

Untold Adventures

Minimalist Fantasy Roleplaying



Deluxe
Edition

Untold Adventures

Minimalist Fantasy Roleplaying

Based on

Swords & Wizardry White Box

Swords & Wizardry White Box

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Untold Adventures

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Dedicated To

The OSR Community

You saved my life.

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Introduction

Untold Adventures is an experiment in gaming. It is an attempt to create a game even more open to Referee fiat, narrative play, and rulings over rules that is more spartan than even the game upon which it is based: *Swords & Wizardry White Box*. This game does not claim to be an improvement upon the White Box foundation. Instead it is a reinterpretation that alters classes, races, equipment, weapons, armor, magic, monsters, and experience points in an effort to create a game that plays even faster and looser than Breig and Finch's masterpiece.

This is a simple game and it presented as such. In its construction, the author has attempted to keep all the material in these pages completely compatible with *Swords & Wizardry White Box* (and by extension many other old school fantasy roleplaying games), meaning the Referee can easily use material such as adventures, monsters, spells, and optional rules to enhance and alter the material found herein. In fact, doing such a thing is highly encouraged.

It is my hope that *Untold Adventures* will become a truly "pick up and play" experience for those kind enough to purchase it. Characters can be written on index cards and given the minimum amount of rules presented adventures can be created practically on the fly by creative Referees. While many gamers long for the halcyon days when we could spend hours, days, or even weeks planning our perfect character and crafting highly detailed campaign worlds, our adult lives have taken up that precious time with real world responsibilities.

But that doesn't mean we have to give up our beloved hobby. In fact, without a set of complicated rules to get in the way, our imaginations can soar all the higher. So grab a twenty-sided die, a few six-siders, an index card to serve as your character sheet, and a pencil, because in these pages are countless *Untold Adventures*...

James M. Spahn
May 30th, 2018



Chapter One

Getting Started

Untold Adventures requires two kinds of participants: The Referee and the Player. For Players, the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character race, a character, and buying in-game equipment. If you're the Referee, however, you've got a bit more preparation to do—that's covered in the latter half of this book.

Rule Number One

The most important rule is that the Referee always has the right to modify the rules. In fact, it's encouraged! Untold Adventures relies heavily on Referee arbitration. There are gaps in the rules—holes left open on purpose—because much of the fun of "old school" gaming is being able to make up rules as needed.

Dice

Untold Adventures uses two different types of dice, and they are abbreviated herein according to the number of sides they have. A twenty-sided die is abbreviated as d20, while a six-sided die is abbreviated as d6. If someone is required to roll 3d6 that means to roll three (3) six-sided dice and add the results together.



Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Referee and Player. For Untold Adventures, the character sheet could be something as simple as a 3 x 5 index card with equipment and spells written on the back.

Attribute Scores

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of a character. The standard way to create attribute scores is to roll 3d6 for each attribute in the previously mentioned order. Once those rolls have been made the Player decides on a race and a class. Some Referees allow more flexibility. One example is to let the Players roll 3d6 a total of six times and arrange the rolls however they want. This allows the Player to put the best results into abilities that best suit the type of character the Player wants to be. There are several house rules that can be invented for this later on, if you choose.

Universal Attribute Bonus

Characters with an attribute score of 6 or less suffer a -1 penalty to certain actions associated with that attribute score. While characters with a 15 or higher receive a +1 bonus to certain actions associated with that attribute score. This is detailed below in the Universal Attribute Bonus chart.

TABLE 1-1: UNIVERSAL ATTRIBUTE BONUS

Attribute Score	Description	Bonus
3-6	Below Average	-1
7-14	Average	0
15-18	Above Average	+1

Universal Attribute Bonuses are applied as detailed below for each Attribute Score.

Strength

Swordsmen (only) can use their Strength Bonus to modify their “to-hit” and damage results when using melee weapons.

Dexterity

All characters receive their Universal Attribute Modifier to their Armor Class. Swordsmen (only) also receive their Universal Attribute Modifier on all “to-hit” rolls made when wielding a ranged weapon.

Constitution

Swordsmen (only) receive their Universal Attribute Modifier as additional hit points at character creation and each time they gain a level of experience.

Intelligence

Spellcasters (only) can prepare one additional 1st level spell if their Intelligence is 15 or higher.

Wisdom

All characters receive their Universal Attribute Modifier to any saving throws made to resist magic spells or magical effects.

Charisma

All characters receive their Universal Attribute Modifier to their maximum number of henchmen they can hire. Normally a character can only hire up to four hirelings.



Hit Points and Hit Dice

Hit points (HP) represent the amount of "damage" a character can take before dying: they are determined by the number of hit dice (HD) the character has at each level, which is found in the description of each character class later on. If a Player begins the game with a 1st level Swordsman (1+1 HD) the Player would therefore roll 1 HD (1d6) and add "+1" to the end result to determine his PC's starting hit points. When the character accumulates enough Experience Points to gain a level, usually a new hit die is rolled and added to the total (sometimes a new level only gives an additional hit point, though, not a whole new hit die).

A Swordsman (only) applies their Constitution Universal Attribute Modifier to their hit points whenever they gain a level. A character always gains at least 1 hit point when gaining an level, regardless of modifiers.



Saving Throw

The Saving Throw (sometimes abbreviated as "ST") represents a character's ability to avoid threats, or in some cases, accomplish a difficult task. For more information on Saving Throws see Chapter Three: Playing the Game.

Starting Equipment

All characters begin play with equipment as determined by their class and race, a single Adventuring Gear item, plus an additional 1d6 x 5 gold pieces to represent any lingering resources.

Chapter Two

Characters & Equipment

There are two character classes in the game: Swordsman and Spellcaster. Both represent broad archetypes in fantasy literature. Each class advancement table has several listings detailed below.

- *Level:* This represents the character's Level and is a representation of a character's general power and ability as an adventurer.
- *XP:* This column lists the number of Experience Points a character must earn to achieve the Level listed in that row of the table.
- *HD:* Short for Hit Dice, this is the number of six-sided dice the character rolls to determine their total maximum hit points. See the "Hit Points" section of Chapter One: Getting Started.
- *ST:* This is the character's Saving Throw value. For more information see "Saving Throws" in Chapter Three: Playing The Game.
- *Spells:* This lists the number of spells a Spellcaster (only) may memorize of each level per day. Spellcasters with an Intelligence of 15 or higher may memorize one additional 1st level spell. If no number is listed the character cannot yet memorize spells of that level.

Swordsman

The Swordsman is a warrior, trained in battle and in the use of armor and weapons. They character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. Because they are equipped to dish out and absorb damage they often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are a Swordsman, the down-and-dirty work is up to you.

TABLE 2-1: SWORDSMAN ADVANCEMENT

LEVEL	XP	HD	ST
1	0	1+1	14
2	2000	2	13
3	4000	3	12
4	8000	4	11
5	16000	5	10
6	32000	6	9
7	64000	7	8
8	128000	8	7
9	256000	9	6
10	512000	10	5



Combat Specialist: At 1st level Swordsmen add a +1 to all Melee and Ranged attacks they make. This bonus increases by +1 at levels 3, 5, 7, and 9 for a maximum bonus of +5. In addition,, a Swordsman can make a number of extra attacks equal to their level each combat round as long as those attacks are against opponents with one or fewer hit dice.

Starting Equipment: Two Melee Weapons of choice, One Ranged Weapon of Choice, One Light or Medium set of Armor, One Shield.

Spellcaster

The Spellcaster is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Spellcasters progress, they generally become quite powerful – holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

TABLE 2-2: SPELLCASTER ADVANCEMENT

LEVEL	XP	HD	ST	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells	5 th Level Spells
1	0	1	15	1	–	–	–	–
2	2500	1+1	14	2	–	–	–	–
3	5000	2	13	3	1	–	–	–
4	10000	2+1	12	4	2	–	–	–
5	20000	3	11	4	2	1	–	–
6	40000	3+1	10	4	2	2	–	–
7	80000	4	9	4	3	2	1	–
8	160000	4+1	8	4	3	3	2	–
9	320000	5	7	4	3	3	2	1
10	640000	5+1	6	4	4	3	2	2

Spell Casting: The Spellcaster owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Spellcaster presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Spellcaster’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Spellcaster’s memory. If the Spellcaster finds spell scrolls during an adventure, he can copy them into his spell book.

A Spellcaster must have at least one free hand to cast spells and if they are wearing armor or using shields the target of any spell they cast receives a bonus to their saving throw equal to the benefit of armor worn by the Spellcaster. So a Spellcaster wearing Leather Armor grants a +2 bonus to resist the effects of any spells they cast. **Starting Equipment:** One Melee or Ranged Weapon of Choice, one spellbook containing three first-level spells of choice.

Races

All characters must select a race. The choices available are Human, Dwarf, Elf, and Halfling.



Human

By far the most common and easily understood race, humans are as diverse and ambitious in any roleplaying game as they are in real life. Humans can be any class and have no special abilities or level limits.

- **Starting Equipment:** Any three additional Adventuring Gear items of choice.

Dwarf

Dwarves are long-lived, stocky, and bearded. They stand around four feet tall and are master craftsmen and miners. Dwarf characters may only be Swordsmen, and may only advance to 7th level.

- **Underground Observation:** Dwarves are keenly aware of changes in underground environments and can usually notice secret or hidden doors, structurally unsound caverns, sloping passages, and mechanical traps.
- **Goblin Hatred:** All Dwarves hate goblins and receive a +1 bonus on all "to-hit" rolls made against them.
- **Magically Resistant:** Dwarves cannot abide spellcraft. They receive a +2 bonus on all saving throws made to resist the effects of magic spells.
- **Starting Equipment:** One Melee Weapon of choice and one Shield..



Elf

Elves are a graceful, long-lived race known for their love of nature and natural magical aptitude. They may only be Spellcasters and may only advance to 7th level.

- **Natural Observation:** Elves are keenly aware in natural environments, such as forests, and can usually notice secret or hidden doors, game trails, snares, and other subtle oddities in a natural environment.
- **Orc Hatred:** All Elves hate orcs and receive a +1 bonus on all "to-hit" rolls made against them.
- **Keen Vision:** Elves can see as easily in starlight and moonlight as in daylight, though are still blinded by total darkness.
- **Starting Equipment:** One Melee or Ranged Weapon of choice.

Halfling

Halflings are small, rotund beings with cherubic faces and furry feet. They stand about three feet tall and very few are reckless enough to go adventuring. Halfling characters may only be Swordsmen and may only advance to 6th level. In addition, halflings can only wield small and medium weapons.

- **Lucky:** Halflings receive a +2 on all saving throws.
- **Naturally Stealthy:** When still and silent halflings are almost completely undetectable as if they were invisible.
- **Ranged Combatant:** Halflings receive a +2 bonus on all ranged "to-hit" rolls.
- **Starting Equipment:** One extra Adventuring Gear item of choice.

Starting Equipment

Each character starts with equipment determined by their class and race, as well a number of Adventuring Gear items equal to their level. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces, though in most cases the final cost of an item should be determined by the Referee based on the local economy and other circumstances. The Referee is encouraged to include additional items and equipment.

Equipment Weight

The weight of equipment is not measured specifically in Untold Adventures. Instead the Referee is encouraged to simply allow characters to carry a number of significant items (such as weapons, armor, shields, or pieces of adventuring gear) equal to their Strength attribute without penalty. If they exceed their Strength attribute, Referees should consider imposing penalties to movement or other actions.

Adventuring Gear

While most roleplaying games use a specific list of equipment to determine of a character as the appropriate gear for a given situation, Untold Adventures uses a more abstract method. Every character begins play with one typical adventuring item selected from the list below (since they are first level) and gains an additional item every time they gain a level of experience. Each character also begins play with a collection of items which is collectively called their "Adventuring Gear Rating." This is an abstraction of the various items typically used by dungeoneers like torches, rope, rations, and the like. Adventuring Gear Rating is rated anywhere from 0 to 5, and assuming the character has easy access to equipment is assumed to be 5 at the beginning of an adventure.

Whenever a character wants to see if their character is carrying an item other than the already defined typical adventuring item, they assume they are carrying the requested item, but they must reduce their Adventuring Gear Rating rating by 1. Once their Adventuring Gear has reached 0, they have established all of the specific items they are carrying.

Adventuring Gear is *always* mundane equipment, such as ropes, grappling hooks, tents, flint and tinder, and the like. It is *never* a magical item or a rare item. Exact limits of what constitutes Adventuring Gear is determined by the Referee. A character can reset their Adventuring Gear Rating to 5 whenever they are at an appropriately supplied location. Doing so cost 25 gold pieces, regardless of their Adventuring Gear Rating at the time of replenishment.



