

The Vintyri™ Project

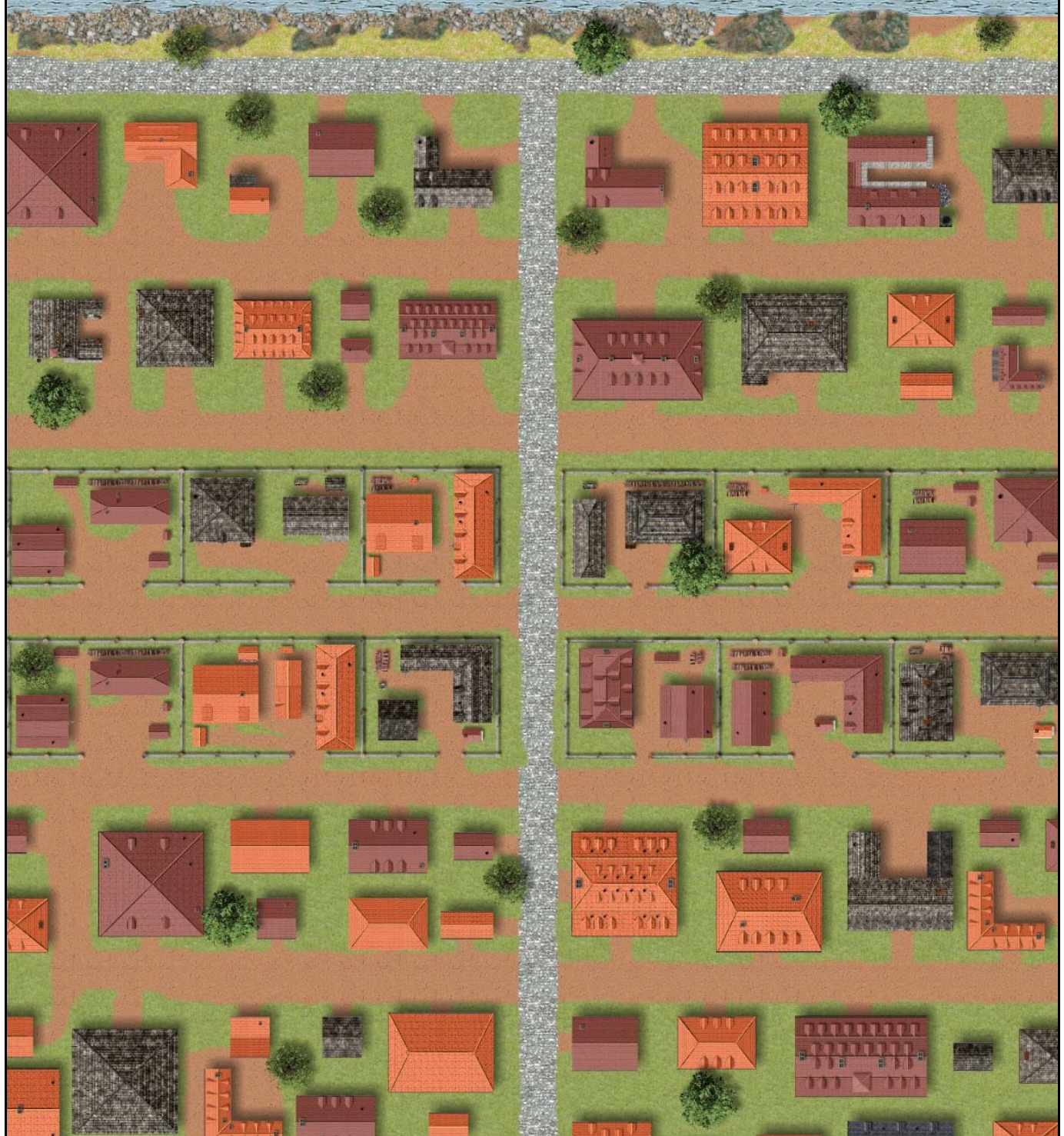
TM

# Cartographic Collection

EXPANSION



## City Block Symbol Presets for Fractal Mapper™ 8 Version 1.01



Compatible with the Dungeons Daring™ Role-Playing Game  
and the JÖRDGARD™ Campaign Setting





## City Block Symbol Presets for Fractal Mapper™ 8

Version 1.01

Product Code: VCX1-0001

**Authored by the *Vintyri™ Project***

**Slate roofs by Evil Empryss - Wooden Shingle Roofs by Constantin Malkov**

All artwork and photographs not designated specifically as Open Game Content are Product Identity of Steigerwald EDV™ Verlag. The terms *Vintyri™*, *Dungeons Daring™*, *Jörðgarð™*, *Joerdhgardh™* and *Steigerwald EDV™* and the graphical logos *Vintyri*, *Dungeons Daring*, *Jörðgarð*, and *Steigerwald EDV* are Trademarks and Product Identity of Steigerwald EDV Verlag. 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. The *Vintyri™ Cartographic Catalog* 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.
- Fractal Mapper™ is a trademark of NBOS Software.
- Dundjinni™ is a trademark of Dundjinni Enterprises.

**Join the *Dungeons Daring* Mailing List at:**

<http://www.yahoogroups.com>

**and the *Fractal Mapper* Mailing List at:**

<http://www.nbos.com>

**Don't forget the *Dundjinni* Forums at:**

<http://www.dundjinni.com>

**The front and back covers are Open Game Content**

Front cover picture: Section of an *FM8* city map with *Vintyri* symbol presets. The complete cover is Product Identity.  
Rear cover picture: Karlsburg Ruin in Northern Bavarian Karlstadt. The complete cover is Product Identity.



# Table of Contents

<b>Title Page</b> .....	3
<b>Table of Contents</b> .....	4
<b>Open Game Content</b> .....	5
<b>Photocopying, Impressum &amp; Credits</b> .....	6
<b>Dedication</b> .....	7
<b>I. About Symbol Presets</b> .....	8
1. Critical Differences Between Presets and Symbols .....	8
2. Startup and Installation .....	10
<b>II. The Symbol Preset Catalogs</b> .....	15
1. Farms Mixed Roofs .....	15
2. Mixed Zones Mixed Roofs .....	16
3. Mixed Zones Slate Roofs .....	17
4. Residential Brown Clay Tile .....	19
5. Residential Light Clay Tile .....	20
6. Residential Mixed Roofs .....	21
7. Residential Slate Tile .....	22
<b>III. Legal Information</b> .....	24
1. Open Game License .....	24
2. Open Game Content and Product Identity .....	26
3. Contact Information .....	26



## Open Game Content

All of this publication that is not listed as Product Identity is Open Game Content. Product Identity includes:

- The trademarked graphical logo for the *Vintyri Project* - shown at the top of this page.
- All photographs and graphics in this publication that are marked as Product Identity.
- The words and word combinations *Vintyri*, *Dungeons Daring Jörðgarð* and *Steigerwald EDV*.
- The trademarked graphical logo for Steigerwald EDV, found on the rear cover.

These are the sole extent of content that *does not* qualify as Open Game Content. All other material *is* Open Game Content.

This product is the creation of the *Vintyri Project*. The sole copyright holder and intellectual property owner is:

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

E-Mail: [info@vintyri.com](mailto:info@vintyri.com)

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

*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>



## Photocopying:

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

## Impressum:

The *Vintyri™ Cartographic Collection* is published in the Federal Republic of Germany. The following information is required under German law.

**Herausgeber:** Oliva Steigerwald EDV™ Verlag

Inh. Gerdi Oliva

Am Hasenlöhle 12

Ortsteil Altershausen

91481 Münchsteinach

Deutschland/Germany/Allemagne

USt-ID-Nr.: DE133935450

Gewerbe angemeldet bei der Verwaltungsgemeinschaft Diespeck

Telefon: +49-9166-995410

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

E-Mail: [info@steigerwaldedv.de](mailto:info@steigerwaldedv.de)

Gesamtinhalt: Copyright © 2007-10, Steigerwald EDV™ Verlag, alle Rechte vorbehalten

## ACKNOWLEDGEMENTS:

Special thanks for contributions and ideas to Adaen of Bridgewater, Dalton Calford, Brian D., Bill Dunn, Randall Eicher, Bruce Gulke, Jim Laubacker, Jose Luis Martin, Keith Persons, Joseph Elric Smith, Keith Theobald and Rob Vaughn. Special thanks to Cecil Solomon's *Gamemaster's Apprentice* for the CSUAC mapping library, to Greg Taylor and his contributors at *Greytale's Nook* and to the members of RPGMapShare for their contributions. Thanks to all of the *Dundjinni™*, *Fractal Mapper™ 8* and *Campaign Cartographer™* artists who contributed their work to the CSUAC, RPGMapShare and Greytale's Nook, especially Aegean, Alynalizza, Ancalimothar, Ardak2000, Benway, Bludragn, Bogie, CDenham, Cisticola, Constantin Malkov, 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, JGGovernale, JohnBS9999, Kazerath, Kepli, LancerX, Lingster, Lord Callubonn, Lupha, MacLaird, Maugan22, McGarnagle, Mercutio, Metajock, Mike Blackney, MonkeyQueen, Montagne, Nidae213, Oistene, Pedrov, Phergus, PokerPhaze, Raven Starhawke, Red\_Avatar, Renzel, Rhenton, R-Kellegg, RobaA, Steel Rat, Supercaptain, Surfboored, Szass, Terraism, Tintagel, Tls:56, Torq, Totte, Ursus, B. (Varl) Smith, Venger, Wayne Francis, Wolfboy, Yog Sottot, Xath. For more information, go to:



