sided die adjusting for fighting capability, magical armor and weapons, and tactical factors. Rear attacks are struck at +2 and ignore any shield carried—mundane or magical. A total equal to or greater than the target score indicates a hit; anything less indicates a miss.

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. So 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 die. In each case, the row is determined by the figure's fighting capability tier, and any adjustment is determined by their experience level and class statistics.

Note that 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.

Table 33: Alternative Attack Matrix 2: Monsters Attacking

Hit		d20 Score to hit Armor Class							
Dice	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

The parry is a defensive option. A figure in the counter-blow position with an equivalent-sized or smaller weapon may parry to impose a -2 penalty on the attacker's throw.

A defender parrying with an equivalent-sized weapon forfeits its counter-blow to do so, while a defender parrying with a smaller weapon retains the possibility of a counter-blow. Should the attacker hit despite the penalty, the blow lands and no counter is allowed. Should the attacker throw exactly the original score needed to hit, the smaller parrying weapon breaks—no hit is scored, but no counter is possible with the broken weapon.

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 remain subdued so long as their master holds a commanding position. They can be ransomed; sold as slaves, pets, or curiosities; or brought into service as retainers if an acceptable offer is made. In the latter case, the referee should dice for their loyalty. If not brought into service, 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—its 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 instead save as magic-users where that is favorable compared to the fighter category.

Magic Items It is convenient to assume that magic items (other than helms) are unharmed while the wearer survives. However, a magic item must make a saving throw to avoid being destroyed if the wearer or user is slain by dragon breath, fireball, lightning bolt, or similar. An isolated magic item must likewise save if subject to a similar effect.

Table 34: Magic Item Saving Throws

Item Type	Arms/ Armor	Wands	Staves	Rings
Saving Throw	16	14	12	10

The *Staff of Power* saves at +2 on the die, so is saved on 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 Ice* 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 unnerving situations arise.

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

Morale is tested by the referee with a throw of two six-sided dice adjusted for a range of factors including loyalty, troop quality, leadership, and enchantments. For example:

- 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 or 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; throw 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 player 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 traveling 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 hexagon face the wind is blowing from. Speeds assume running with the wind; running 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	½ speed
4–7	Moderate	½ speed	Normal speed
8–9	Fresh	Normal speed	+1 hexagon
10–11	Strong	+3 hexagons	+3 hexagons
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 hexagons 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 are made twice per day when following a shoreline, or once per day when properly at sea.

Aerial Exploration

Movement by air can be most expeditious. As per regular overland travel, there is one move per turn, now 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 (including riders) and weather (wind) will likewise slow aerial movement.

Table 38: Aerial Movement

Type	Full Fly Rate	Exploration Hexagons
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, however, must sleep for three weeks after three weeks of aerial travel.

Artifacts

Superpowerful 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, or the loss of 1–6 experience levels would all be appropriate. If any saving throw is allowed it should be heavily penalized. 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 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. Player input should be encouraged; their choices and actions should have real impact and invite further participation. With a living game in motion the referee may enjoy extending or altering the rules to meet particular needs. In this regard, the referee is advised 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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