



Dungeons Daring™

Players Guide Update

Version 3.0 to 4.0

A Fantasy Roleplaying Game
Free – With Open Game Content

**4th
Edition
Updater!**

Dungeons



Daring™

Distribution of this book:

This version of the *Dungeons Daring™ Players Guide* contains a combination of Open Game Content and Product Identity elements that are *not* Open Game Content. If you wish to use, duplicate or distribute the basic content of this book, you must either eliminate all Product Identity elements or use the *Dungeons Daring Reference Document* rather than *this version* of the book.

You may not sell, distribute or otherwise offer *this version of this book* to third parties in any form. You also may not offer *this version of this book* for distribution via Internet downloading.

The following elements are product identity and may not be used in your products or creations without the specific written permission of the *Vintyri™ Project*:

- All graphics within *this book* that are denoted as *Product Identity*. These graphics are not the property of the *Vintyri Project*. We are licensed to use them to illustrate this book, but we are not licensed to authorize their distribution by other parties.
- The trademark names *Dungeons Daring™*, *Jörðgarð™*, *Joerdhgardh™*, *Vintyri™* and *Steigerwald EDV™*.

You may distribute all other material in *this book* without further restriction as Open Game Content under the terms of the Open Game License Version 1.0a.

For more information please go to:

<http://www.vintyri.org>



A Fantasy Role Playing Game

Book 1 – Players Guide

Version 3.0 to 4.0 Update

Authored by the Vintyri™ Project

Product Code: DD1-0004U

All artwork and photographs not designated specifically as Open Game Content are Product Identity of Steigerwald EDV™ Verlag. The terms *Dungeons Daring™*, *Jörðgarð™*, *Jörðgarð™*, *Jörðgard™*, *Jördgard™*, *Joerdgard™*, *Joergardh™* and *Steigerwald EDV™* and the graphical logos *Dungeons Daring*, *Jörðgarð*, *Jörðgarð* and *Steigerwald EDV™* are Trademarks and Product Identity of Steigerwald EDV Verlag. All photographs identified as Product Identity are not Open Game Content. All maps and diagrams are Open Game Content unless they are specifically identified as Product Identity or Releasable Product Identity. All other elements of this publication are Open Game Content.

Dungeons Daring™ is produced under the Open Game License 1.0a. The use and distribution of this product are restricted by the conditions of this license.

- *Dungeons Daring™*, the *Dungeons Daring™* graphical logo, *Jörðgarð™*, the *Jörðgarð Project™*, the *Jörðgarð* graphical logo, *Jörðgarð™*, the *Jörðgarð* graphical logo, Steigerwald EDV™ Verlag and the Steigerwald EDV graphical logo are trademarks owned by Steigerwald EDV™ Verlag.
- Wizards of the Coast® and Dungeons & Dragons® are registered trademarks of Wizards of the Coast®, Inc.

Join the *Dungeons Daring* Mailing List at:

<http://www.yahogroups.com>

The photos on the front and back covers are Product Identity

Front cover picture: Karlsburg Ruin on the Main River in Bavarian Lower Franconia

Rear cover picture: Hinge, Franconian Open Air Museum, Bad Windsheim in Bavarian Middle Franconia.



The Vintyri™ Project

Open Game Content

All of *Dungeons Daring* that is not listed as Product Identity is Open Game Content.

The use of the term *Dungeons Daring* is allowed solely within the two-word combination *unofficial Dungeons Daring*. The names *Dungeons Daring* and *Vintyri* constitute trademarks and may be used only with written permission. The graphic *Dungeons Daring* and *Vintyri* symbols constitute trademarks and may be used only with written permission.

Steigerwald EDV™ Verlag, Am Hasenlöhle 12, 91481 Münchsteinach, Germany

E-Mail: info@vintyri.org

Internet: <http://www.vintyri.org/>

Fractal Mapper 8 from NBOS Software is the official mapping program for the **Vintyri** products. For more information on this product, please see the NBOS web site in Internet:

<http://www.nbos.com>



The Vintyri Project supports the *Cartographers Guild* at <http://www.cartographersguild.com>



Photocopying:

The printing and photocopying pages of this book for use by the game master and players of this game are explicitly permitted.