<http://www.gmsapprentice.com>



<http://www.rpgmapshare.com>



<http://www.greytale.com>

Additional thanks to: Steven K. Allen, Bernd Bartelt, April Bennett, Jim Butler, Robert J. Defendi, Ed Diana, Gordon *Druzzil* Gurray, Jens Heilmann, Stephan Horn, Linda Kekumu, Maya Deva Kniese, C.J. LeBlanc, Arne Lehmeier, Matthias Lösch, Mike Lüders, Matthew Lynn, Claus Mertenbacher, Peter Oliva, Mike Oliver, Thomas Raab, Eva Rosenbauer, Brad Samek, Ralf Schemmann, Steven E. Schend, Shadowblade, Dr. Erin D. Smale, Trinixx of Westmarch and Jens Wunder.



*Photo by Jaqen  
This photo **is not** Open Game Content. See below.*

The Vintyri Cartographic Collection  
is dedicated to

**Larry Elmore**  
1948-

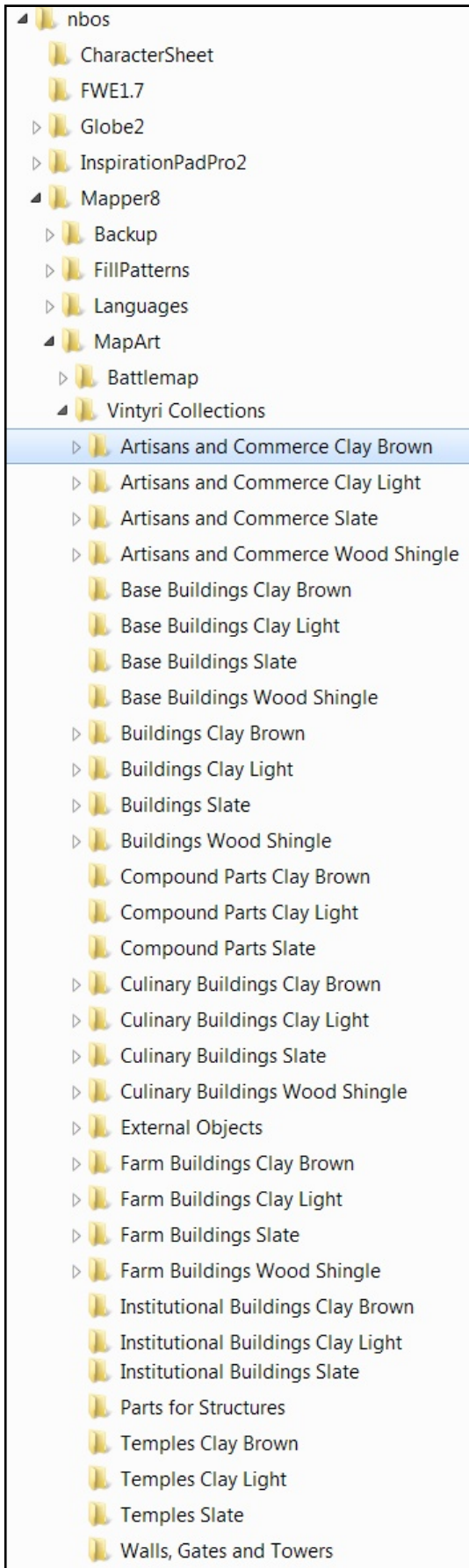
*Larry Elmore is the man who first made it possible  
for us to see our paper RPG adventures*

**Photo: Larry Elmore at Lucca Comics and Games, 2008**

Copyright © 2008, Jaqen, all rights reserved

This file is licensed under the [Creative Commons Attribution ShareAlike 3.0](#) License.

In short: you are free to share and make derivative works of the file under the conditions that you appropriately attribute it, and that you distribute it only under a license identical to this one.



Open Game Content

# I. About Symbol Presets

## 1. Critical Differences Between Presets and Symbols

This collection of presets contains neither raster symbol material in PNG or JPG format nor conventional vector symbol material. It is a hybrid of *Fractal Mapper™ 8's* advanced vector graphic technology with standard raster graphics. Presets give you these advantages:

- You can place large numbers of full quality raster symbols upon your maps quickly rather than having to select and place each symbol individually.
- Presets will tax your computer's memory less than individually placed symbols.
- The technology used does not reduce the quality of the raster graphics that a preset places on your maps. They will retain their graphical quality in close zooms the same as the original raster symbols would if placed separately.

However, before you can use these presets, you must install the complete *Vintyri Cartographic Collection* (Symbol Sets 1 through 5) in precisely those folders designated by the *Vintyri Project*. If you have done this, you'll find the folder structure shown to the left on your *FM8* installation.

You can check your installation with the *Windows® Explorer*. If you used the default installation, you will find this structure under *C:\Programs* if you are using *Windows XP* or a 32-bit version of *Windows Vista®* or *Windows 7*. If you have a 64-bit version of *Vista* or *Windows 7* you'll find this structure under *C:\Programs (x86)*.

If you made a custom installation of *FM8*, you need to make your check where you installed *FM8*. If you do not have this structure, there is no point in downloading or installing the symbol presets. They all will be blank.

The reason for this is that the *Vintyri* presets contain no symbols but rather contain references to the *Vintyri* symbols in the *Cartographic Collection*. These references seek the *Vintyri* symbols only in the folder structure shown to the left. If they are not there, no symbol is found and therefore no symbol can appear.

Once you have installed the presets successfully, you need to keep in mind while mapping that these are presets and not symbols. You cannot do everything with presets that you can do with raster and vector symbols. Two key points:

- 1. The content of a preset cannot be rotated. The preset's invisible field will rotate, but its graphical content will not.
- 2. Special effects do not work with presets.



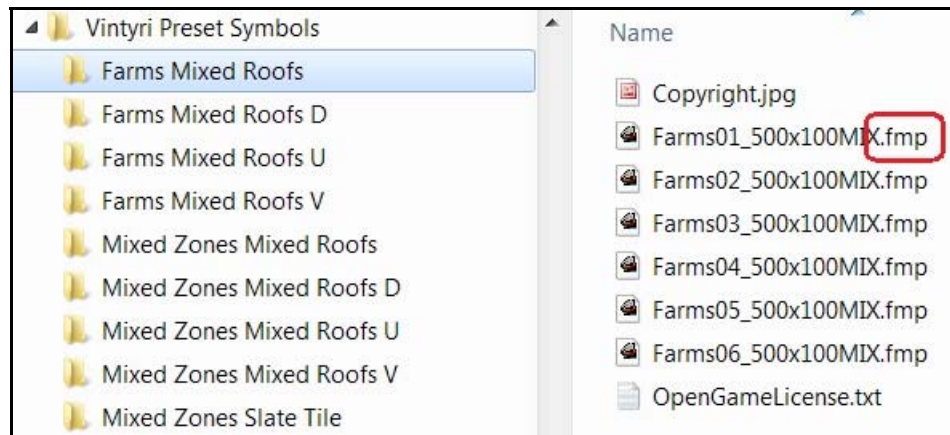
## City Block Symbol Presets for FM8

- 3. If you distribute your original *FM8* maps in *FM8*'s native FMP format or post them online, other users will see only blanks *unless*:
  - 3a. They have installed all of the *Vintyri Cartographic Collection* in the designated folders.
  - 3b. They also have installed the *Vintyri Symbol Presets*.

To the specific points above:

One can, of course, apply special effects to the presets, but they will cause strong distortion of the graphical content. The symbol presets already have shadows that match the *Vintyri* standards. If you need a special effect in conjunction with a symbol preset, you're better off to:

- 1. Make a copy of preset symbol file in question. These files are ordinary *FM8* map files with the FMP extension (see the graphic below). They can be edited without restriction in *FM8*.
- 2. After you've saved your edited copy in a preset folder, you will be able to select it from the *FM8* symbol selection menu.



**Symbol preset files are ordinary FM8 maps.**

Open Game Content

You'll find more information on modifying and making symbol presets in the *Vintyri* tutorial *Raster Mapping With FM8*.

If you want to distribute maps you make with *Vintyri* products or you want to post them online, it's usually best to use *FM8*'s export options and export them as so-called flat or flattened maps in PNG or JPG format. However, sometimes one wants to distribute or post editable maps in the native FMP format of *FM8*. In that case, you also need to tell potential users that the maps will be useable only if they download and install the symbol sets of the *Vintyri Cartographic Collection* and the *Vintyri* presets in the designated folders.