Example Adventuring Gear Items: Backpack, Bedroll, Belt Pouch, Bottle of Wine, Bunch of Common Herbs, Crowbar, Extra Rations and/or Waterskin (3 day's worth), Flint and Steel, Grappling Hook, Hand Hammer, Hand Mirror, Holy Symbol, Iron Spikes (12), Lantern, Large Sack, Lock Picks, Map or Scroll Case, Parchment (6 sheets), Pint of Oil, Rope (50 ft), Shovel, Ten Foot Pole, Tent, Torches (6).

The Referee is encouraged to consider other items available to be considered as Adventuring Gear and is free to permit or disallow items to be included as such as their discretion.

Melee Weapons

Characters can wield any weapon they like. All small one-handed weapons such as daggers, hand axes, and short swords inflict 1d6-1 points of damage. Medium one-handed weapons inflict 1d6 points of damage. These include long swords, maces, spears, and the like Large weapons inflict 1d6+1 damage and require two hands to wield. They are typically polearms, two-handed swords, and battle axes. Don't forget that Swordsmen add their Strength modifier to these damage rolls.



TABLE 2-3: MELEE WEAPONS

Weapon	Damage	Cost (gp)
Small	1d6-1	2
Medium	1d6	6
Large	1d6+1	12

Ranged Weapons

Characters can wield any ranged weapon they like. However, any ranged weapon that inflicts 1d6 or more damage requires two hands. Small ranged weapons (such as slings, or thrown weapons) inflict 1d6-1 points of damage. Medium ranged weapons (such as bows) require two hands and inflict 1d6 points of damage. Large ranged weapons (such as crossbows) require two hands to wield and inflict 1d6+1 points of damage.

Each ranged weapon has a listed range. Attempting to fire at a distance greater than that range imposes a -2 penalty on the "to-hit" roll and no weapon can be fired more than twice its listed range. Ammo is not listed for ranged weapons and it is assumed that characters are carrying the necessary arrows, stones, or other munitions to make use of their weapon. At the Referee's discretion any time a character rolls an unmodified 1 on their to-hit roll with a missile weapon the Referee can rule that the character has not only missed, but is also out of ammunition and must either expend an Adventuring Gear Item to replenish them, or restock at half the weapon's listed cost when they are in an appropriate location.

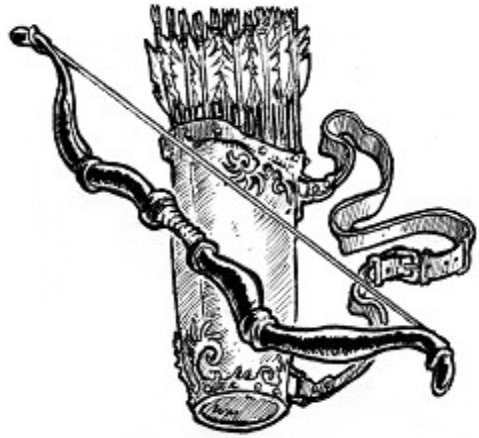


TABLE 2-4: RANGED WEAPONS

Weapon	Damage	Range	Cost (gp)
Small	1d6-1	20 ft	2
Medium	1d6	40 ft	6
Large	1d6+1	80 ft	12

Armor and Shields

Characters can wear any armor they like as well as use shields. A character can only wear any single type of armor at a given time, but may combine its use with a shield. It is important to remember that when Spellcasters are wearing armor or using shields the target of any spell they cast receives a bonus to their saving throw equal to the benefit of armor worn by the Spellcaster. So a Spellcaster wearing Leather Armor grants a +2 bonus to resist the effects of any spells they cast.

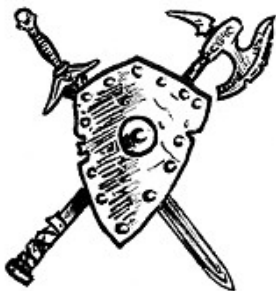


TABLE 2-5: ARMOR & SHIELDS

Armor	Effect on AC [AAC]	Cost (gp)
Medium	-4 [+4]	25
Light	-2 [+2]	15
Heavy	-6 [+6]	50
Shield	-1 [+1]	10

Calculating Armor Class

To calculate a character's Armor Class, you must decide which system to use. The two systems have the same numbers, but in one of them a high armor class is better, and in one a low armor class is worse. Just decide which you prefer:

Important

The Referee must decide which of the two armor class systems to use. In the "Descending" armor class system, a lower AC means you are harder to hit. In the "Ascending" armor class system, it is a higher armor class that is harder to hit. Numbers for the "Ascending" armor class system always appear in brackets [like this].

Descending AC System

In this system, an unarmored human has an AC of 9. The armor you buy lowers your AC and the lower the AC, the harder you are to hit. To calculate your Armor Class, look at the Armor table above, in the "Effect on..." column. For whatever type of armor you bought, subtract the number shown from your base AC of 9. That's your new Armor Class.

Ascending AC System

For the ascending system, an unarmored person has an AAC of [10]. AAC means "ascending armor class," and it is used in brackets as a reminder of which system is in use. Your armor adds to your AAC, so the higher your AAC, the harder it is for your enemies to hit you. To calculate your Ascending Armor Class, look at the Armor table on this page, in the "Effect on..." column. For whatever type of armor you bought, add the number shown in brackets to your base AAC of [10]. That's your new Armor Class.

Converting Armor Class Systems

To translate between the Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 19. Thus, AC 7 is the same as AAC [12] ($19-7=12$).



Hiring Assistants

Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local establishments to find available hirelings. The table below assumes a hiring period of one week. Prices are in gold pieces. Characters can hire up to four hirelings to actively travel with them on adventures at a given time, but apply their Charisma Attribute Modifier to this limit. The number of non-adventuring assistants is limited only by the character's income.

Types of Assistants

Craftsman: These are blacksmiths, woodworkers, masons, or other men and women who are skilled at a specific trade. They are most often hired between adventures to assist in the construction of buildings or equipment, the repair of personal gear, or other tasks associated with their trade.

Laborers: Laborers are non-skilled assistants, such as porters or torchbearers. They travel with characters on adventures, but do not participate in combat.

Men-At-Arms: Men-at-Arms are mercenaries, typically armed with light armor, a medium melee weapon, and a small ranged weapon. They will aid their employer in any battle, but are not suicidal.

Specialist: This broad category includes an exceptional range of highly trained individuals.

This includes alchemists, assassins, scholars, ship captains, and engineers – to name just a few. They do not typically adventure with a Player character.

TABLE 2-6: HIRING ASSISTANTS

Hireling Type	Cost (per week)
Craftsman	20 gp
Laborer	2 gp
Men-at-Arms	15 gp
Specialist	100 gp (or more)

Chapter Three

Playing the Game

Once characters have been created, the Referee will describe where the characters are and what they can see. The game might start in a rural peasant village, a vast and teeming city spiked with towers and minarets, a castle, a tavern, or at the gates of an ancient tomb. From that point on, Players describe what their characters do. Going down stairs, attacking a dragon, talking to other Player Characters (PCs) or Non-Player Characters (NPCs) controlled by the Referee—all of these kinds of actions are decided by the Players. The Referee then describes what happens as a result: the stairs lead down to a huge tomb, the dragon attacks the characters, etc. The rules below are guidelines handling events like combat, gaining experience, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the Referee's world.

Gaining Experience

Characters are awarded Experience Points (XP) for facing danger and spending any non-magical treasure they recover. One gold piece spent is equal to one XP. Experience is awarded for accumulating treasure because every gold piece expended by a character is an index of his Player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight—it fails to reward characters that operate by intelligence, stealth, trickery, and misdirection.



Time

The Referee will be required to make general rulings on the passage of time during the course of a campaign (e.g. "A few hours later...") and should be governed by common sense. There are, however, two important time measurements that merit brief definitions--the "turn" and "combat round." A turn (lasting ten minutes) is used to track and measure actions, movement and resources when our intrepid adventurers are in dangerous places. The shorter combat round (lasting one minute) is used in the midst of battle to allow for a faster blow-by-blow account of the action.

Movement

Characters are assumed to be able to move around thirty feet in a single round of combat and still attack, cast a spell, or perform other significant action. This is known as a Standard movement rate. If the character moves more than 30 feet they cannot take another action. No character can normally move more than 60 feet in a single combat round. Some non-Player characters and monsters can move at a Slow movement rate (which is about half that of Standard) or a Fast movement rate (which is about twice that of Standard).



Combat

When the party of adventurers comes into contact with enemies, the order of events in the combat round is as follows:

1) The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 on a d6.

2) Determine initiative. A single d6 is rolled for each side of the battle, with the winner acting first. Characters can move and either attack (with a melee or ranged weapon), cast a spell, or perform another action deemed appropriate by the Referee on their turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses—with one caveat. The damage inflicted by the combatants during any simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation.



The Attack (or "To-Hit") Roll

The most important rule to understand about combat is the attack roll. This is also called the "to-hit" roll. To attack with a weapon, the Player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a strength bonus (for attacks made by Swordsmen with hand held weapons), a dexterity bonus (for attacks with made by Swordsmen ranged weapons), and any bonuses for a Swordsman's Combat Specialist ability and magic weapons. The Player then subtracts any "to-hit" penalties they might have from their roll.

The attack roll is then compared to Table 3-1 to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits. If you are using the Ascending AC system, rather than refer to these tables, there is a quick formula presented at the end of this chapter that you can use (See Ascending AC Combat, below). The Referee decides which will be used.

If an attack hits, it inflicts damage (as determined by the weapon or spell's damage die or dice). The damage is subtracted from the defender's hit point total (See "Damage and Death").

TABLE 3-1: TARGET'S ARMOR CLASS
or [TARGET'S ASCENDING ARMOR CLASS]

Armor Class / Character	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]
Spellcaster	10	11	12	13	14	15	16	17	18	19	20	21
Swordsman 1-2	9	10	11	12	13	14	15	16	17	18	19	20
Swordsman 3-4	8	9	10	11	12	13	14	15	16	17	18	19
Swordsman 5-6	7	8	9	10	11	12	13	14	15	16	17	18
Swordsman 7-8	6	7	8	9	10	11	12	13	14	15	16	17
Swordsman 9-10	5	6	7	8	9	10	11	12	13	14	15	16

Ascending AC Combat

If you're using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. Here's how it's done:

To attack with a weapon, the Player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses now include a Swordsman's Combat Specialist bonus, and may include their strength bonus (for attacks with hand-held weapons), or their dexterity bonus (for attacks with missile weapons). Both Swordsmen and Spellcasters can receive bonuses from wielding magical weapons. The Player then subtracts any "to-hit" penalties they might have from their roll. If the result is equal to or greater than the opponent's Ascending AC, the attack hits.

Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

Damage and Death

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When hit points reach 0, the character dies.



Healing

In addition to the various magical means of restoring HP, a character will recover 1 full hit point per day of uninterrupted rest. Four weeks of rest will restore all of a character's HP—regardless of how many the character lost.

Invisible Opponents

An invisible opponent can only be attacked if its general location is known, and the attack suffers a -4 penalty "to-hit." Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents; the Referee should determine the chance of this based on the creature and the situation.

Melee Attack

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be "in melee."

Ranged Attack

Ranged attacks are attacks with projectile weapons such as crossbows, slings, or thrown weapons. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence. Referees should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

Negotiation and Diplomacy

Some combats can be averted with a few well chosen words (even lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat or at least delay it until more favorable conditions arise.



Spells

Spell casting begins at the start of the combat round. It is possible to prepare a spell while within melee range of an opponent (10 feet) but if the caster suffers damage while preparing a spell, the spell is lost. Unless stated otherwise, the spell is cast (takes effect) in the caster's initiative phase.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is

equal to or greater than the character's saving throw target number, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19, minimum 2).

Remember

Untold Adventures is a free-form roleplaying game, meaning that there aren't very many rules. The Referee is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the Players are "against" the Referee, even though the Referee is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the Players and the Referee cooperate with each other to create a fantasy epic, with the Referee creating the setting and the Players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Referee's job to defeat the Players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

Chapter Four

Spells and Magic

Spellcasters can cast spells, Swordsmen cannot. Spells have three phases. First they are memorized (a character can only memorize a certain number of spells to bring along on an adventure each day – see the description of the Spellcaster class to find out how many, and what level). Second, they are prepared, which is the process of saying the magic words and making the magic gestures. Third, the spell is cast, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever his/her side has the initiative.