Impressum:

Dungeons Daring™ is published in the Federal Republic of Germany. The following information is required under German law.

Herausgeber: Oliva Steigerwald EDV™ Verlag

Der Steigerwald EDV Verlag ist ein nicht gewerblicher, nicht gewinnerzielender Dienst.

Verantwortlich für Inhalt: Mark E. Oliva

Am Hasenlöhle 12

Ortsteil Altershausen

91481 Münchsteinach

Deutschland/Germany/Allemagne

USt-ID-Nr.: Keine - nicht gewerblich

Telefon: +49-9166-995410

Internet: <http://www.steigerwaldedv.de>

E-Mail: info@steigerwaldedv.de

Gesamtinhalt: Copyright © 2007-2013, Steigerwald EDV™ Verlag, alle Rechte vorbehalten

ACKNOWLEDGEMENTS:

Special thanks for contributions and ideas to Steven K. Allen, Adaen of Bridgewater, Bernd Bartelt, April Bennett, Jim Butler, Dalton Calford, Brian D., Robert J. Defendi, Ed Diana, Bill Dunn, Randall Eicher, Bruce Gulke, Gordon *Druzzil* Gurray, Jens Heilmann, Stephan Horn, Linda Kekumu, Maya Deva Kniese, Jim Laubacker, C.J. LeBlanc, Arne Lehmeyer, Matthias Lösch, Mike Lüders, Matthew Lynn, Jose Luis Martin, Claus Mertenbacher, Peter Oliva, Mike Oliver, Keith Persons, Thomas Raab, Eva Rosenbauer, Brad Samek, Ralf Schemmann, Steven E. Schend, Shadowblade, Joseph Elric Smith, Dr. Erin D. Smale, Keith Theobald, Trinixx of Westmarch, Rob Vaughn and Jens Wunder.

For our cartographic work, special thanks to Cecil Solomon for the CSUAC mapping library, to Greg Taylor and his contributors at *Greytale's Nook*, to the members of RPGMapShare for their contributions and to Robbie Powell and all of the contributors at the Cartographers Guild. Thanks to all of the artists who contributed their work to the CSUAC, RPGMapShare, *Greytale's Nook* and the Cartographers Guild, especially Aegean, Alynalizza, Ancalimothar, Ardak2000, Benway, Bludragn, Bogie, CDenham, Dmitriy Chugai (texturelib.com), Cisticola, CoyoteMax, Cyrogenes, DaraLynx, Darkness, Dark_Shadow, Dblade, Deltrax, Digger Dan, Dm142, Dorpond, Dracorat, Dragonlair, Dragonwolf, Dudyst, Englishkid, EvilEmpryss, Falcon, ForumLurker, Futureboy, GreyTale, Gtech_1, Halebop, Hawkmoon, Heruca, Hurltim, Iron Dwarf, JDale, JGovernale, JohnBS9999, Kazerath, Linda Kekumu, Kepli, LancerX, Lingster, Lord Callubonn, Lupha, MacLaird, Constantin Malkov, Maugan22, McGarnagle, Mercutio, Metajock, Mike Blackney, MonkeyQueen, Montagne, Nidae213, Oistene, Pedrov, Phergus, PokerPhaze, Ravells, Raven Starhawke, Renzel, Rhenton, R-Kellegg, RobaA, Sonnenfalke, Steel Rat, Supercaptain, Surfbored, Szass, Terraism, Tintagel, Tls:56, Torq, Totte, Ursus, B. (Varl) Smith, Venger, Wayne Francis, Wolfboy, Yog Sottoth, Xath.



http://www.dundjinni.com/forums/forum_topics.asp?FID=8



<http://www.rpgmapshare.com>



<http://www.greytale.com>



*Dungeons Daring*TM

is dedicated to the memory
of the Father of Gaming

E. Gary Gygax
1938-2008

Photo: Gary Gygax at GenCon 2007

Copyright © 2007, Alan De Smet, all rights reserved

*This photo is licensed under Creative Commons Attribution 2.5 License and 3.0 Unported License 3.0.
In short: you are free to distribute and modify the file as long as you attribute its author(s) or licensor(s).*

Foreword

If we were honest in our numbering, we probably would call this Version 3.1. This represents a rather small advancement from 3rd Edition *Dungeons Daring*. In fact, the two editions are compatible.