You may have read in the *Vintyri* raster mapping tutorial how you can embed raster symbols in your *FM8* maps so that another *FM8* user will see them, even if he or she hasn't installed those symbols. However, this applies only to symbols, not to symbol presets. There is no means at present for embedding a preset in an *FM8* map.

## 2. Startup and Installation

When you begin to download the symbol preset ZIP files, you'll find four catalogs available for each set:

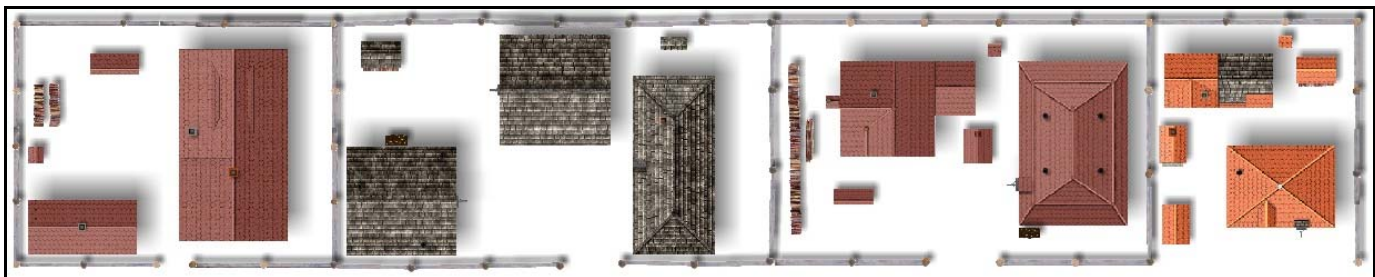
- Some have no code letter. These are the 0° or horizontal files.
- Some have the code letter *D*. These are the 45° versions.
- Some have the code letter *V*. These are the 90° or vertical versions.
- Some have the code letter *U*. These are the 135° versions (45° reversed).

Because the content of a symbol preset cannot be rotated, we have created four versions of each catalog. Each contains the same symbols, but at different angles. These are 0° (horizontal), 45°, 90° (vertical) and 135° (45° reversed).

You do not necessarily have to download all four versions of each catalog. It may be that one version is sufficient for your needs at present. If you are experienced with *FM8* or if you have worked your way through our raster mapping tutorial, you also have the alternative of downloading only the 0° or horizontal version and then making your own versions for other angles.

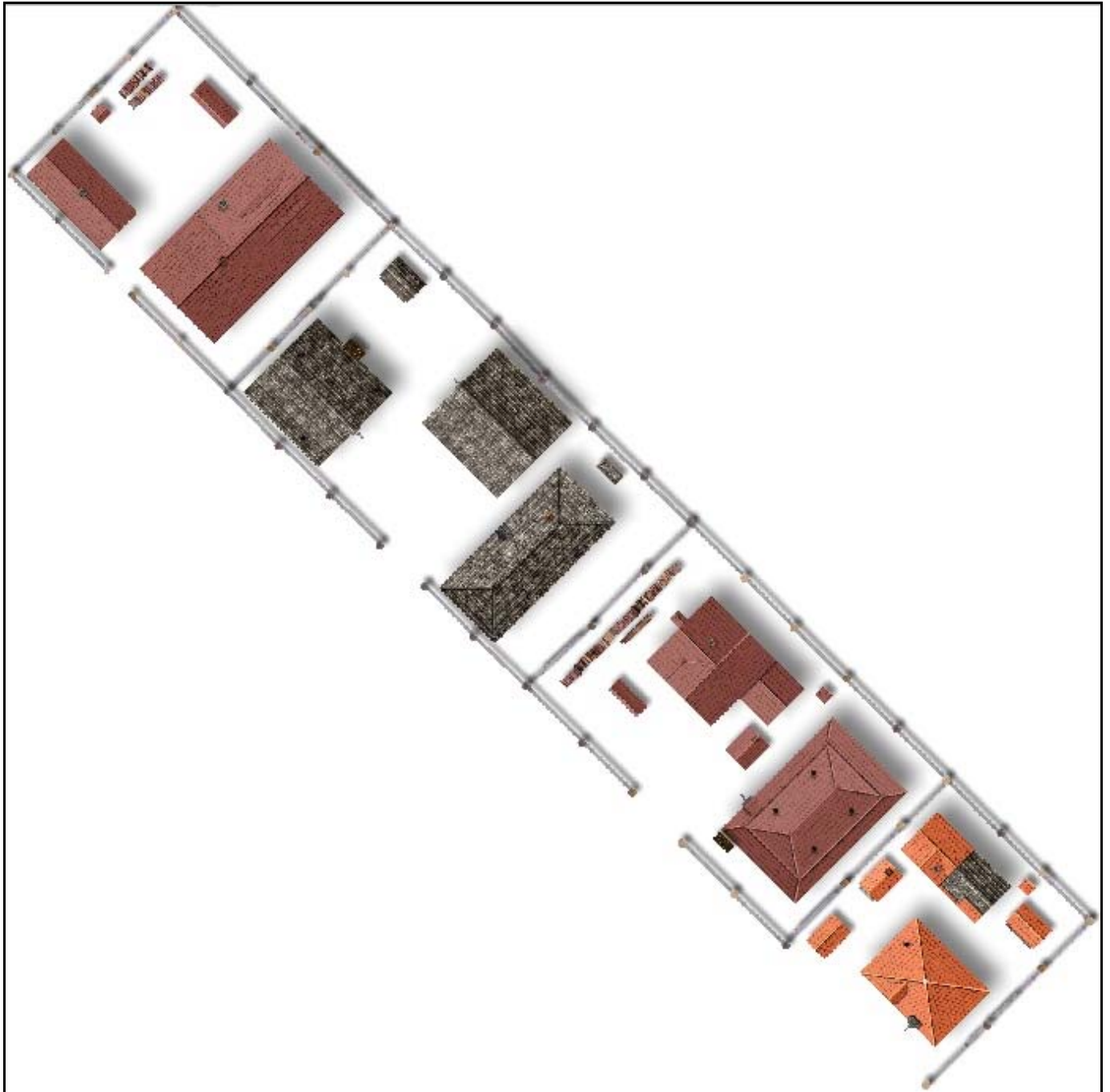
If you have a slow or unreliable Internet connection, this is an option well worth considering. Each of the four ZIP files has a size of more than 40 to 50 MB, for a total of nearly 190 MB.

The following graphical sequence shows how each of the four angular variations will look. Please keep in mind that all white backgrounds are transparent.