Spell List

Level 1

Charm Person
Cure (Cause) Light Wounds
Detect Evil
Detect Magic
Hold Portal
Light (Dark)
Protection from Evil (Good)
Purify Food & Drink
Read Scripts
Sleep
Turn Undead

Level 2

Bless (Curse)
Detect Invisibility
Detect Thoughts
Find Traps
Invisibility
Levitate
Light (Dark), Continual
Locate Object
Lock/Unlock
Phantasmal Force
Speak with Animals
Web

Level 3

Alter Time
Crystal Ball
Cure (Cause) Disease
Darkvision
Dispel Magic
Fireball
Fly
Hold Person
Invisibility, 10 ft. radius
Lightning Bolt
Protection from Evil, 10 ft. radius
Protection from Normal Missiles
Remove Curse
Water Breathing

Level 4

Charm Monster
Confusion
Cure (Cause) Serious Wounds
Confusion
Dimensional Portal
Hallucinatory Terrain
Mass Morph
Neutralize Poison

Plant Growth
Polymorph
Speak with Plants
Sticks to Snakes
Wall of Fire or Ice
Wizard Eye

Level 5

Animal Growth
Animate Dead
Cloudkill
Commune
Conjure Elemental
Contact Other Plane
Create Food and Drink
Dispel Evil
Feeblemind
Hold Monster
Insect Plague
Magic Jar
Passwall
Raise Dead
Telekinesis
Teleport
Transform Rock-Mud
Wall of Stone or Iron

Spell Descriptions

Contained herein are all of the spells, in alphabetical order. Other spells may exist beyond what is described here, but they will need to be discovered through the course of play or researched and created by a Player character.

Alter Time

Spell Level: 3

Range: 240 ft.

Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may move and attack at double normal speed.
2. As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Animal Growth

Spell Level: 5

Range: 120 ft.

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

Animate Dead

Spell Level: 5

Range: Referee's discretion

Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until destroyed or dispelled.



Bless (Curse)

Spell Level: 2

Range: Target PC or NPC (out-of-combat)

Duration: 1 hour

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast.

1. As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale.
2. As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale.

Charm Monster

Spell Level: 4

Range: 60 ft.

Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.

Charm Person

Spell Level: 1

Range: 120 ft.

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence, treating them as a friend.

Cloudkill

Spell Level: 5

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD.

Commune

Spell Level: 5

Range: Caster

Duration: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a caster may cast a double strength Commune spell composed of six questions once per year.



Confusion

Spell Level: 4

Range: 120 ft.

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

TABLE 4-1: CONFUSION REACTIONS

Roll (2d6)	Reaction
2-5	Attack the caster (and his allies)
6-8	Stand baffled and inactive
9-12	Attack each other

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

Conjure Elemental

Spell Level: 5

Range: 240 ft.

Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

Contact Other Plane

Spell Level: 5

Range: None

Duration: See table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster wishes to delve into the planes of existence. The caster can ask anywhere from one to six questions, though at greater risk to their sanity. Roll 1d20 to determine whether the caster is stricken with insanity, given a right answer, or a wrong one.

TABLE 4-2: CONTACT OTHER PLANE RESULTS

Number of Questions	Insanity†	Right	Wrong‡
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-16	16-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

† Temporary insanity lasts for as many weeks equal to the number of questions asked by the caster.

‡ This represents the possibility of being misled or misinterpreting an answer.

Create Food and Drink

Spell Level: 5

Range: Close

Duration: Instantaneous

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).



Crystal Ball

Spell Level: 3

Range: 60 ft.

Duration: 2 hours

The caster must announce which of the two options is being cast. A two foot thickness of solid stone or a thin layer of lead blocks both options.

1. As a Clairaudience spell, the caster can hear through solid obstacles.
2. As a Clairvoyance spell, the caster can see through solid obstacles.

Cure (Cause) Disease

Spell Level: 3

Range: Touch

Duration: Instantaneous

1. As a Cure Disease spell, the recipient is cured of all diseases—including those magically inflicted.
2. As a Cause Disease spell, the recipient is inflicted with a disease to be determined by the Referee.

Cure (Cause) Light Wounds

Spell Level: 1

Range: Touch

Duration: Instantaneous

1. As a Cure Light Wounds spell, the caster cures 1d6+1 HP.
2. As a Cause Light Wounds spell, the caster causes 1d6+1 damage.

Cure (Cause) Serious Wounds

Spell Level: 4

Range: Touch

Duration: Instantaneous

1. As a Cure Serious Wounds spell, the caster cures 3d6+3 HP.
2. As a Cause Serious Wounds spell, the caster causes 3d6+3 damage.

Darkvision

Spell Level: 3

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness up to a distance of 60 feet.

Detect Evil (Good)

Spell Level: 1

Range: 120 ft.

Duration: 1 hour

1. As a Detect Evil spell, the caster detects creatures of evil, or those with evil enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell.
2. As a Detect Good spell, the spell works exactly like Detect Evil except that it detects Good.

Detect Invisibility

Spell Level: 2

Range: 10 ft. per caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: 1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Detect Thoughts

Spell Level: 2

Range: 60 ft.

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.

Dimensional Portal

Spell Level: 4

Range: 10 ft. casting, 360 ft. teleport

Duration: Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

Dispel Evil (Good)

Spell Level: 5

Range: 30 ft.

Duration: 10 min.

1. As a Dispel Evil spell, the spell is similar to the arcane spell Dispel Magic, but works against items, spells, or agents of Chaos. However, unlike Dispel Magic, this spell also functions against evil sendings, possibly including dreams or supernatural hunting-beasts.

2. As a Dispel Good spell, the spell works exactly like Dispel Evil, except that it will dispel Good.

Dispel Magic

Spell Level: 3

Range: 120 ft.

Duration: 10 min.

Dispel magic can be used to completely dispel most spells and enchantments. As an example of how one might Referee this spell, the chance of dispelling magic could be a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

TABLE 4-3: DISPEL MAGIC

Caster Level vs. Target	Chance of Success
Caster is 5 Levels Lower Than Target	1 on 1d6
Caster is Between 1 to 4 Levels Lower than Target	1-2 on 1d6
Caster is of Equal Level to Target	1-3 on 1d6
Caster is Between 1 to 4 Levels Higher than Target	1-4 on 1d6
Caster is 5 Levels Higher Than Target	1-5 on 1d6
Caster is 6 or More Levels Higher Than Target	Automatic Success

Feeblemind

Spell Level: 5

Range: 240 ft.

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Spellcasters. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Spellcaster becomes feeble-minded and is unable to cast spells until the magic is dispelled.

Find Traps

Spell Level: 2

Range: 30 ft.

Duration: 20 min.

Find Traps can allow the caster to perceive both magical and non-magical traps at a distance of 30 feet.

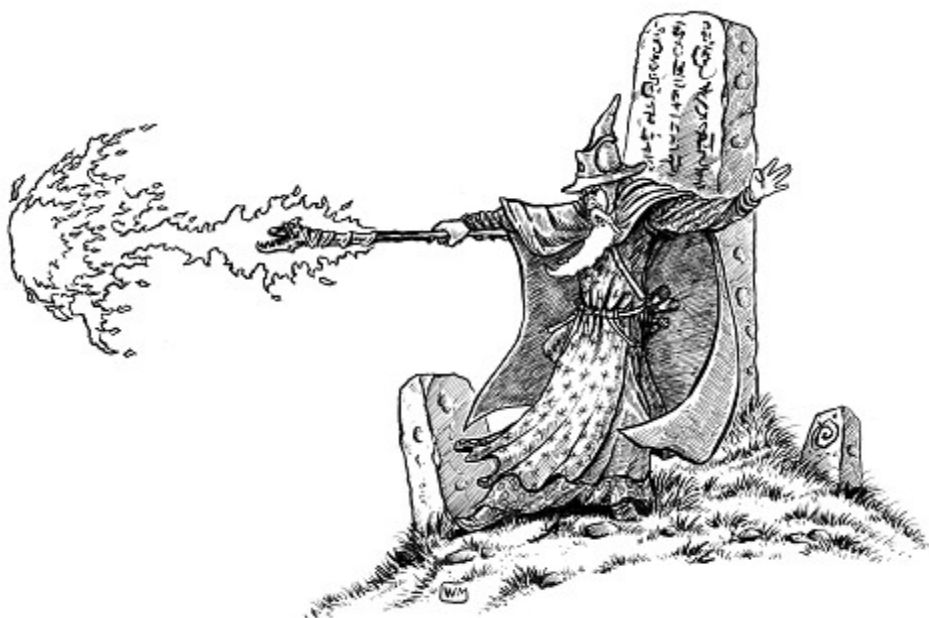
Fireball

Spell Level: 3

Range: 240 ft.

Duration: Instantaneous

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.



Fly

Spell Level: 3

Range: Touch

Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

Hallucinatory Terrain

Spell Level: 4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Hold Monster

Spell Level: 5

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d6 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Hold Person

Spell Level: 2

Range: 180 ft.

Duration: 90 min.

The caster can target either 1d6-1 persons (minimum 1, with the same parameters as Charm Person; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Hold Portal

Spell Level: 1

Range: Referee's discretion

Duration: 90 minutes

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Insect Plague

Spell Level: 5

Range: 480 ft.

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with

roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw).

Invisibility

Spell Level: 2

Range: 240 ft.

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to darkvision. If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

Invisibility, 10 ft. radius

Spell Level: 3

Range: 240 ft.

Duration: Until dispelled or an attack is made

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

Levitate

Spell Level: 2

Range: 20 ft. per level

Duration: 10 min. per level

This spell allows the Spellcaster to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

Light (Dark)

Spell Level: 1

Range: 120 ft.

Duration: 2 hours

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

2. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Light (Dark), Continual

Spell Level: 2

Range: 120 ft.

Duration: Permanent until dispelled

1. As a Light, Continual spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark, Continual spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Lightning Bolt

Spell Level: 3

Range: 60 ft.

Duration: Instantaneous

A nearly ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

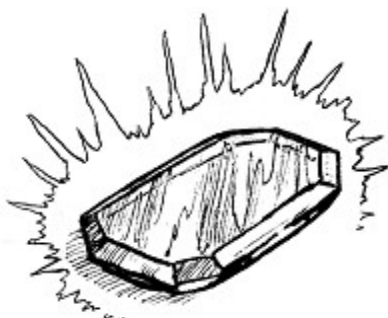
Locate Object

Spell Level: 2

Range: 90 ft.

Duration: 1 minute per level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.



Lock/Unlock

Spell Level: 2

Range: 60 ft.

Duration: Instantaneous

This spell must be cast one of two ways: As Lock or Unlock.

1. When cast as Lock this spell functions just like Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any three levels or higher than the caster can open the portal, and an Unlock spell will open it as well (although the spell is not permanently destroyed in these cases).
2. When cast as Unlock this spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Magic Jar

Spell Level: 5

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Spellcaster's soul is within, the soul is lost. The Spellcaster can return from the jar to his own body whenever desired, thus ending the spell.

Massmorph

Spell Level: 4

Range: 240 ft.

Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Neutralize Poison

Spell Level: 4

Range: Touch

Duration: Instant

This spell counteracts poison, but does not bring the dead back to life.

Passwall

Spell Level: 5

Range: 30 ft.

Duration: 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

Phantasmal Force

Spell Level: 2

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it.

Plant Growth

Spell Level: 4

Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's

decision) would allow the spell to affect an area of 300×300 feet, for a total of 90,000 square feet.

Polymorph

Spell Level: 4

Range: See below

Duration: See below

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

Protection from Evil (Good)

Spell Level: 1

Range: Caster only

Duration: 2 hours

1. As a Protection from Evil spell, the caster creates a magical field of protection around himself to block out all supernatural evil monsters, who suffer a -1 penalty "to-hit" against the caster, and the caster gains +1 on all saving throws against such attacks.
2. As a Protection from Good spell, it does the same thing except that supernatural good creatures suffer the -1 penalty.

Protection from Evil (Good), 10 ft. radius

Spell Level: 3

Range: 10 ft. radius around caster

Duration: 2 hours

1. As a Protection from Evil, 10 ft. radius spell, it has the same effect as Protection from Evil—except that its effect covers an area rather than an individual.
2. As a Protection from Good, 10 ft. radius spell, it has the same effect as Protection from Good—except that its effect covers an area rather than an individual.

Protection from Normal Missiles

Spell Level: 3

Range: 30 ft.

Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Purify (Putrefy) Food and Drink

Spell Level: 1

Range: Close/Touch

Duration: Instantaneous

1. As a Purify Food and Drink spell. the caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons.
2. As a Putrefy Food and Drink spell. the caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and poisons.

Raise Dead

Spell Level: 5

Range: Line of sight

Duration: See below

Raise Dead allows the Spellcaster to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").

Read Script

Spell Level: 1

Range: Reading distance

Duration: 2 hours

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps. This spell also allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Remove Curse

Spell Level: 3

Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object.