Why the update? It has a lot to do with the *Dungeons Daring* version of our forthcoming *Jörðgarð* campaign setting release, *The Northwest*.

In developing 3rd Edition, we worked with 30 campaigns that have been playing *Dungeons Daring* since the release of the 1st Edition. There were some ideas that we wanted to implement in 3rd Edition that drew an unfavorable response from the majority of those campaigns. As a result, we did not include them.

Of the 30 campaigns that tested 3rd edition, 24 are making test runs at advanced levels with advance material from the *Northwest* in the *Jörðgarð* setting. The other four are testing high level campaigns of their own making. The game masters and players in the majority of those campaigns now have strongly suggested that we restore two of the important ideas that we left out of 3rd Edition at their recommendation. We're glad to do it. One of those game elements – *magic resistance* – we consider to be not only important but necessary.

These new items will be explained in detail in the pages to come. Here's a brief summary with comments:

- **Magic Resistance:** Characters who do not command magic – in other words, those who are not born sorcerers – begin life with a small amount of magical resistance. They are not a part of the natural flow of magic and therefore have a slight immunity to it. That level of resistance never changes for characters who don't adventure, go to war or engage in activities that make them the target of hostile magic attacks. However, adventurers and others who have taken magical damage grow slowly more resistant to magic, the more that they are subjected to it.

Why the Testers Want It: The magical power of sorcerers, wizards, magi and other spellcasters continues to grow with experience in a *Dungeons Daring* campaign, where non-spellcasters reach maximums in their basic abilities. Game masters and players found that highly experienced warriors and members of other non-sorcerer career paths and professions had no chance against the high-powered spellcasters. They were being roasted alive. Now, the longer an adventurer is on the trail, the greater the chance that he or she will not be damaged by some spells or will take only reduced damage from others, due to the resistance that he or she has built over the years.

- **Fixed Ability Progression:** Player characters now gain new ability points on the basis of fixed tables based upon the time they have spent adventuring rather than through the game master's assignment based upon his or her evaluation of a PC's experiences in adventures.

Why the Testers Want It: Both game masters and players believe that the 3rd Edition system is considerably more complicated for a game master to handle and also more arbitrary than the experience points system used in OGL 3.5 games and, to some extent, also in the 1st and 2nd editions of *Dungeons Daring*. In addition, the 3rd Edition system results in too many time-wasting debates between players and game masters. After testing the new 4th Edition system, the campaigns unanimously considered it an improvement and a solution to the previous problems.

- **Unique Ability or Characteristic:** Giving each PC something unique was an added element suggested by one campaign group. We tested it in all campaign groups, and the majority found that it enhanced role-playing. No campaign objected to it.

One of the things that was rejected from the 3rd Edition design still remains out. We had proposed simplifying range questions by defining three standard ranges for everything. (A similar system is used in the new *13th Age* RPG from Pelgrane Press.) The majority of our testing game masters and players continue to oppose this idea. When they tested it, they found that it did speed up play a bit, but they thought the loss of reality the change caused outweighed the gain in speed. As a result, this system also is not a part of 4th Edition.



Invalidate This 3rd Edition Players Guide Section:

- Page 70, *Gaining New Points*.

Add the Following New 4th Edition Players Guide Sections:

- **Gaining New Points & Campaign Time.**

Most RPGs have their game masters award experience points on the basis of the number and power of monsters killed, the amount of treasure gained or a combination of both. In *Dungeons Daring*, these things are somewhat irrelevant as far as advancement is concerned. In *Dungeons Daring* encounters, whether you win or lose is not particularly important for accumulating experience.