***A preset at 0° or horizontal. No code letter.***

Open Game Content



*The same preset at 45°. Code letter V.*

Open Game Content

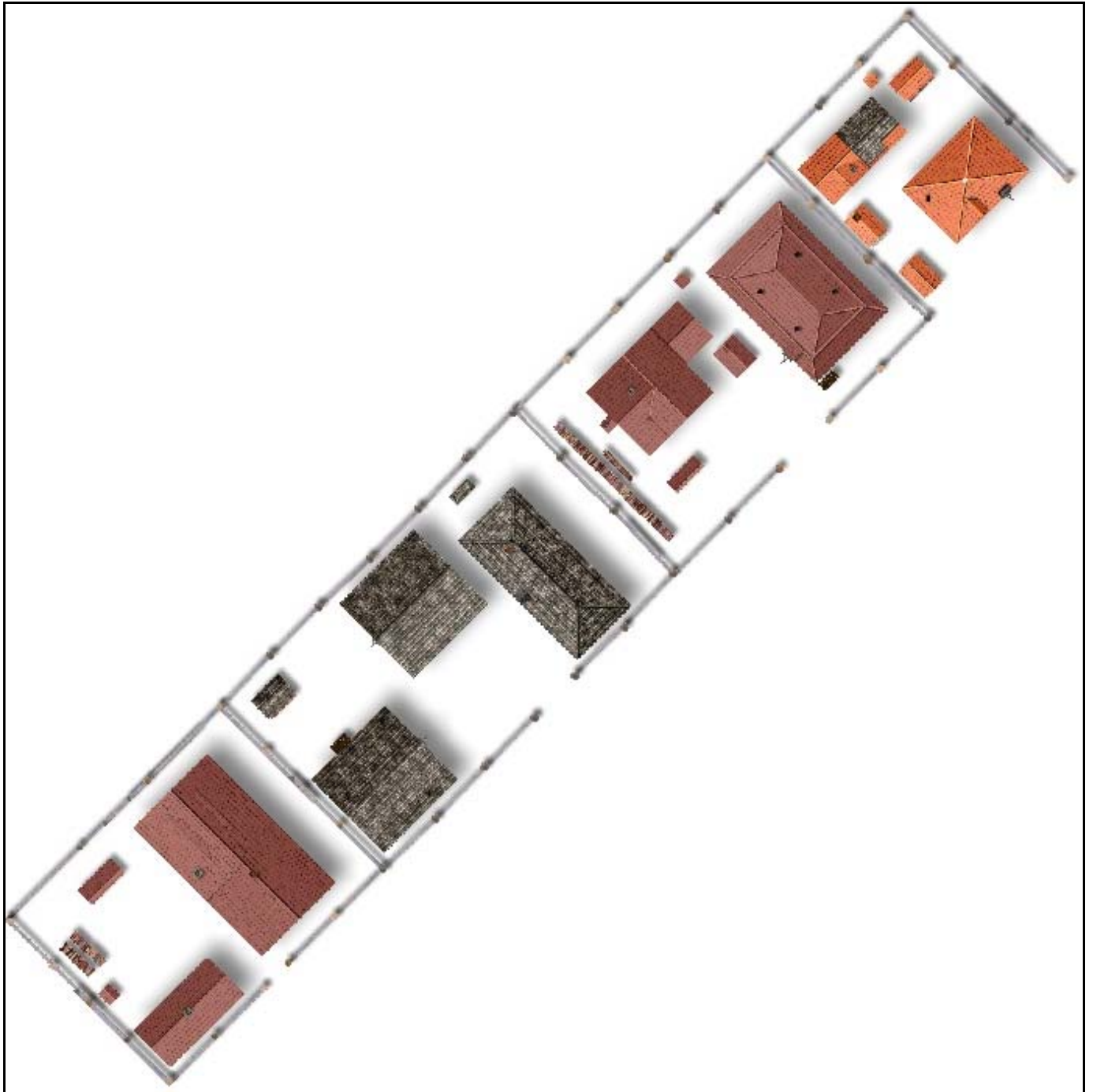
## City Block Symbol Presets for FM8



*The same preset at 90°. Code letter V.*

Open Game Content

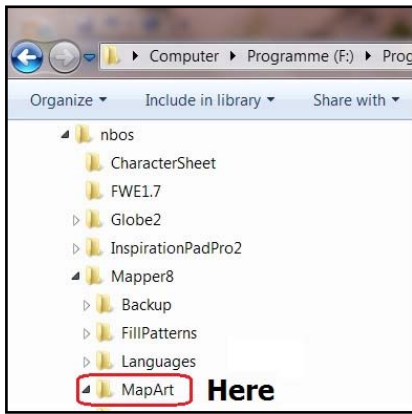




*The same preset at 135°. Code letter U.*

Open Game Content

## City Block Symbol Presets for FM8



Open Game Content

Once you've decided which files you want and you have downloaded them, you need to unzip each selected file into the NBOS folder named *MapArt* under *nbos* and *Mapper8* (see the graphic to the left).

You'll find these folders under *Programs* with *Windows XP* and the 32-Bit versions of *Windows Vista* and *Windows 7*, as explained above.

If you use a 64-bit version of *Vista* or *Windows 7*, look instead in *Programs (x86)*.

Once you've installed the selected symbol presets, your *FM8* symbol menu will be expanded with a category named *Vintyri Preset Symbols*. When you open it, it will give you the options shown to the right, if you have installed all of the symbol preset catalogs.

All of the presets have a scale width of 500 feet (150 meters). The scale heights vary between 70 and 120 feet (21 to 37 meters). The dimensions are as follows:

- Farms Mixed Roofs: 500 x 100 feet (150 x 30 meters)
- Mixed Zones Mixed Roofs: 500 x 100 feet (150 x 30 meters)
- Residential, all groups, Presets 1-3: 500 x 120 feet (150 x 37 meters)
- Residential, all groups, Presets 4-6: 500 x 70 feet (150 x 21 meters)

The dimensions in feet also are included in the file names of the various presets.



Open Game Content

## II. The Symbol Preset Catalogs

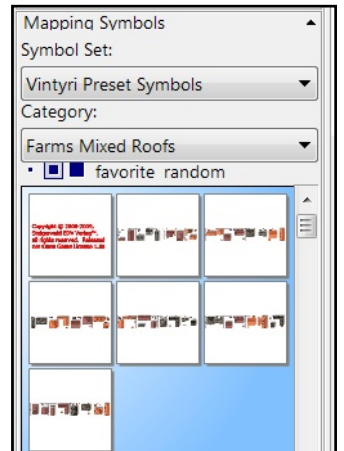
One point where *FM8* puts you at a decided disadvantage is in the selection of a symbol preset. The small graphical display in the mapping symbols menu (see the example to the right) reduces the size of the presets to such an extent that it's impossible to see what content you're choosing.

For that reason, we suggest that you print these pages, so that you can see easily what you're choosing in *FM8*'s mini-menu. Remember too that each category is available in four versions after a full installation:

- No code letter: 0° or horizontal.
- D: 45° angle.
- V: 90° angle.
- U: 135° angle (45° reversed)

**REMEMBER** that white background areas are transparent.

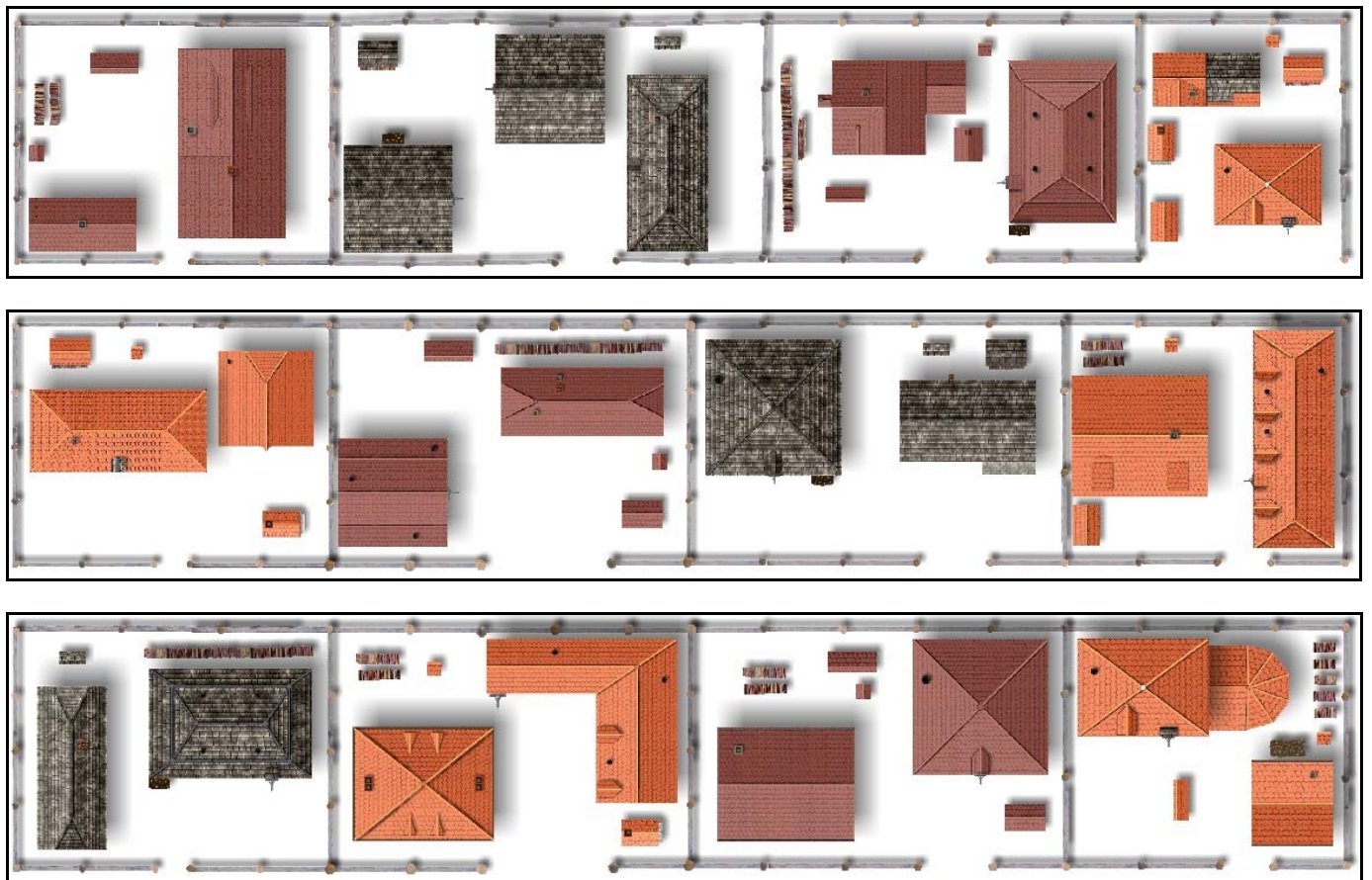
Slate tiles in the presets are by Evil Empryss. Wood shingles are by Constantin Malkov.