Sleep

Spell Level: 1

Range: 240 ft.

Duration: Referee's discretion

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their hit dice.

TABLE 4-4: AFFECTED BY SLEEP

Victim's HD (or level)	Number Affected
Less than 1 to 1+	2d6+2
1+ to 2	2d6
3+ to 4+1	1d6

Speak with Animals

Spell Level: 2

Range: 30 ft.

Duration: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with Plants

Spell Level: 4

Range: 30 ft.

Duration: 1 hour

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Sticks to Snakes

Spell Level: 4

Range: 120 ft.

Duration: 1 hour

The caster may turn as many as 2d6 normal sticks into snakes, each one having a 1-3 on 1d6 chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed). Snakes have only two hit points, an Armor Class of 6 [13], attack as a 1st level Spellcaster, and inflict a single point of damage upon a successful bite. If they are poisonous, anyone suffering damage from them must make a saving throw (with a +2 bonus) or be slain.

Telekinesis

Spell Level: 5

Range: 120 ft.

Duration: 1 hour

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport

Spell Level: 5

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 1-2 on 1d6 chance of success—with failure resulting in death.
2. If the caster has seen but not studied the destination there is an 1 in 1d6 chance of failure. Half of failures will place the traveler $1d6 \times 20$ feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler $2d6 \times 10$ feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 1 in 1d20 chance of failure, with 1 in 1d6 failures arriving below and 5 in 1d6 arriving above the targeted location. In either case, the arrival is $1d6 \times 10$ feet low or high.

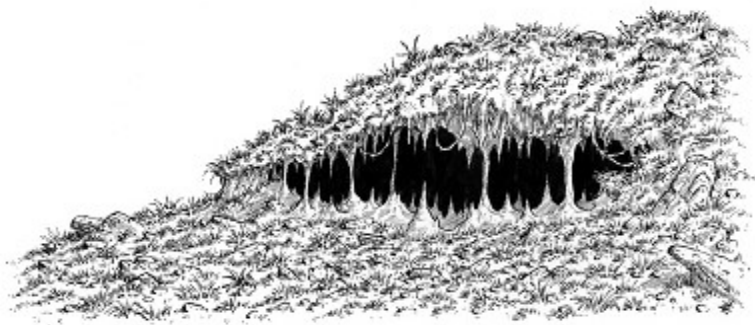
Transform Rock-Mud

Spell Level: 5

Range: 120 ft.

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300×300 feet becomes a deep mire, reducing movement to a mere tenth of their normal rate.



Turn Undead

Spell Level: 1

Range: 60 ft.

Duration: 3d6 rounds

Turning the Undead

When this spell is cast undead in the area become overwhelmed with an unnatural discomfort, causing them to flee or destroying them outright. When Turn Undead is cast, roll 3d6 and consult the Turning Undead table (see below) for the result.

If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds (or cower helplessly if they are unable to flee). If the table indicates a "D" then the undead creature is destroyed automatically and will crumble to dust.

TABLE 4-5: TURN UNDEAD

Undead HD	Examples	Spellcaster Level								
		1	2	3	4	5	6	7	8	9-10
1	Skeleton	10	7	4	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D
5		-	17	15	13	10	7	4	D	D
6	Mummy	-	-	17	15	13	10	7	4	D
7	Spectre	-	-	-	17	15	13	10	7	4
8	Vampire	-	-	-	-	17	15	13	10	7
9-11		-	-	-	-	-	17	15	13	10
12-18	Lich	-	-	-	-	-	-	17	15	13
varies	Demon	-	-	-	-	-	-	-	17	15

Wall of Fire or Ice

Spell Level: 4

Range: 60 ft.

Duration: Concentration

The caster must announce which of the two options are being cast:

1. As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.

2. As a Wall of Ice spell, the caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Stone or Iron

Spell Level: 5

Range: 60 ft.

Duration: Permanent (stone) or 2 hours (iron)

The caster must announce which of the two options are being cast:

1. As a Wall of Stone spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.
2. As a Wall of Iron spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

Water Breathing

Spell Level: 3

Range: 30 ft.

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: 2

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3 to 4 turns or longer at the Referee's discretion.

Wizard Eye

Spell Level: 4

Range: 240 ft.

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a Standard rate of movement per round.

Chapter Five

Running the Game

Running a game of Untold Adventures is a lot easier than running most other role-playing games, simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the Players decide not to go around that corner, it’s up to the Referee to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply stay where they are. If a Player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it’s up to the Referee to determine whether or not they explode.

This means “making up” a lot of stuff on the spot. If you’re not a good storyteller or if you’re not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you’re a good storyteller, creative and fair, Untold Adventures’ small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

Untold Adventures also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add ‘em in. You won’t break anything—there’s not that much to break!



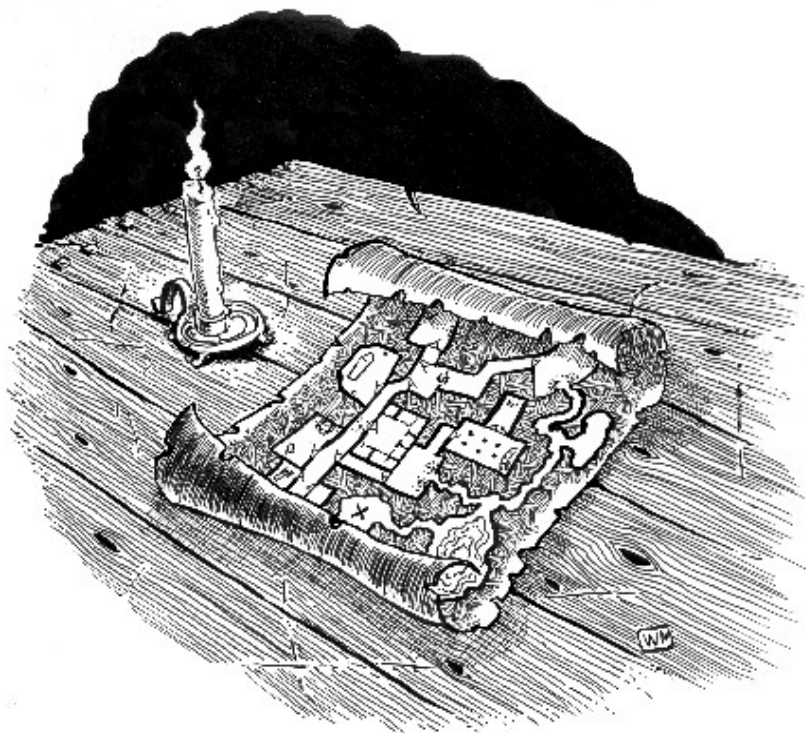
Designing an Adventure

Basically, the “adventure” is just the setting for the game—usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you’re referring to the map and your notes to describe what happens as a result. Don’t try to plan for all contingencies—it’s guaranteed that the Players will do something unexpected during the adventure and you’ll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

Dungeon Design

Most often the majority of time spent playing Adventures Untold is done through the exploration of an underground or indoor location. Regardless of whether this is a cave, a ruined keep, an abandoned mine, or any other number of locations, these types of adventuring locations are collectively known as dungeons.

It is assumed that most dungeons are underground and have no natural light source, unless otherwise determined by the Referee. Torches and lanterns typically provide a 30 ft. radius of illumination. Doors in most dungeons are heavy and can be difficult to open. Dungeons are typically filled with traps, treasure, monsters, and other obstacles. In most adventures the characters entering a dungeon are doing so with a specific goal, like rescue a hostage, recover a lost artifact, or defeat a powerful monster.



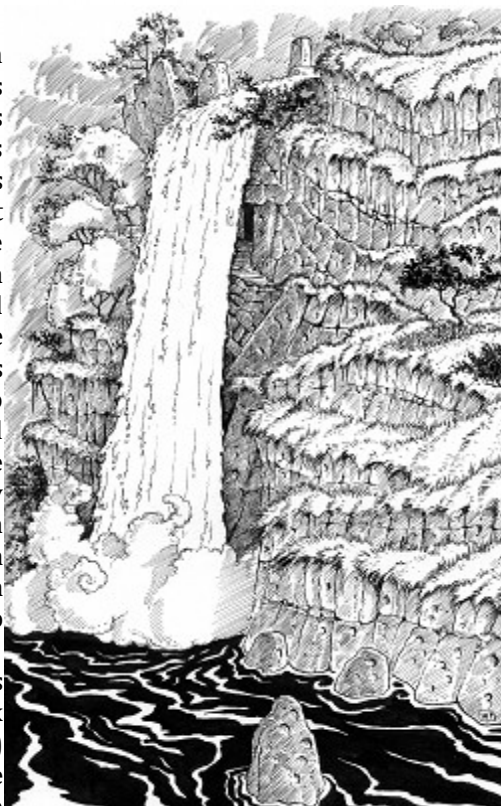
When designing a dungeon, the Referee should decide what type of dungeon they are creating, come up with a general idea of how it came to its current state of being, and populate it accordingly with the various obstacles and rewards described above. A special note when it comes to traps. Traps can be activated any number of ways, such as stepping on a pressure plate or snagging a tripwire. Unless Players go out of their way to describe how they are looking for signs of a trap, it is assumed they do not notice them. How the Referee wants to adjudicate the discovery and disarming (if possible) of any traps in a dungeon is up to them. Generally speaking, traps inflict anywhere from 1d6 to 5d6 points of damage when activated, depending on their lethality. Some traps may even be poisoned or have other lethal effects that warrant a saving throw or else they will kill one (or more!) characters outright. Referees should use traps sparingly so as not to create overly paranoid Players and should place them logically in a dungeon when doing so.

Outdoor Adventures

Not every adventure needs to happen in a dank, dark cave! Sometimes characters will traverse wild landscapes in their travels. The Referee is encouraged to present challenges unique to the terrain and environment through which the characters are traveling. Characters moving through a dense forest may become lost or fall victim to stalking predators, while those trekking across a seemingly endless desert will need to take precautions to avoid the effects of heat exposure and dehydration, not to mention the strange beasts that often live in these sandy wastelands. Referees should design outdoor encounters that suit the terrain and the details of their campaign in order to provide unique challenges to the Player characters.

Generally speaking, Player characters are assumed to be able to walk approximately 5 to 10 miles (1d6+4) each day, provided they take ample time to rest, eat meals, and are able to move

at a reasonable pace across fairly moderate terrain. This distance can be increased when traveling on horseback or along well-traveled roads or decreased when slogging through tough terrain like muddy swamps or dense underbrush, at the Referee's discretion.



Creating a Campaign

A campaign is the world beyond the adventure—the cities, forests, coastlines, and kingdoms of the fantasy world. The Players will almost certainly want their characters to explore the wilderness, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as the starting point) and some of the surrounding area. (The location of the first adventure—a dark forest, perhaps) As the Players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and feel of the world for you. For example, the worlds of Conan's Hyboria (Robert E. Howard), of Middle-earth and the Lord of the Rings (J.R.R. Tolkien), and of the Song of Ice & Fire novels (George R.R. Martin) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples.



Referee as Arbiter

A great many aspects of explorations and adventure are not covered in the rules of Untold Adventures. This is, as previously stated, by design. The reason for this is that Players are expected to provide reasonable explanations for actions taken by their character and in turn the Referee will provide the appropriate information regarding those actions.

So, for example, many fantasy tabletop roleplaying games feature a "thief" or "rogue" class that has some skill at discovering and disarming traps. Untold Adventures has no such thing. The reason for this is that it is assumed the Referee will provide a reasonably detailed description of a location and Players who are searching for traps will respond in kind.

Example:

Referee: "The thin, fog-filtered sunlight reaches down into the musty barrow, barely pushing away the darkness. In this faint illumination you see a set of stones that serve as crude steps into a single chamber. Skulls and rusted trinkets line alcoves set into the wall and a massive stone sarcophagus serves as the centerpiece of the room. It has the carved image of a warrior or king from a long dead age carved into its top and the edges of the covering slab are carved with strange runes."

Player: "I pull out my staff and before proceeding down the steps, I test each one by putting weight on it. I'm looking for any give in the stone steps as a telltale sign of pressure traps."

Referee: (The Referee knows there are no traps in the steps, but doesn't reveal that to the Player.) "Alright, you cautiously proceed forward, pressing your staff into the floor with each new step. You find no shifts in the stone or signs of traps."

Player: "Excellent! I approach the sarcophagus and kneel before it, looking closely at the edge where the stone cover meets the frame."