The critical factor is the time that you spend learning and doing things that will improve your ability to deal with issues in your further adventures. For experience, the time measures in *Dungeons Daring* are campaign months, seasons and years. A campaign season is a three-month-period that corresponds to one of the four seasons. This has nothing to do with months, seasons or years in real world time. It does not mean that your players have been sitting at the gaming table for a full, real world calendar year. A campaign year is the passing of a virtual year within your campaign. In a single gaming evening, your players might embark on four journeys that last for two weeks each. In that case, more than two months of campaign time have passed in a single evening.

New ability points are gained in two different ways in *Dungeons Daring*:

- For the **basic abilities** strength, stamina, dexterity, magical aptitude and mechanical aptitude, you gain one additional point at the end of each campaign year. You must rotate the assignment of these points, as is further explained below. Humans also can assign points to the basic ability religion.
- You gain five new points at the end of each campaign season that you can apply to **learned and natural abilities and characteristics** for which you meet the prerequisites.

Only one new point can be applied to basic abilities at the end of each campaign year. Furthermore, you must rotate this award through four of the six basic abilities before rewarding a repeat point. The exceptions in this system are with the basic abilities *religion*, *magical aptitude* and *mechanical aptitude*. A human also may add one point to *religion* at the end of a campaign year, instead of to one of the other basic abilities, with a rotation of one point every fourth year. However, the assignment of points to religion is a matter of choice.

Due to the rules of Light magic, the abilities *magical aptitude* and *mechanical aptitude* are in conflict with each other in a *Dungeons Daring* game. You may master only one of them, not both. You may advance in one category as you wish, but in the other, you may have at the most 5 points. Let's look then at how a born sorcerer and a non-sorcerer might rotate basic ability points over a period of 10 campaign years.

Sorcerer

Year	Ability Point to:
1	Magical Aptitude
2	Stamina
3	Dexterity
4	Strength
5	Magical Aptitude
6	Dexterity
7	Stamina
8	Strength
9	Magical Aptitude
10	Stamina

Non-Sorcerer

Year	Ability Point to:
1	Stamina
2	Dexterity
3	Mechanical Aptitude
4	Strength
5	Strength
6	Mechanical Aptitude
7	Dexterity
8	Stamina
9	Stamina
10	Dexterity

Note first of all that each group of four years represents a full rotation through the four basic abilities. But note too that both PCs chose a different rotation sequence in the fifth and ninth years. That too is allowed. Also note that a player is *not required* to assign a new point to a basic ability every four years. Most players will be more than eager to do so. But if you wish to assign these points to natural and learned abilities, you may do so.

New ability points for learned abilities and characteristics are not something to which you have an unlimited entitlement. Rather, they are something that you earned through experience. The game master will rule on whether you are qualified for new points in a learned ability or characteristic. His or her measuring stick is the definition of prerequisites that are listed for that ability or characteristic.

• **Magic Resistance & Campaign Time**

Born sorcerers are persons who have a natural affinity for magic. Regardless of the degree to which they choose to use this ability, they are natural conduits for magic. Just as they have an affinity for the use of magic, they also are susceptible to it when they are its targets. Born sorcerers have no ability to resist magic, and they are unable to gain this characteristic ... ever.

Persons who are not born sorcerers never can learn to use magic (with the exception of professional clerics, who can learn to channel magic provided by their deities). Those who have no affinity for magic develop a natural resistance to it the more they are attacked by it. Because they have no affinity for magic, non-sorcerer clerics also are less susceptible to it than born sorcerers. All non-sorcerer humans, halflings, giants and dwarves, have a natural resistance to magic. This also is the case with many other types of creatures. You'll learn which creatures these are through experience. (All elves and half-elves are natural-born sorcerers and have no magic resistance.)

Creatures that have natural magic resistance are born with a 5% resistance level. They gain an additional 1% resistance for each campaign year of active adventuring, to a maximum of 50%. To make that more clear, we might look as an example at a human NPC merchant who has spent a lifetime in an armchair keeping business account ledgers balanced. He or she is born with a 5% level of magic resistance and will day one day die with a 5% level of magical resistance because he has done no active adventuring.