Open Game Content

### 1. Farms Mixed Roofs

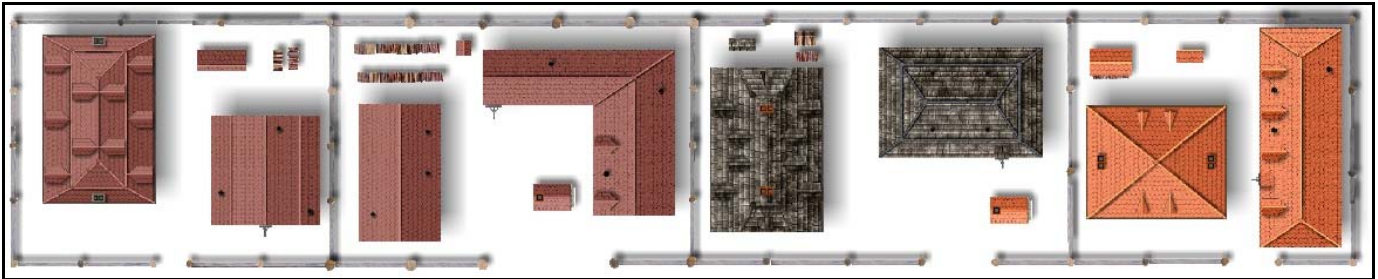
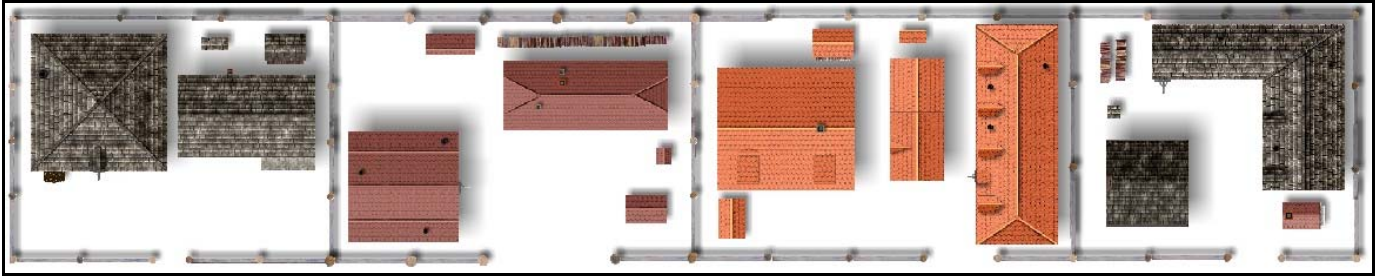
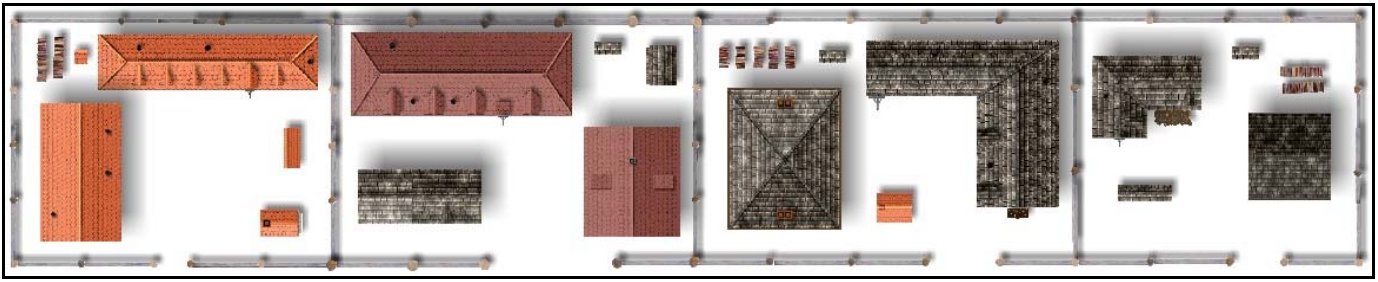
This set includes complete city farm complexes.



These sample graphics are Open Game Content

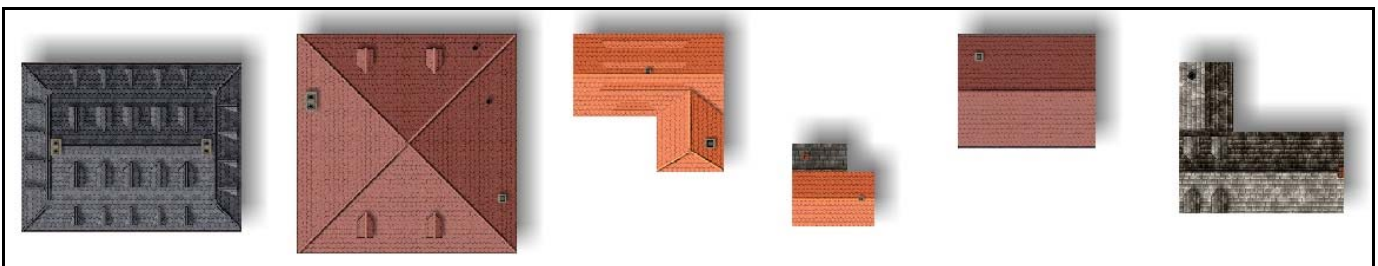
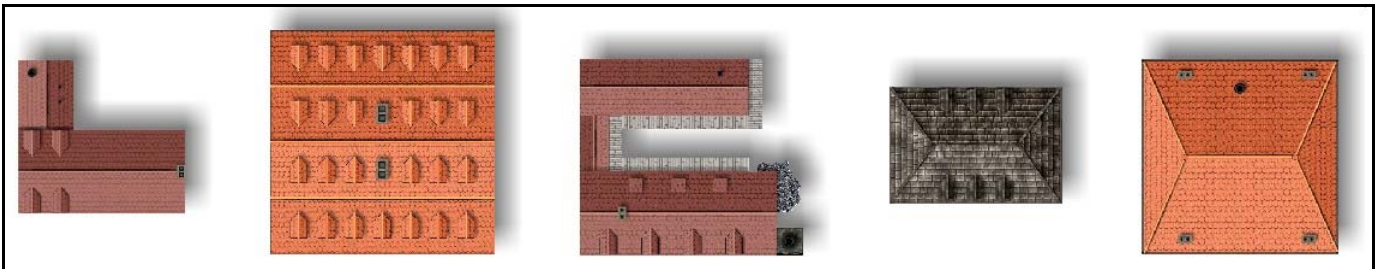


## City Block Symbol Presets for FM8



## 2. Mixed Zones Mixed Roofs

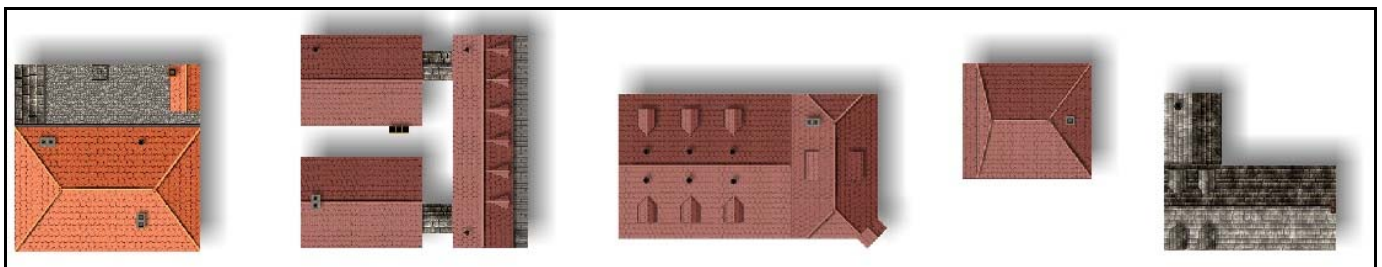
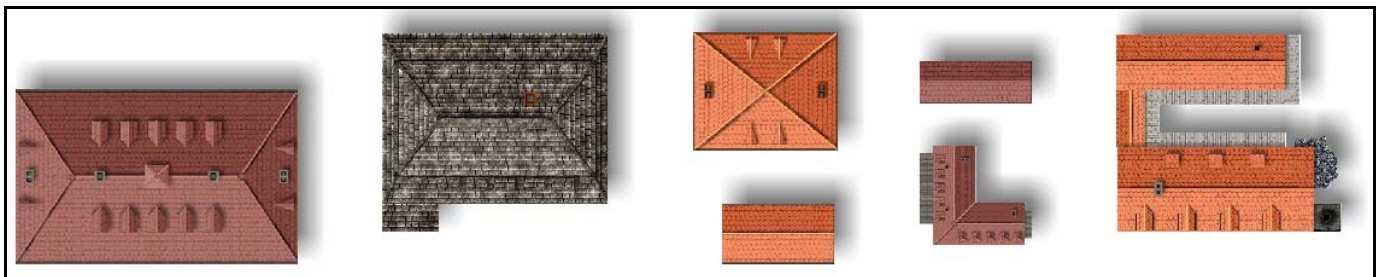
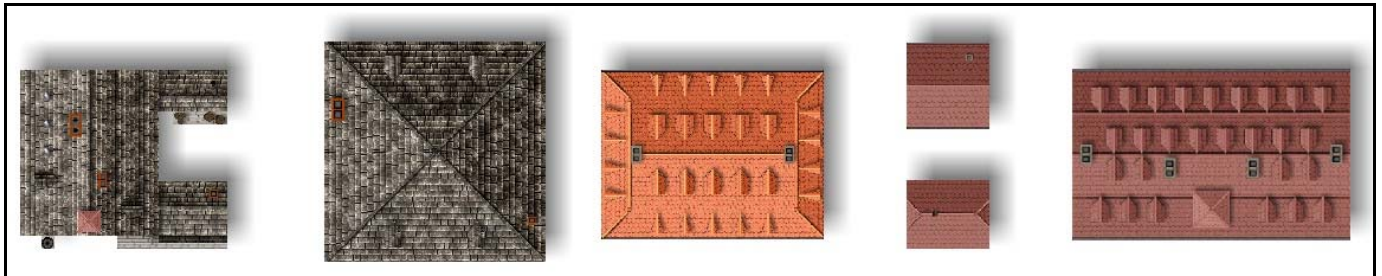
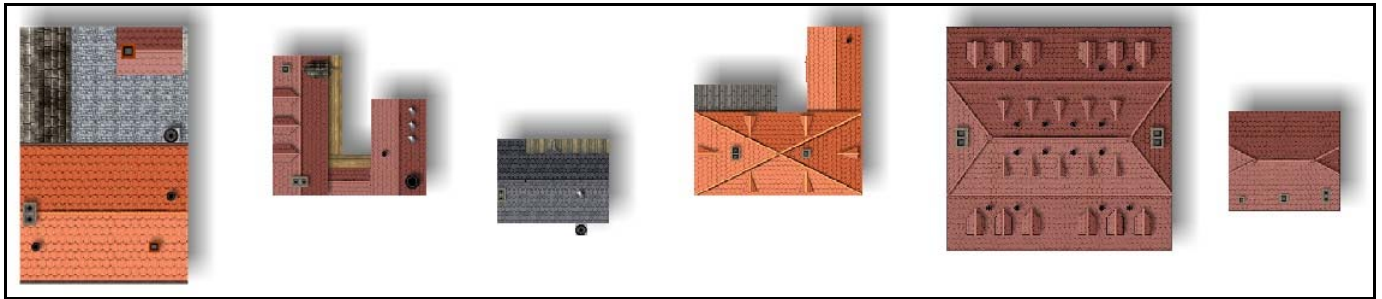
This set includes a mix of commercial and residential buildings.