Referee: (The Referee knows there is a hidden gas trap that will vent if the slab is disturbed, but since the Player is investigating exactly that area, the Referee provides some information.) "The slab isn't sitting quite right on the frame. It doesn't look disturbed, though – you can tell that by the layer of dust on its surface. Instead, it's almost like it was placed to be easily pushed away. This is unlike any other tomb you've found so far in this field of barrows."

The Referee hasn't told the Player that it's trapped, but they have provided a clue to something that would have otherwise gone unnoticed had the Player not taken the time to investigate closely and explain the actions of their character with some detail. The idea behind this style of play is to encourage Player creativity and ingenuity over statistics and power-gaming. Referees should be ready for Players to use their equipment, spells, and other resources creatively and reward them for paying attention, being cautious, and using these resources effectively.

If the Referee feels the need to fall back on a rule to determine the outcome of something attempted by a Player that is not detailed in this book, they are encouraged to roll 1d6. If a 5 or a 6 is rolled, the Player was successful. Optionally, the Referee may rule that the Player can add an appropriate Attribute Modifier to the roll. So a character attempting to get some sense of what a set of strange runes means might add their Intelligence modifier to a roll, for example.

In the end, the Referee's job is to create an engaging and challenging experience for the Players that everyone can enjoy. Untold Adventures is not meant to be a game of "Referee vs. Player." At the same time, Players who act in a reckless or foolhardy manner may find themselves suffering lethal consequences.

Optional Resolution Methods

If remaining purely narrative is too loose for the Referee and a method of resolution isn't provided in these rules, here are three general methods that can be used interchangeably as the Referee deems appropriate.

- *Attribute Check:* When the Player is attempting to perform an action where the outcome is in question, the Referee can ask them to roll 1d20 and compare it to one of that character's Attribute Scores. If the roll is equal to or under the Attribute Score, the action was successful. Examples might include making an Intelligence Attribute Check to research a spell, or a Dexterity Attribute Check to maintain balance in a precarious situation.
- *Roll a D6:* Less static than an Attribute Check, the Referee determines how difficult a task is on a scale of 1 (extraordinarily difficult) to 5 (fairly easy) and asks the Player to roll 1d6. If the roll is equal to or under the difficulty, the action was a success. Optionally, the Referee may allow the character to add the Attribute Modifier from a single attribute score appropriate to the situation. So a Player might want to force a stuck door open. The Referee decides that because the door is sealed by a magical spell, that this is extraordinarily difficult, requiring the Player to roll a 1 on 1d6. However, because the character has a Strength of 16 (and therefore a +1 Strength Attribute Bonus), the Player only needs to roll a 1 or a 2 on 1d6 to be successful. This method allows the Referee to scale the difficulty of tasks based on the situation and take into account characters with extraordinarily high (or low) attribute scores.
- *Saving Throw:* Finally, the Referee can simply ask the character to make a saving throw to determine whether their action is a success. If the Player rolls equal to or above their saving throw, the action is successful. This method allows the characters to become more skilled at a multitude of tasks as they increase in level, representing their increased capabilities as adventurers.

Any of these methods can be easily modified to keep play quick and fluid and the Referee should feel free to apply modifiers or require Players to have certain pieces of equipment when attempting specific tasks. After all, regardless of how easy a lock may be to pick, its going to be nigh-impossible without a set of tools.

Experience Points

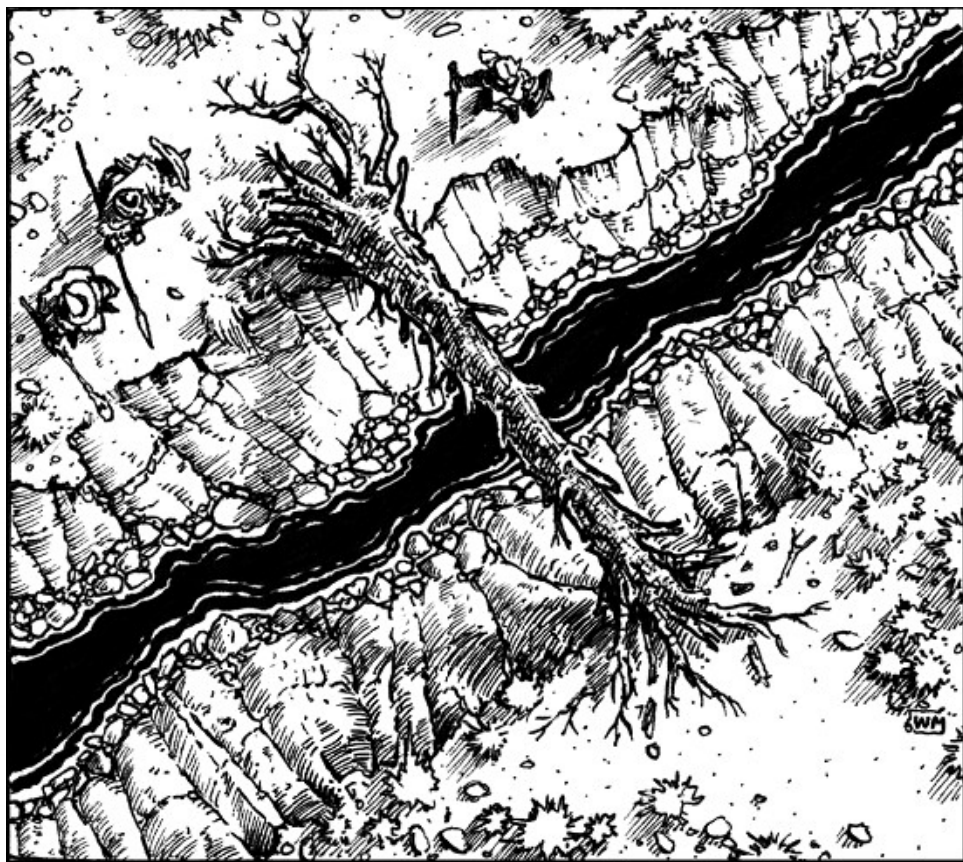
Experience Points are awarded to Players for defeating adversaries and recovering treasures. Generally speaking, Players should be rewarded somewhere around 1000 Experience Points per adventure to represent facing danger and surviving – though not necessarily per session of play. Particularly resourceful or creative Players might earn 1500 Experience Points, while reckless or foolish Players might earn only 750 XP, 500 XP, or even fewer Experience Points.

In addition to Experience Points earned from surviving danger, Players should be rewarded with one Experience Point for every gold piece worth of non-magical treasure they *spend*. Simply recovering these treasures is not enough. Referees should encourage their Players to spend the money they earn on new gear, retaining hirelings, building strongholds, donating to worthy causes, or even in simply

carousing between adventures. Otherwise Players are simply going to hoard their gold.

Scale of Advancement

Referees all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4th level characters are "heroic" and thus the tables were capped at level 10. A Referee who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.



Chapter Six

Monsters

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because, in your mind, they might be blue, diurnal, five feet long, and eat only plants unless attacked. Details about monsters toss roadblocks in front of the imagination. Yes, details can also inspire imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination as-is and don't require details about the size of a giant ant. One important characteristic of all monsters, though, is that they can see in the dark. The following is a quick reference guide for how to read monster descriptions:

Armor Class

"Armor Class" is explained earlier in the rules for combat. If you're using the Descending AC system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending AC system (where a high AC is better), use the numbers in brackets.

Attacks

"Attacks" lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage—there are, however, some exceptions which are listed in parenthesis.

Hit Dice

"Hit Dice" is the number of dice (d6) rolled to determine an individual creature's HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

Hit Dice Equivalent

"Hit Dice Equivalent" is used to separate monsters into "difficulty levels" so that when creating an adventure the Referee has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE's listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Magic Resistance

"Magic Resistance" isn't one of the entries, but some creatures may have "magic resistance." The given value is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine whether or not magic used will have an impact, roll 1d6. The magic fails if the result is less than the given Magic Resistance value.

Move

Move is listed as Standard (meaning the monster can travel at a speed equal to the Player characters), Slow (meaning the monster can travel at a speed about half as fast as the Player characters), or Fast (meaning the monster can travel about twice as fast as the Player characters)

Saving Throw

"Saving Throw" isn't one of the entries, but all creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster's HD from 19. For example, a monster with 4 HD has a saving throw of 15. Alternatively, a monster can simply be treated as a Swordsman or Spellcaster if that makes sense for that particular monster, with the monster's hit dice being used for its level.

Special

"Special" is just a "flag" of sorts for the Referee that serves as a reminder that a monster has a special ability.

Monster Attack Rolls

All Monsters attack using the chart below. Monsters of less than 1 HD attack as if they were Spellcasters, while monsters between 1 and 10 HD attack as though they were Swordsmen of a level equal to their HD. Monsters over 10 HD are truly powerful and are capable of precision blows greater than even the most skilled warriors, as noted on the chart below. Monsters over 15 HD do not continue to increase their Attack Roll bonus.

**TABLE 6-1: MONSTER ATTACK VS. ARMOR CLASS
OR [ASCENDING ARMOR CLASS]**

Armor Class / Monster HD	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]
Monster < 1 HD	10	11	12	13	14	15	16	17	18	19	20	21
Monster 1-2 HD	9	10	11	12	13	14	15	16	17	18	19	20
Monster 3-4 HD	8	9	10	11	12	13	14	15	16	17	18	19
Monster 5-6 HD	7	8	9	10	11	12	13	14	15	16	17	18
Monster 7-8 HD	6	7	8	9	10	11	12	13	14	15	16	17
Monster 9-10 HD	5	6	7	8	9	10	11	12	13	14	15	16
Monster 11-12 HD	4	5	6	7	8	9	10	11	12	13	14	15
Monster 13-14 HD	3	4	5	6	7	8	9	10	11	12	13	14
Monster 15+ HD	2	3	4	5	6	7	8	9	10	11	12	13

Monster Descriptions

Contained herein are all of the monsters presented in alphabetical order.

Banshee

Armor Class: 0 [19]

Hit Dice: 7

Attacks: Claw

Special: See below

Move: Standard

HDE: 11

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 1-3 on 1d6 resistance to magic, and they are immune to enchantments like Charm Monster. Their shriek (once per day) necessitates a saving throw or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than faerie-folk, and are considered to have 9 HD for turning purposes.

Basilisk

Armor Class: 4 [15]

Hit Dice: 6

Attacks: Bite

Special: Petrifying gaze

Move: Slow

HDE: 8

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty "to-hit"). If the basilisk's own gaze is reflected back at it, it has a 1 in 1d6 chance to force the basilisk into a saving throw against being turned to stone itself.



Beetle, Giant Fire

Armor Class: 4 [15]

Hit Dice: 1+3

Attacks: Bite

Special: None

Move: Standard

HDE: 1

A giant fire beetle's oily light-glands glow red, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 foot radius).

Black Pudding

Armor Class: 6 [13]

Hit Dice: 10

Attacks: Strike

Special: Acidic

Move: Slow

HDE: 11

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide when attacked by lightning.

Blink Dog

Armor Class: 5 [14]

Hit Dice: 6

Attacks: Bite

Special: Teleport

Move: Standard

HDE: 4

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (1-4 on 1d6) a blink dog will be able to teleport behind an opponent and attack from the rear, granting them a +2 bonus on all "to-hit" rolls.



Centaur

Armor Class: 5 [14], 4 [16] w/ shield

Hit Dice: 4

Attacks: Weapon or kick

Special: None

Move: Fast

HDE: 5

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any "version" of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.

Centipede, Giant

Armor Class: 9 [10], 5 [14], or 0 [19]

Hit Dice: 1, 3, or 5

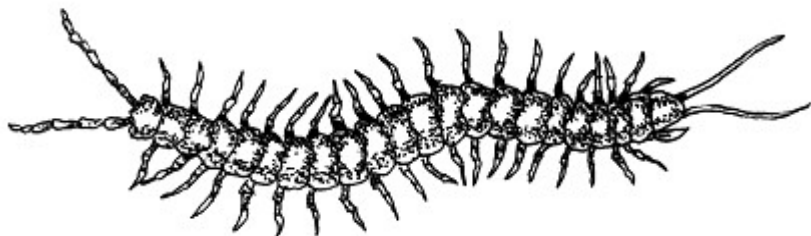
Attacks: Bite

Special: Poison (see below)

Move: Fast

HDE: 2, 5, or 6

Giant centipedes come in three varieties: small, medium, and large. Small giant centipedes are about two feet long, while medium centipedes are the size of a hunting hound, and large centipedes can be as big as twenty feet in length. They have a vicious bite, and a lethal (though relatively weak) poison (+4 modifier to opponent's saving throw).