Your non-sorcerer player character usually won't have to concern him- or herself with this clause. Adventuring is what he or she does, and in all usual cases, he or she automatically adds 1% to his or her magic resistance at the end of each campaign year. In unusual cases, a PC might survive such a frequent and intense battering of magic in a year's time that the game master allows a 2 to 3% increase for that year. However, that judgment rests solely with the game master.

Magic resistance works on two levels. When a creature makes a successful magical attack against a character with magical resistance, the target character makes a d% (d100) dice throw. Two results are possible:

- If the result is equal to or less than the percentage of the target's magic resistance level, the magical effect dissipates completely as far as the target is concerned, and the magic fails completely for that target.
- If the result is higher than the percentage of the target's magic resistance level, the target still shuns damage to the percentage amount of his or her magic resistance. To illustrate that as an example, let's assume that a human fighter with a magic resistance of 10% is hit by two balls of fire. The target fighter throws 16 on d%, which is higher than his or her magic resistance. The balls of fire damage, but the damage is reduced by 10%. The spellcaster who threw the balls of fire rolls 10 points of damage, but the target shuns 10% of that damage. 10% of 10 is 1, therefore, the target takes only 9 points of damage.

Magic resistance works only for magic that directly targets its victim. Area effect spells that cause something to occur which might affect you cannot be resisted. If a wizard throws a spell at you that causes an earthquake or that caves in the wall behind you, magic resistance won't help you. The magic in these cases is targeted at the ground beneath you or the wall behind you, not upon you. One assumes that neither the ground nor the wall has magical resistance.

Spells that neutralize or dispel magic also are not affected by your magical resistance. If you are gaining the effect of a friendly spell or other arcane work, and an opposing wizard negates the friendly magic, your magical resistance will do nothing for you, because the friendly magic was the dispelling spell's target, not you.

Magical resistance and friendly magic can be problematical. Your magical resistance will not block a spell that you receive knowingly and willingly, but if a wizard in your PC party gives you the benefit of a friendly spell without your being aware of it, your resistance automatically will attempt to negate the spell effects. The game master will roll a secret magical resistance check in this case.

• 6.4 The Unique Ability or Characteristic

It's up to you as a player to develop the biography and statistics for your PC. However, once you have done that, it's the job of your game master to use your definitions as a base for developing your *unique* ability or characteristic. If your game master follows the guidelines, you can be sure that your PC has one. However, you may not know what it is, or you might understand it only to a certain degree. Here are some examples that have been used in *Dungeons Daring* campaigns, along with the degree to which the PC at first recognized or understood his or her unique ability or characteristic:

- **Dondol's Good Luck:** Dondol was a male skáld. His player didn't have the slightest clue what Dondol's unique ability or characteristic was, and as long as he played Dondol, he never received a confirmation, although he came to understand the characteristic to a certain extent with time and experience. Dondol seemed to have something of a strain of good luck, which also was a knack of his father, who had been nicknamed *Lucky*. It occurred to the player after awhile that Dondol probably inherited that good luck. When Dondol found himself in dire straits, strange things would happen ... sometimes good things to Dondol, sometimes bad things to his opponent ... that suddenly would give Dondol a chance to pull himself out of a seemingly tight situation. Dondol's player never knew what mechanics the game master employed to make that good luck work. It was this: Whenever Dondol's situation seemed to be getting hopeless, the game master would give Dondol a 25% chance for a lucky break. When that good luck occurred, Dondol would suddenly find a method of escape, or his foe's weapon would fall, etc.
- **Lynette's Finesse:** Lynette was a female burglar. At the beginning of her career, she had only middle-of-the-road talents, not unlike most other starting adventurers. However, she seemed to be extraordinarily good at finding and disabling traps. The game master never defined Lynette's special gift for her player, but with time, she guessed that it was an advantage with traps. The mechanic: When Lynette encountered a trap, the game master silently lowered its Difficulty Level (DL) by 2.
- **Damian's Sword:** Damian was a male fighter. His player knew what Damian's unique characteristic was, but he didn't know what to expect of it. Before his death, Damian's father gave him a very plain-looking sword, somewhat worn, made of a silver metal that had greyed somewhat. His father told Damian that the sword was ancient, the most valuable heirloom that the family possessed. However, he died before he could explain more. If Damian had tried to have a spellcaster analyze the sword, he might have learned more about it. However, that would have been expensive, and the thought probably hadn't occurred to Damian to begin with. To this day, Damian is unsure what makes the seemingly plain-looking sword so valuable, although he probably will learn that secret one day: The sword is magical; when it strikes an undead creature, it takes a triple toll of draug points from it.
- **Tara's Farsight:** Tara is a human female sorcerer. She knows ... more or less ... what her unique characteristic is. When she employs divining magic, she usually receives better results than others with her level of magical aptitude would gain. She does not know exactly how that works, however. The mechanic: When she needs to make a check for a divining spell, the game master lowers the Difficulty Level (DL) or opposing check by 2.