These sample graphics are Open Game Content



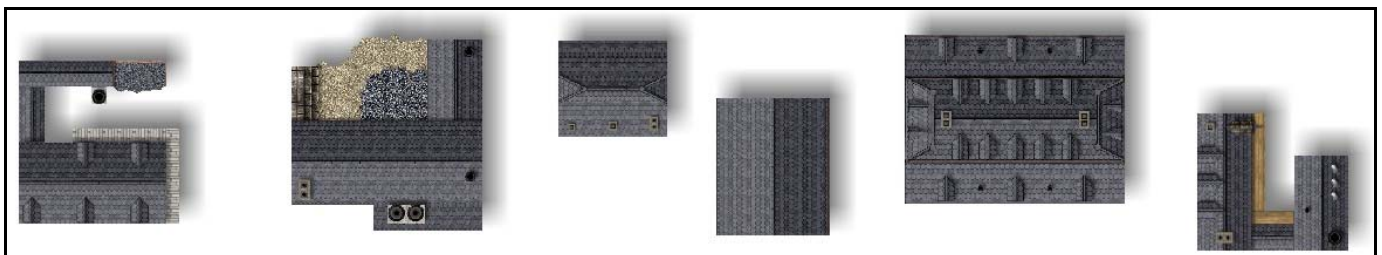
## City Block Symbol Presets for FM8



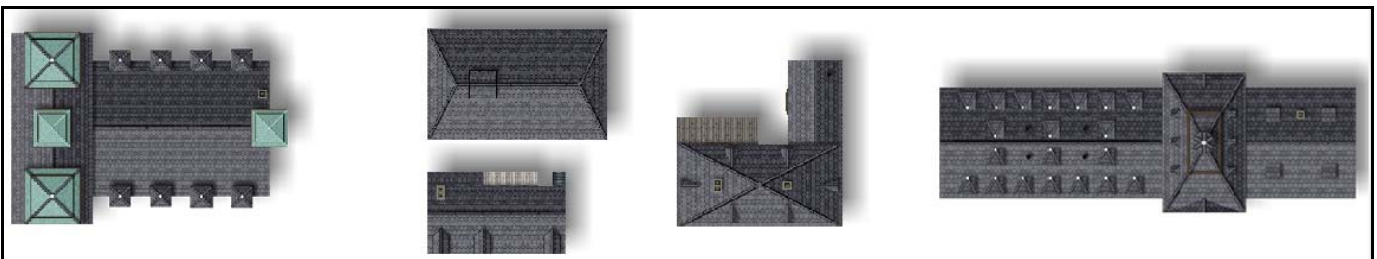
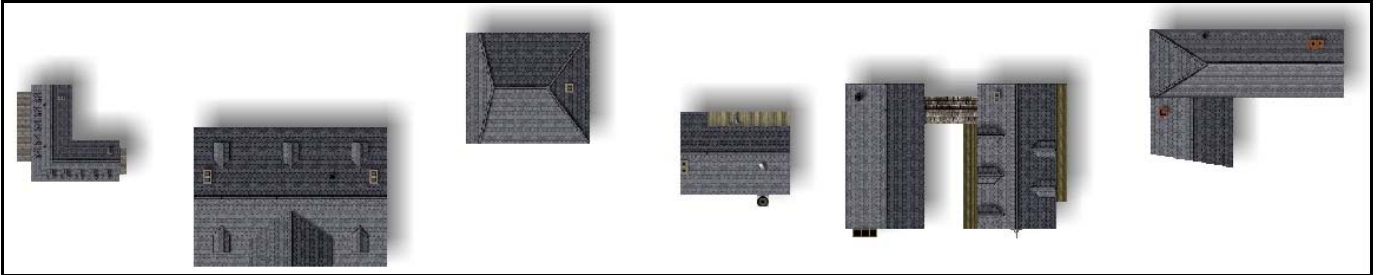
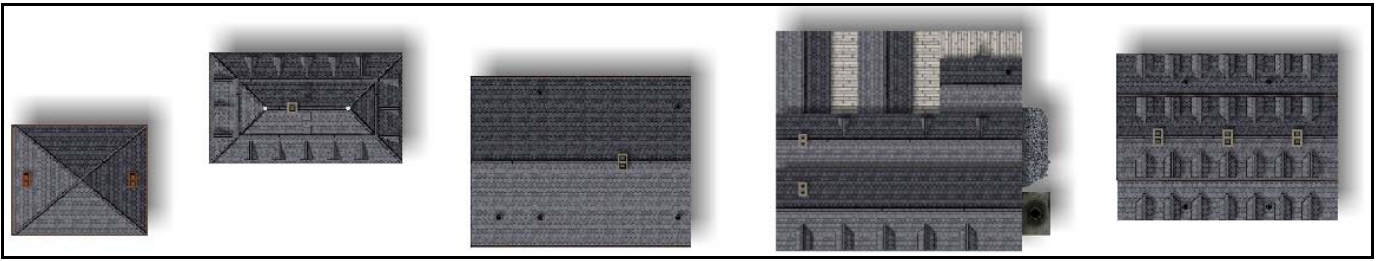
These sample graphics are Open Game Content

### 3. Mixed Zones Slate Roofs

This set includes a mix of commercial and residential buildings.