Chimera

Armor Class: 4 [15]

Hit Dice: 9

Attacks: Bites (equals # of heads)

Special: Breathes fire, flies

Move: Standard, or Fast (when flying)

HDE: 11

The chimera is a winged, three headed beast; one is the head of a goat, one the head of a lion, and one the head of a dragon. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 4d6 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrice

Armor Class: 6 [13]

Hit Dice: 5

Attacks: Bite

Special: Bite turns bitten into stone

Move: Slow, or Fast (when flying)

HDE: 7

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Spellcasters. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils.

Demon, Baalroch

Armor Class: 2 [17]

Hit Dice: 9

Attacks: Sword or whip (2d6)

Special: See below

Move: Slow, or Fast (when flying)

HDE: 10

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. Magic

is unlikely to affect them. They have a 1-4 on 1d6 chance to be immune to any spell cast upon them. In combat, a Baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body (3d6 damage). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalroch could be forced or tricked into the service of a powerful Spellcaster, but the risk would be immense.



Demon, Lemure

Armor Class: 7 [12]

Hit Dice: 3

Attacks: Claw

Special: Regenerate (1 HP/round)

Move: Slow

HDE: 4

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water. They often act as aids or servants to more powerful demons.

Djinni

Armor Class: 5 [14]

Hit Dice: 7+1

Attacks: Fist or weapon (2d6)

Special: See below

Move: Slow, or Fast (when flying)

HDE: 9

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 feet). More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Doppelganger

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Claw

Special: See below

Move: Standard

HDE: 5

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to Sleep and charm spells, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+4) against magic of all kinds.

Dragons

All dragons have a breath weapon of some kind, which can be used up to three times in a day. The Referee chooses when a dragon will use the breath weapon or may roll for it (1-3 on 1d6) in any given round. Referees should not roll for a dragon's hit points, like one would for other monsters. Instead, determine the age category of the dragon—this will give both the dragon's hit points per hit dice and how many points of breath weapon damage per hit dice the dragon inflicts.

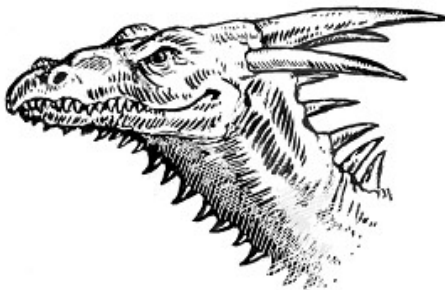


TABLE 6-2: DRAGON AGE CATEGORIES

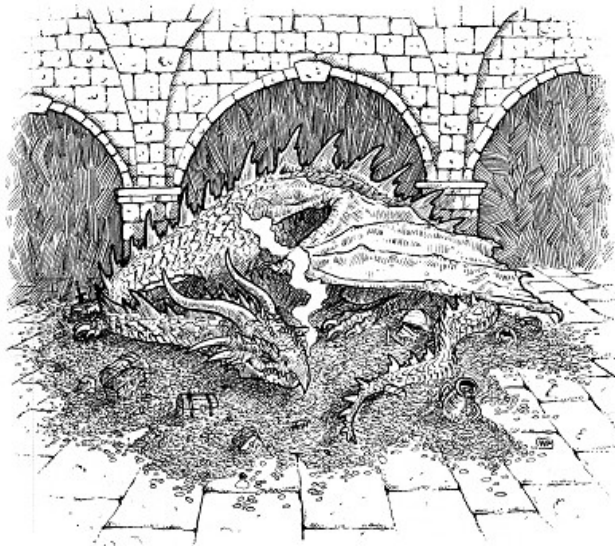
Roll (1d6)	Age	Hit Points/Hit Dice	Damage/Hit Dice
1	Young	3	3
2	Adult	4	4
3	Old	5	5
4	Very Old (100 years)	6	6
5	Aged (100–400)	7	7
6	Ancient (400+)	8	8

The dimensions of a dragon's breath differ according to the breath weapon type and area of effect. Breath weapon damage is based on a dragon's age. So, for example, an "Adult" dragon has both 4 hit points and 4 points of breath weapon damage per hit dice. So an "Adult" dragon with 6 HD and a Line breath weapon would have 24 HP and deal 24 points of damage when using its breath weapon across a distance 10 feet wide and 60 feet long.

TABLE 6-3: DRAGON BREATH WEAPONS

Roll (1d6)	Type	Description	Area of Effect
1	Cloud	Gaseous	30 feet in diameter
2-5	Cone	Fiery or Frosty	30 feet wide, 90 feet long
6	Line	Acid or Lightning	10 feet wide, 60 feet long

Dragon Sp



There is a 1 in 1d6 chance that any dragon encountered by the Player characters will also be able to cast magic spells. Dragons able to do so prepare, memorize, and cast spells as a Spellcaster between 5th and 10th level (1d6+4). Draconic Spellcasters always have a spellbook in their treasure hoard.

Note that dragons, while dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more “mythical” conception of dragons. Since dice aren’t rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it’s actually possible to roll on a hit dice.

Dragon

Armor Class: 2 [17]

Hit Dice: 9–11

Attacks: Bite (2d6)

Special: Breathes fire

Move: Standard, or Fast (when flying)

HDE: 11, 12, or 13

Dragons are the fire-breathing wyrms of legend. They often hoard vast amounts of treasure, capture virtuous maidens, and generally make life very difficult for peasants and adventurers alike.

Dryad

Armor Class: 5 [14]

Hit Dice: 2

Attacks: Dagger, wooden

Special: Charm Person

Move: Standard

HDE: 3

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw penalty. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad’s tree.



Dwarf

Armor Class: 4 [15]

Hit Dice: 1+1

Attacks: Weapon

Special: Stonework insight

Move: Slow

HDE: 1

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 HP, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses "to-hit", even magical abilities if Dwarves are magical in your fantasy universe – Norse myths are a good example of this. Do not bother to treat more powerful NPC Dwarves as Swordsmen; just assign the right number of HD and abilities (if any) and keep moving along with the fantasy.

Efreeti

Armor Class: 3 [16]

Hit Dice: 10

Attacks: Fist or sword (2d6)

Special: Wall of Fire

Move: Slow, or Fast (when flying)

HDE: 12

Efreeti are a type of genie, associated with fire (unlike the djinn, who have powers over the air). An Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). Efreeti can cast Wall of Fire. They appear as giant humans with cruel features, their skin flickering with flames.



Elementals

Elementals are living manifestations of the basic forms of matter: earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Small elementals have 8 HD. Medium elementals have 12 HD. Large elements have 16 HD.

Elemental, Air

Armor Class: 2 [17]

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Whirlwind

Move: Fast (when flying)

HDE: 9, 13, or 17

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them).

Elemental whirlwinds are approximately 100 feet tall.

Elemental, Earth

Armor Class: 2 [17]

Hit Dice: 8, 12, 16

Attacks: Fist (2d6)

Special: Stone destruction

Move: Slow

HDE: 9, 13, 17

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d6+2 minutes.

Elemental, Fire

Armor Class: 2 [17]

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Ignite materials

Move: Standard

HDE: 9, 13, 17

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee).

Elemental, Water

Armor Class: 2 [17]

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Overturn ships

Move: Standard, or Fast (when swimming)

HDE: 9, 13, or 17

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats, and can overturn a ship if given 1d6+4 rounds to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

Elf

Armor Class: 5 [14]

Hit Dice: 1+1

Attacks: Longbow or sword

Special: None

Move: Standard

HDE: 1

The example above is for a typical Elf; trained warriors would likely have the maximum 7 HP. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions Elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the High Elves of the *Lord of the Rings*, or might be the faerie-folk of Irish legend.



In any case, as with Dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes—just make up their attributes to fit what you need. NPCs aren't subject to the rules that govern building a Player character; they are your tools for good fantasy, not an exercise in formula application.

Gargoyle

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Claw

Special: Flight

Move: Standard, or Fast (when flying)

HDE: 6

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

Gelatinous Cube

Armor Class: 8 [11]

Hit Dice: 4

Attacks: Strike

Special: See below

Move: Slow

HDE: 5

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed for one hour – during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

Ghoul

Armor Class: 6 [13]

Hit Dice: 2

Attacks: Claw

Special: See below

Move: Slow

HDE: 3

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charm and Sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.



Giants

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Giants with fewer hit dice tend to be less intelligent, while those with higher hit dice are often cunning warriors or even capable of casting spells. At the Referee's discretion, a giant may have a deep affinity for an intense terrain or environment and be immune to damage from that source – such as a fire giant being immune to heat and fire damage or a frost giant being immune to cold-based damage. All giants hurl boulders. Hurling a boulder requires a missile attack and inflicts anywhere from 2d6 to 6d6 points of damage, depending on the size and hit dice of the giant.

Giant

Armor Class: 4 [15]

Hit Dice: 8, 10, 12, 14, or 16

Attacks: Weapon (2d6)

Special: Hurls boulders

Move: Fast

HDE: 8, 10, 12, 14, or 16

Giants range in size from 12 to 50 feet tall. They often terrorize peasants, keep golden geese and singing harps, and are perturbed by the smell of Englishmen.

Gnoll

Armor Class: 5 [14]

Hit Dice: 2

Attacks: Bite or Weapon

Special: None

Move: Standard

HDE: 2

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

Goblinoid

Armor Class: 6 [13], 5 [14] or 4 [13]

Hit Dice: 1-1, 1+1, or 3

Attacks: Weapon

Special: -1 "to-hit" in sunlight

Move: Standard

HDE: Less than 1, 1, or 3

While goblinoids come in a vast number of varieties and the Referee is encouraged to develop their own unique versions. Typical goblins are small creatures (4 feet tall or so), though a larger and stronger hobgoblin is often found in command of their smaller cousins. The largest of the common goblinoids are bugbears, which stand seven feet high and are particularly brutal and violent. Goblinoids most often inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 "to-hit" in full sunlight, but are capable of surprising foes on a 1-3 on 1d6.

Golems

Golems are man-shaped creatures built to serve their masters, usually powerful Spellcasters. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

Golem, Flesh

Armor Class: 9 [10]

Hit Dice: 12

Attacks: Fist (1d6+1)

Special: See below

Move: Slow

HDE: 12

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Golem, Iron

Armor Class: 3 [16]

Hit Dice: 13

Attacks: Fist or weapon (2d6)

Special: See below

Move: Slow

HDE: 17

Iron golems are huge moving statues of iron. They can breathe a 10 foot radius cloud of poison gas as well as attack with great power. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

Armor Class: 5 [14]

Hit Dice: 16

Attacks: Fist (2d6)

Special: See below

Move: Slow

HDE: 16

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.

Gorgon

Armor Class: 2 [17]

Hit Dice: 8

Attacks: Gore

Special: Stone breath

Move: Standard

HDE: 10

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 foot range, saving throw to resist).

Grey Ooze

Armor Class: 8 [11]

Hit Dice: 3

Attacks: Strike

Special: See below

Move: Slow

HDE: 5

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches turns to green slime over the course of 1d6 rounds, though a saving throw can be made to resist this effect. It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of the spell Cure Disease.

Griffon

Armor Class: 3 [16]

Hit Dice: 7

Attacks: Bite

Special: Flight

Move: Standard, or Fast (when flying)

HDE: 8

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

Harpy

Armor Class: 7 [12]

Hit Dice: 3

Attacks: Talons

Special: Flight, siren song

Move: Slow, or Fast (when flying)

HDE: 4

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw to resist), and the harpy's touch casts the equivalent of a Charm Person spell (again, saving throw to resist).

Hell Hound

Armor Class: 4 [15]

Hit Dice: 4-7

Attacks: Bite

Special: Breathes fire

Move: Standard

HDE: 5, 6, 7, or 8

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 foot range, saving throw for half damage).

Hippogriff

Armor Class: 5 [14]

Hit Dice: 3+1

Attacks: Claws

Special: Flight

Move: Standard, or Fast (when flying)

HDE: 3

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem *Orlando Furioso* (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons.

Horse

Armor Class: 9 [10]

Hit Dice: 1

Attacks: Hoof

Special: None

Move: Fast

HDE: 1

Horses are a commonly trained mount in most fantasy settings.

Humans

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.” Don’t try to build your non-Player characters according to the rules for Player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

Human, Bandit or Soldier

Armor Class: 7 [12]

Hit Dice: 1

Attacks: Weapon

Special: None

Move: Standard

HDE: 1

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice. Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a medium melee weapon. For every five guardsmen there is usually a sergeant. These stats can also be used for normal non-adventuring humans, simply reduce the Armor Class to 9 [10].