Legal Information

Dungeons Daring is released under the terms of the Open Gaming License Version 1.0a. You should read and understand the terms of this license before copying, modifying or distributing this material. The text of the Open Gaming License 1.0a is not Open Game Content. Instructions on using this license are provided within the license itself.

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright © 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the enact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the enact tent of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

- Open Game License v 1.0a, Copyright © 2000, Wizards of the Coast, Inc.
- *System Reference Document*, Copyright © 2000-2008, Wizards of the Coast Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.
- *Dungeons Daring*™, Copyright 2007-12, Steigerwald EDV Verlag™.
- *Dungeons Daring Players Guide*, Copyright © 2007-13, Steigerwald EDV Verlag.
- *Dungeons Daring Game Masters Guide*, Copyright © 2007-13, Steigerwald EDV Verlag.
- *Dungeons Daring Creatures Guide*, Copyright © 2007-13, Steigerwald EDV Verlag.
- *Jörðgarð*™, Copyright © 2001-2013, Steigerwald EDV Verlag™.
- *Alchemy & Herbalists*, Copyright © 2002, 2005 Bastion Press, Inc.
- *Torn Asunder: Critical Hits*, Copyright © 2003 Bastion Press, Inc.
- *Spells & Magic*, Copyright © 2002 Bastion Press, Inc.

END OF LICENSE

Open Game Content and Product Identity

Your right to use the Open Game Content within this product is contingent upon your agreement to abide by all of the provisions of the *Open Game License Version 1.0a* as found upon the preceding pages. We wish to draw your attention here to Section 7 of that license:

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

The following trademark symbols are Product Identity. Under the license terms, you may not use these trademark symbols in any product you derive from the Open Game Content in this publication.



The following trademarks and terms are Product Identity. Under the license terms, you may not use these trademarks and terms in any product you derive from the Open Game Content in this publication.

Steigerwald EDV™
Jörðgarð™
Vintyri™

Dungeons Daring™
Joerdhgardh™

All artwork and photographs not designated specifically as Open Game Content. Under the license terms, you may not use these trademarks and terms in any product you derive from the Open Game Content in this publication.

The original *Dungeons Daring*™ books in electronic PDF form contain product identity. Therefore, these electronic books, as issued, are not Open Game Content and may not be distributed by you in any form. That includes distribution by downloading in Internet.

If you have a need to use Product Identity contained in the original *Dungeons Daring* books and/or wish to distribute the original books, please contact us regarding a separate license. We will issue such licenses when legal and other conditions are fulfilled at no cost to the licensee.

If you wish to have the *Dungeons Daring* books in editable form without Product Identity issues, you can download the *Dungeons Daring Game Designer Reference Document* at no charge from our website:

<http://www.vintyri.org>

2.3 Contact Information

Steigerwald EDV™ Verlag
Am Hasenloehle 12
91481 Altershausen
Federal Republic of Germany

Internet: <http://www.vintyri.org>

E-Mail: info@vintyri.org



JÖRÐGARÐ

The rest ...
A campaign setting for
Dungeons Daring