## City Block Symbol Presets for FM8

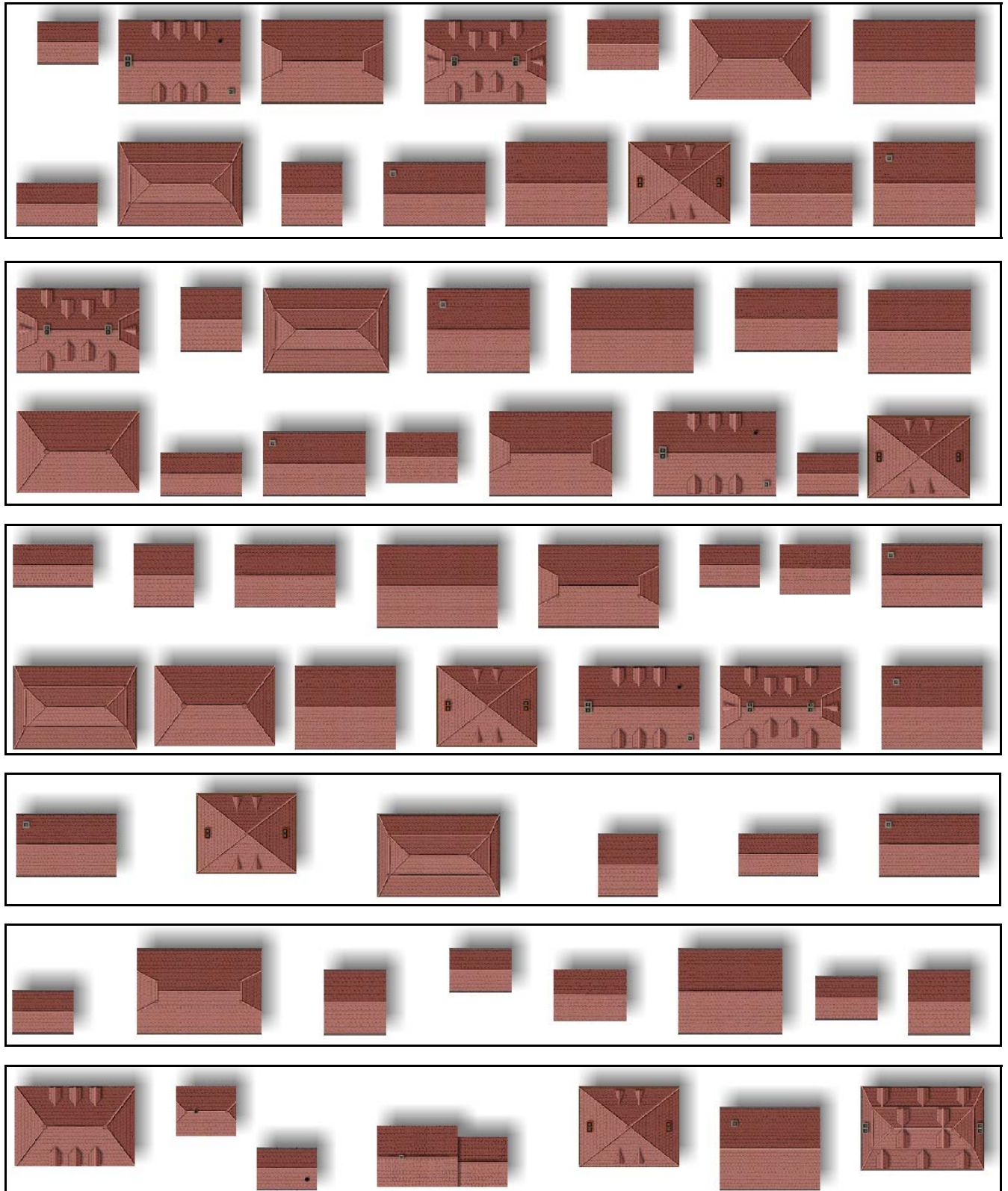


These sample graphics are Open Game Content



## 4. Residential Brown Clay Tile

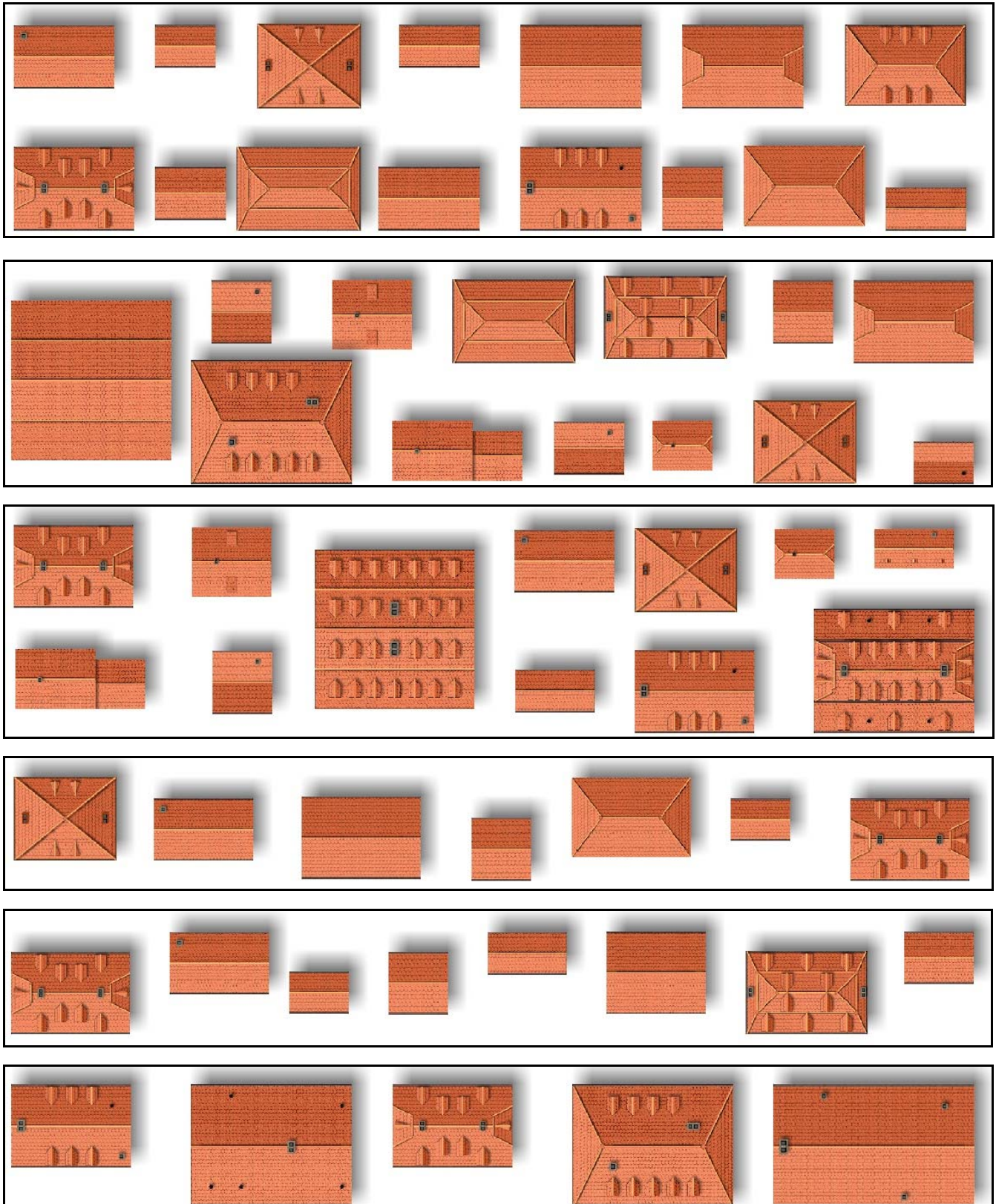
This set includes only generic and residential buildings.



These sample graphics are Open Game Content

## 5. Residential Light Clay Tile

This set includes only generic and residential buildings.