Human, Bandit Lord or Sergeant-at-Arms

Armor Class: 5 [14]

Hit Dice: 3

Attacks: Weapon

Special: None

Move: Standard

HDE: 3

Bandit Lords are the leaders of a small group of 1d6+5 human bandits. They are typically equipped with a medium melee and ranged weapon, as well as medium armor. Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

Human, Berserker

Armor Class: 7 [12]

Hit Dice: 1+2

Attacks: Weapon

Special: Berserking

Move: Standard

HDE: 2

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than light armor.

Hydra

Armor Class: 5 [14]

Hit Dice: 5-12 (equals # of heads)

Attacks: 5-12 bites

Special: See below

Move: Slow

HDE: 7, 8, 9, 10, 11, or 12.

Hydrae are great lizard-like or snake-like creatures with 5-12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are known to exist.

Invisible Stalker

Armor Class: 3 [16]

Hit Dice: 8

Attacks: Bite

Special: Flight, Invisibility

Move: Standard

HDE: 9

Invisible stalkers are generally only found as a result of the strange and rare magical incantations. They are invisible flying beings created to follow a single command made by the caster - usually carrying out an assassination.

Kobold

Armor Class: 6 [13]

Hit Dice: 1d6-3

Attacks: Weapon

Special: None

Move: Slow

HDE: Less than 1

Kobolds are small subterranean humanoids with dog-like features. They have a -1 "to-hit" penalty when fighting above ground. Many use small ranged and melee weapons, and they are quite clever when it comes to trap design.

Lich

Armor Class: 0 [19]

Hit Dice: 12-18

Attacks: Touch

Special: See below

Move: Slow

HDE: 15, 16, 17, 18, 19, 20, or 21

Liches are the undead remnants of Spellcasters, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A lich has the same spell-casting powers as a 10th level Spellcaster. A lich's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.



Lizardman

Armor Class: 5 [14]

Hit Dice: 2+1

Attacks: Claw or sword

Special: See below

Move: Slow, or Standard (while swimming)

HDE: 2

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons inflict damage on them. If any character is brought below half of their hit points by the attacks of a lycanthrope, the character will become a lycanthrope himself unless they make a saving throw.

Lycanthrope, Werebear

Armor Class: 2 [17]

Hit Dice: 7+3

Attacks: Bite

Special: Lycanthropy

Move: Slow

HDE: 8

Werebears are often found in temperate forests. They are easily angered by intruders and very territorial.

Lycanthrope, Wererat

Armor Class: 6 [13]

Hit Dice: 3

Attacks: Weapon

Special: Control rats, Lycanthropy

Move: Standard

HDE: 4

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents 1-4 on a d6).

Lycanthrope, Werewolf

Armor Class: 5 [14]

Hit Dice: 3

Attacks: Bite or Claw

Special: Lycanthropy

Move: Standard

HDE: 4

Werewolves are the traditional Lycanthropes seen in horror movies. Like other Lycanthropes, werewolves are only affected by silver or magical weapons, and are often humanoid—except for during a full moon, and so on. Nearly infinite variations can be found in literature and other media.



Manticore

Armor Class: 4 [15]

Hit Dice: 6+4

Attacks: Tail-spikes

Special: Flight

Move: Standard, or Slow (when flying)

HDE: 8

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet.

Medusa

Armor Class: 8 [11]

Hit Dice: 6

Attacks: Poisoned bite or weapon

Special: Petrifying gaze

Move: Slow

HDE: 8

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw to resist).



Minotaur

Armor Class: 6 [13]

Hit Dice: 6+4

Attacks: Two-Handed Weapon (1d6+1)

Special: Never lost in labyrinths

Move: Standard

HDE: 6

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large two-handed axes and most are not particularly intelligent.

Mummy

Armor Class: 3 [16]

Hit Dice: 5+1

Attacks: Touch (See below)

Special: See below

Move: Slow

HDE: 7

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

Ochre Jelly

Armor Class: 8 [11]

Hit Dice: 5

Attacks: Acid strike

Special: Lightning divides creature

Move: Slow

HDE: 6

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making the spell Raise Dead all but impossible.

Ogre

Armor Class: 5 [14]

Hit Dice: 4+1

Attacks: Weapon (1d6+1)

Special: None

Move: Slow

HDE: 4

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

Ogre Mage

Armor Class: 4 [15]

Hit Dice: 5+4

Attacks: Weapon (1d6+1)

Special: Magic

Move: Standard, or Fast (when flying)

HDE: 7

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 foot radius circle of magical darkness, change into human form, cast Sleep and Charm Person once per day, and cast a cone of frost with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different types of magical ogres, whether or not they are called "ogre mage."



Orc

Armor Class: 6 [13]

Hit Dice: 1

Attacks: Weapon

Special: None

Move: Standard

HDE: 1

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, preferring to fight and travel at night. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and spell-casting shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil Spellcaster. Orcs have a deep hatred of Elves and receive a +1 on all "to-hit" rolls made against them.



Pegasus

Armor Class: 6 [13]

Hit Dice: 2+2

Attacks: Hooves

Special: Flight

Move: Fast, or Fast (when flying)

HDE: 4

Pegasus was the winged horse from Greek mythology. Other pegasus creatures might have bat wings, some might be evil; such choices are left entirely up to the Referee.

Purple Worm

Armor Class: 6 [13]

Hit Dice: 15

Attacks: Bite or sting

Special: Poison sting

Move: Slow

HDE: 17

Purple worms are massive annelids that grow 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number "to-hit". They can swallow anything the size of a horse or smaller.

In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Rat, Giant

Armor Class: 7 [12]

Hit Dice: 1-1

Attacks: Bite

Special: 1 in 1d20 are diseased

Move: Standard

HDE: Less than 1

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.



Roc

Armor Class: 4 [15]

Hit Dice: 12

Attacks: Claw (2d6)

Special: None

Move: Slow, or Fast (when flying)

HDE: 12

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

Salamander

Armor Class: 5 [14], 3 [16]

Hit Dice: 7

Attacks: Constrict or touch

Special: Heat, constriction

Move: Slow

HDE: 8

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 5 [14]) and the lower body of a snake (AC 3 [16]), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Serpent

Armor Class: 2 [17]

Hit Dice: 30

Attacks: Bite (2d6)

Special: See below

Move: Fast (when swimming)

HDE: 30

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about 60 feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole on a successful natural (unmodified) attack roll of 14 or higher. A character swallowed whole would be digested within approximately three hours.



Shadow

Armor Class: 7 [12]

Hit Dice: 3+3

Attacks: Touch (See below)

Special: See below

Move: Standard

HDE: 4

Shadows may or may not be undead creatures: they are immune to Sleep and charm spells, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

Skeleton

Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1/2

Attacks: Strike or weapon

Special: None

Move: Standard

HDE: 1

Skeletons are animated bones of the dead and are usually under the control of some evil master.



Slug, Giant

Armor Class: 8 [11]

Hit Dice: 12

Attacks: Bite

Special: Spits acid (2d6)

Move: Slow

HDE: 13

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug's spittle will be 1-3 on 1d6 likely "to-hit" (no "to-hit" roll required). For every additional 10 feet of range, the chance "to-hit" decreases by 1. This means the spitting attack is ineffective at ranges of 90 feet or greater. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

Specter

Armor Class: 2 [17]

Hit Dice: 6

Attacks: Touch (See below)

Special: Drains 2 levels per hit

Move: Standard, or Fast (when flying)

HDE: 9

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

Spider, Giant

Armor Class: 6 [13]

Hit Dice: 2+2

Attacks: Bite (See below)

Special: See below

Move: Fast

HDE: 5

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (10 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able to hide well in shadows. A giant spider's bite is very poisonous and those who fail their saving throw when bitten are slain by this toxin.

Treant

Armor Class: 2 [17]

Hit Dice: 7–12

Attacks: Strike

Special: Control trees

Move: Slow

HDE: 7, 8, 9, 10, 11, or 12

Treants are tree-like protectors and “shepherds” of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can “wake” trees within 60 feet, allowing them to walk at a Slow move, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant). Animated Trees have an Armor Class of 4 [15], inflict 1d6 points of damage, and have 3 HD.

Troll

Armor Class: 4 [15]

Hit Dice: 6+3

Attacks: Claw (1d6+1)

Special: Regeneration

Move: Standard

HDE: 8

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.



Unicorn

Armor Class: 2 [17]

Hit Dice: 4

Attacks: Hoof or horn

Special: See below

Move: Fast

HDE: 5

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they charge, their horn can deal double damage. Unicorns are 1-2 on 1d6 resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variants of sorts: evil or flying unicorns, etc.

Vampire

Armor Class: 2 [17]

Hit Dice: 7-9

Attacks: Bite (See below)

Special: See below

Move: Standard, or Fast (when flying)

HDE: 9, 10, or 11

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when "killed" in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the "Dracula" type of vampire.

Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

Wight

Armor Class: 5 [14]

Hit Dice: 3

Attacks: Claw (See below)

Special: See below

Move: Standard

HDE: 5

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by Sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

Worg

Armor Class: 6 [13]

Hit Dice: 4

Attacks: Bite

Special: None

Move: Fast

HDE: 4

Worgs are large, intelligent, and evil wolves of chaos. They are sometimes ridden by orcs. They may have supernatural origins and speak both common and their own snarling language.



Wraith

Armor Class: 3 [16]

Hit Dice: 4

Attacks: Touch (See below)

Special: See below

Move: Fast

HDE: 6

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.



Wyvern

Armor Class: 3 [16]

Hit Dice: 7

Attacks: Bite or sting

Special: Flight, poison sting

Move: Slow, or Fast (when flying)

HDE: 9

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 1-4 in 1d6 likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

Yellow Mold

Armor Class: N/A

Hit Dice: N/A

Attacks: See below

Special: Poisonous spores

Move: Inert

HDE: 3

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (1-3 on 1d6) release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Zombie

Armor Class: 8 [11], 7 [12] w/ shield

Hit Dice: 1

Attacks: Strike or weapon

Special: Immune to Sleep and charm spells

Move: Slow

HDE: 2

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should more of a threat than described here, and if a single hit from a zombie causes contagion or any other sort of disease they be a considerably larger threat. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Tougher Monsters

There is really no limit as to how high monsters can go, and often it's fun to trick the Players by throwing über-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging. Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the Players on their toes.

Monster Levels

You may notice that while suggested character levels are capped, monster levels are not. The reasons for this are because Players tend to run in packs and big monsters need levels to overcome a disadvantage in numbers, and that Players tend to be creative while many Referees allow monsters to "play stupid." The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.



Chapter Seven

Treasure

The amount of treasure a monster owns or guards is usually related to the monster's HDE. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

Players should receive a reward of approximately $1d6 \times 5$ per HDE of the monster defeated in gold piece value. This can be coins, jewels, gems, art objects, or other rare mundane valuables. This means that defeating a monster with a HDE value of 1 would grant a reward between 5 and 30 gold pieces, while defeating a monster with a HDE of 9 would warrant a hoard valued at between 45 and 270 gold pieces.

Magical Items

In addition to coins, gems, and jewels, treasure hoards might contain magical items. Treasures should be interesting—an endless series of "+1 Medium Weapons" is a sure-fire recipe for boring your Players.

- For every 5,000 gp in value, there is a 1 in 1d6 chance of trading out 5,000 gp for an item on the Major Magic Item table.
- For every 1,000 gp in value, there is a 1 in 1d6 chance of trading out 1,000 gp for an item on the Medium Magic Item table.
- For every 100 gp in value, there is a 1 in 1d6 chance of trading out 100 gp for an item on the Minor Magic Item table.

Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don't wish to include gems, jewelry, or magic items, then leave the treasure as coins. These tables are here only to help when wanted.

TABLE 7-1: MAJOR MAGIC ITEM TRADE OUT

Roll (1d6)	Result
1	Roll 6 times on the Potions table
2-3	Roll 3 times on the Scrolls table
4	Roll 3 times on the Weapons table
5	Roll 2 times on the Armor and Shields table
6	Roll 1 time on the on the General Magic Items table

TABLE 7-2: MEDIUM MAGIC ITEM TRADE OUT

Roll (1d6)	Result
1	Roll 3 times on the Potions table
2-3	Roll 2 times on the Scrolls table
4	Roll 2 times on the Weapons table
5	Roll 1 time on the Armor and Shields table
6	Roll 1 time on the General Magic Items table

TABLE 7-3: MINOR MAGIC ITEM TRADE OUT

Roll (1d6)	Result
1	Roll 1 time on the Potions table
2-3	Roll 1 time on the Scrolls table
4	Roll 1 on the Weapons table
5	Roll 1 Time on the Armor and Shields table
6	Roll 1 on the General Magic Items table

TABLE 7-4: POTIONS

Roll (1d6)	Potion*
1	Specific Spell
2	Immunity
3	Heroism
4	Poison
5	Healing
6	Extra Healing



Magic Potion Descriptions

Potions are usually found in breakable glass vials. They are usable once then expended.