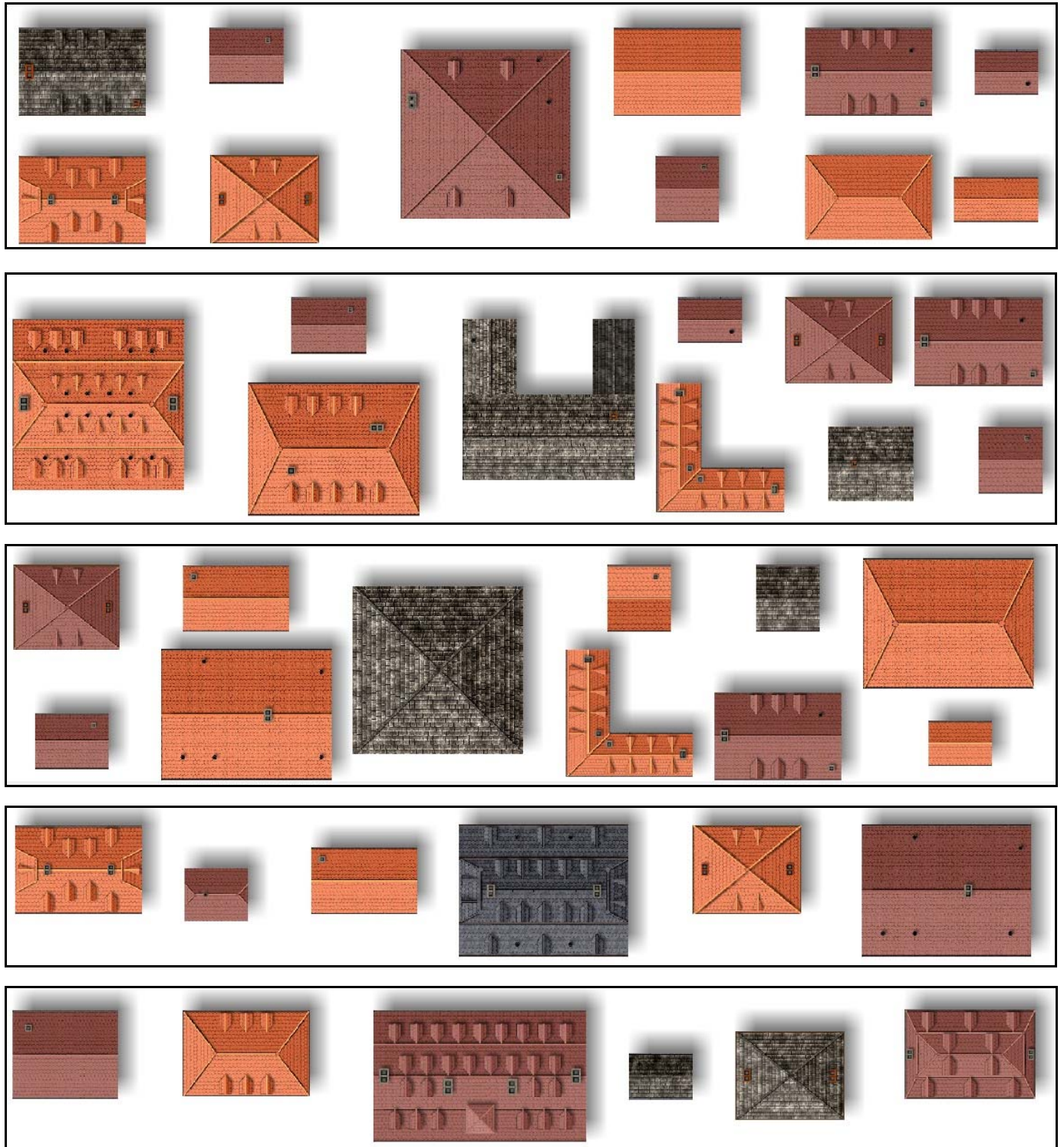


These sample graphics are Open Game Content



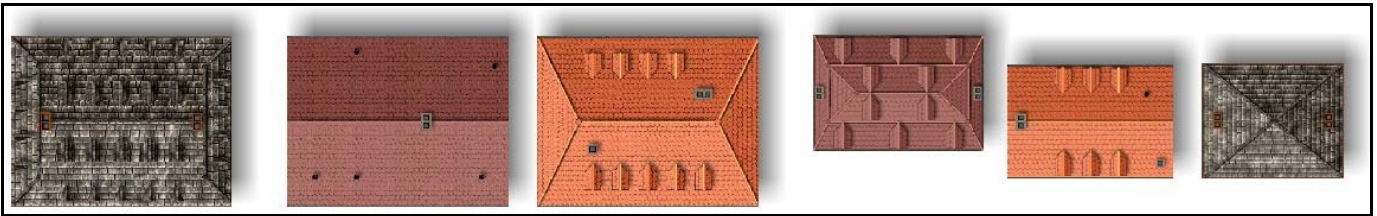
## 6. Residential Mixed Roofs

This set includes only generic and residential buildings.



These sample graphics are Open Game Content

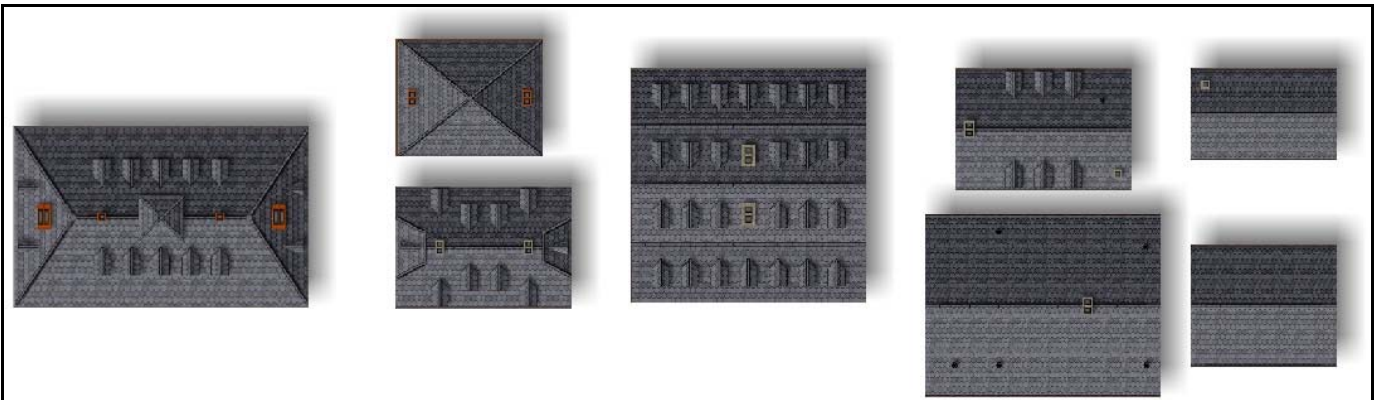
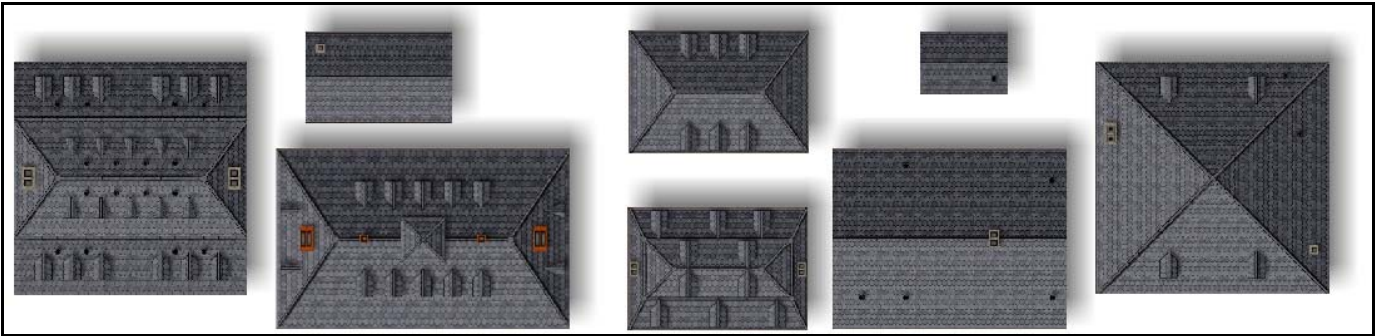
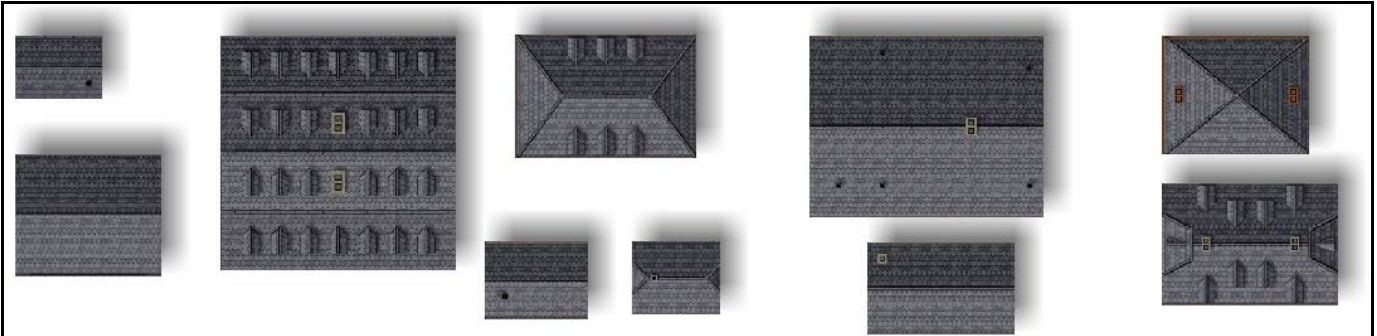
## City Block Symbol Presets for FM8



These sample graphics are Open Game Content

## 7. Residential Slate Tile

This set includes only generic and residential buildings.



These sample graphics are Open Game Content



## City Block Symbol Presets for FM8



These sample graphics are Open Game Content

## III. Legal Information

This booklet and the symbol presets it accompanies are 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.

### 1. 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.



## City Block Symbol Presets for FM8

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.
- *Vintyri™*, Copyright © 2001-2010, Steigerwald EDV Verlag™.
- *Jörðgarð™*, Copyright © 2007-2010, Steigerwald EDV Verlag™.
- *Dungeons Daring™*, Copyright 2007-2010, Steigerwald EDV Verlag™.
- *Vintyri™ Cartographic Collection*, Copyright 2010, Steigerwald EDV Verlag
- *Vintyri™ City Block Symbol Presets for FM8*, Copyright 2010, Steigerwald EDV Verlag

## END OF LICENSE

## 2. 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 or in connection with 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 or in connection with 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 are Product Identity. Under the license terms, you may not use these artwork and photographs in any product you derive from the Open Game Content in this publication.

This original booklet in electronic PDF form contains product identity. Therefore, this electronic booklet, as issued, is 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 this original booklet and/or wish to distribute the original booklet, 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.

## 3. Contact Information

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

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

E-Mail: [info@vintyri.com](mailto:info@vintyri.com)





Why Pay to Play?™

# Dungeons Daring™

The free and open fantasy role-playing game.  
It challenges you rather than the dice.

Check it out:  
<http://www.dungeons-daring.org>

**We Support  
Open Gaming**

Steigerwald EDV™ Verlag



This photo constitutes Product Identity