Specific Spell: This is not a single potion, but a general category of potions that mimic the effects of a single spell described in chapter four. When consumed, the imbiber acts as though they had the specific spell cast upon them, though with a duration of only one hour. The Referee determines, either by selecting or randomly, the specific spell the potion's effects mimic. Some spells may not be appropriate.

Immunity: This is not a single potion, but a category of potions that provide the imbiber with protection from damage or ill effects from a specific sources. This could be anything from fire immunity, cold immunity, disease immunity, immunity to charm spells, or any other types of immunity. The Referee determines, either by selecting a specific type of immunity or determining one randomly, the specific immunity provided by this potion. It remains in effect for one hour.

Heroism: When consumed by a Swordsman, they gain a bonus to all saving throws equal to their level. When consumed by a Spellcaster, they gain the Combat Specialist ability normally reserved for Swordsmen. The duration of this potion is one hour.

Poison: This potion is a lethal poison. If consumed, the imbiber must make a saving throw or die. It can be used to poison the tip of a single weapon for one attack. If an opponent is successfully struck it must make a saving throw or be immediately slain. Some creatures, such as undead or constructs, may be immune to this poison.

Healing: This potion restores $1d6+1$ hit points to the drinker.

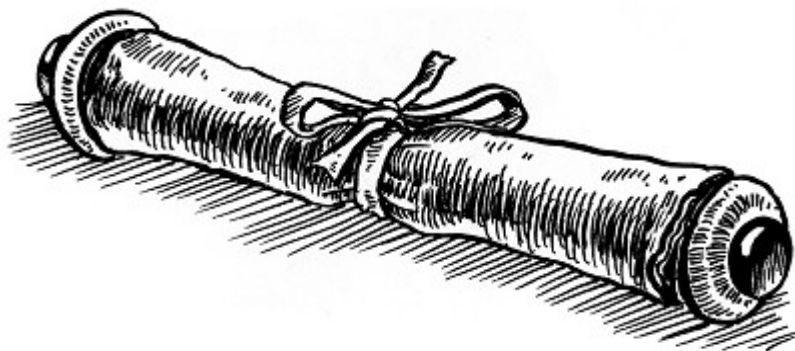
Extra Healing: This potion restores $3d6+3$ hit points to the drinker.

TABLE 7-5: SCROLLS

Roll (1d6)	Scroll
1	Contains a 1 st level spell
2	Contains a 2 nd level spell
3	Contains a 3 rd level spell
4	Contains a 4 th level spell
5	Contains a 5 th level spell
6	Contains a protection scroll

Scrolls Description

Scrolls are usually found in leather scroll cases and written on parchment, though finding a scroll written on bark, stone, or even human flesh is not impossible.



Spell Scrolls: Spell scrolls may be used in one of two ways. Spellcasters may activate the spell inscribed on the scroll, expending the magic contained within. Or with one hour of study in a safe location, they can inscribe the spell in their spellbook to memorize and prepare from that time forward. The exact spell on a spell scroll is selected by the Referee or determined randomly.

Protection Scroll: Protection Scrolls provide the reader immunity to attacks from one type of creature determined randomly by the Referee (such as dragons, goblinoids, or undead) for one hour.

TABLE 7-6: MAGICAL WEAPONS

Roll (3d6)	Magical Weapon
3	+1 Small Ranged Weapon
4	+1 Medium Ranged Weapon
5	+1 Large Ranged Weapon
6	+1 Small Melee Weapon
7-10	+1 Medium Melee Weapon
11	+1 Large Melee Weapon
12	+2 Small Melee Weapon
13	+2 Medium Melee Weapon
14	+2 Large Melee Weapon
15	+3 Small Melee Weapon
16	+3 Medium Melee Weapon
17	+3 Large Melee Weapon
18	Unusual Weapon, roll on Table 7-8: Unusual Weapons



Magical Weapon Descriptions

All magic weapons add their listed bonus to any attack and damage rolls made when wielding them.

TABLE 7-7: MAGICAL ARMOR AND SHIELDS

Roll (2d6)	Armor and Shields
2	+1 Shield
3	+1 Light Armor
4	+2 Light Armor
5	+3 Light Armor
6	+1 Medium Armor
7	+2 Medium Armor
8	+3 Medium Armor
9	+1 Heavy Armor
10	+2 Heavy Armor
11	+3 Heavy Armor
12	Unique Armor, roll on Table 7-9: Unique Armor

Magical Armor and Shields

All magical armor and shields add their listed modifier as a bonus to the wearer's Armor Class.

TABLE 7-8: UNUSUAL WEAPONS

Roll (1d6)	Unusual Weapons
1	+1 Medium Melee Weapon That Destroys Undead
2	+1 Small Ranged Weapon That Returns to Hand
3	+1 Small Melee Weapon That Grants 1 Additional Attack
4	Flaming or Freezing Medium Melee Weapon
5	Bane Medium Melee Weapon
6	Intelligent Weapon

Unusual Weapon Descriptions

In addition to functioning like normal magical weapons, Unusual Weapons also have unique properties detailed below.

Medium Melee Weapon That Destroys Undead: Commonly called “Blessed” weapons, these melee weapons destroy lesser undead in a single successful attack. Powerful undead (6 HD or more) may make a saving throw to resist this being destroyed.

Small Ranged Weapon That Returns to Hand: Appropriately called “Returning” weapons, these small ranged weapons are always daggers, hand axes, or sling stones. They return to the attacker's hand at the end of a combat round when they are used, regardless of whether the attack is successful or not.

Small Melee Weapon That Grants One Additional Attack: Often known as “Quick” weapons, these are almost always short swords. They allow the wielder to attack twice in a single combat round.

Flaming or Freezing Weapons: Half of these are flaming (1-3 on 1d6) and the other half are freezing (4-6 on 1d6). When drawn forth they are wreathed in flames or icy frost. Flaming weapons deal an additional 1d6 damage against targets strongly associated with cold (like frost giants) and freezing weapons inflict an additional 1d6 damage against targets strongly associated with heat and fire (like salamanders).

Bane Medium Melee Weapon: A bane weapon is an anathema to a specific type of foe (such as goblinoids, orcs, dragons, or undead) determined by the Referee. All attacks made with such a weapon receive a +2 on their “to-hit” roll and inflict an additional 1d6 damage against that type of foe.

Intelligent Weapon: Intelligent weapons can be any type of weapon, as determined by the Referee. They can have a multitude of powers, but always have a specific purpose and will communicate telepathically with their wielder in an effort to achieve these ends. The Referee should detail each Intelligent Weapon in order to make them unique.

TABLE 7-9: UNIQUE ARMOR

Roll (1d6)	Unique Armor
1	+2 Light Armor of Arrow Deflection
2	+1 Demonic Medium Armor
3	+3 Ethereal Heavy Armor
4	+1 Fiery Medium Armor
5	+1 Shadowy Light Armor
6	Elven Chain Mail

Unique Armor Descriptions

In addition to having the properties of magical armor, Unique Armor also provides an additional benefit detailed below.

Armor of Arrow Deflection: This +2 light armor allows the wielder to avoid all incoming ranged attacks with a successful saving throw.

Demonic Armor: Possessed by a spirit or demon, this +1 medium armor radiates terror. Anyone engaging in melee combat with the wearer of this +1 medium armor must make a saving throw or suffer a -2 penalty on all melee attack rolls.

Ethereal Armor: This +3 heavy armor also allows the wearer to become insubstantial and incorporeal for 3 rounds each day. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

Fiery Armor: +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers each round they engage in melee with the wearer.

Elven Chain Mail: This armor offers no additional magical protection. However, it can be worn by Elves and opponents receive no bonus to saving throws made to resist the Elf's spells.

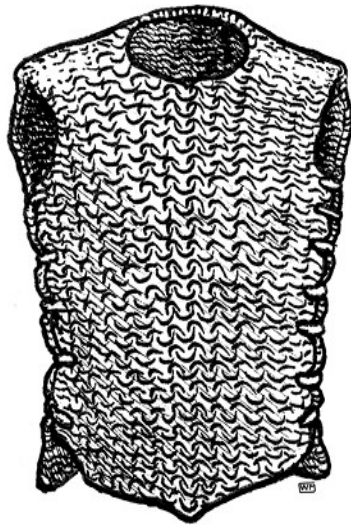


TABLE 7-10: GENERAL MAGIC ITEMS

Roll (1d6)	General Magic Items
1	Wand
2	Ring
3	Staff
4-6	General Magic Item

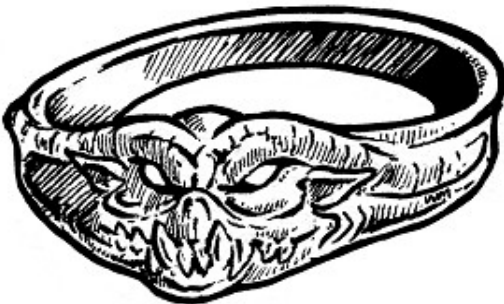


TABLE 7-11: WANDS

Roll (1d20)	Wand
1 – 6	Wand of Spellcasting (1 st Level Spell)
7 – 9	Wand of Spellcasting (2 nd Level Spell)
10 – 11	Wand of Spellcasting (3 rd Level Spell)
12	Wand of Spellcasting (4 th Level Spell)
13	Wand of Spellcasting (5 th Level Spell)
14	Wand of Enemy Detection
15	Wand of Metal Detection
16	Wand of Magic Detection
17	Wand of Trap & Secret Door Detection
18	Wand of Fear
19	Wand of Cold
20	Wand of Paralyzing

Wand Descriptions

Unless otherwise noted, all wands are discovered with 3d6+2 charges. They most often appear as foot-long rods with magical inscriptions that hint at their powers. Once all of a wand's charges have been used it becomes non-magical.

Wand of Spellcasting: Most wands allow the user to cast a single spell at the cost of one charge.

Wand of Detection (enemies): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

Wand of Detection (metal): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection (magic): Functions as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection (traps and secret doors): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 1-4 on 1d6 chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across.

Wand of Cold: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage).

Wand of Paralyzing: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns.

TABLE 7-12: RINGS

Roll (1d20)	Ring
1 – 2	Fire Resistance
3	Invisibility
4	Animal Control
5	Poison Resistance
6 – 10	Protection, +1
11 – 12	Protection, +2
13	Charm Person
14	Wishes
15	Regeneration
16	Djinn Summoning
17	Shooting Stars
18	X-Ray Vision
19	Spell Turning
20	Spell Storing

Ring Descriptions

Rings must be worn for their abilities to be active or activated. A character can only wear one ring on each hand.

Fire Resistance: Wearer receives a +5 to saving throws vs. magical fire and is immune to normal heat and fire.

Invisibility: Turns wearer invisible, per the spell, while wearing this ring.

Mammal Control: The wearer can control 1d6 natural animals at a range of up to 60 feet. Control does not extend to humans or giant animals.

Poison Resistance: The wearer cannot be poisoned.

Protection: The Wearer receives this ring's bonus to their Armor Class and Saving Throws.

Djinn Summoning: The wearer of this ring can summon a djinn once per day, though not necessarily control it.

Charm Person: Allows the wearer to cast Charm Person once per day and maintain the charm on up to 3 individuals at a time.

Regeneration: The wearer regenerates 1 hit point per round and thus cannot die unless the ring is removed or the body burned.

Shooting Stars: Once per day, the wearer of this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

Spell Storing: The ring contains 1d6 spells. Roll 1d6-1 (minimum 1) for each spell to determine their spell levels. The wearer (if a Spellcaster) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Turning: Any spell (other than from a wand) directly aimed at the wearer of this ring is reflected back at the caster. In the case of unusual spells the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

Wishes: The wearer can make a single wish; outrageous wishes backfire.

X-Ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.

TABLE 7-13: STAVES

Roll (1d20)	Staves
1	Absorption
2	Beguiling
3	Command
4 – 9	Defense
10 – 14	Healing
15	Lordly Might
16	Power
17	Snakes
18	Striking
19	Withering
20	Wizardry

Staff Descriptions

Staves are typically six feet in length and most often made of wood. They can be wielded in combat as medium melee weapons. Most staves have 5d6 charges and become non-magical medium melee weapons if the last charge is spent unless otherwise stated. Only Spellcasters can use staves.

Absorption: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

Beguiling: Casts Charm Person in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

Command: A charge can be used to control humans (as per Charm Person), plants, or animals.

Defense: A charge from this staff can be expended to grant the bearer +2 to their Armor Class and Saving Throws for one hour.

Healing: Cures 1d6+1 hit points of damage per charge.

Lordly Might: These staffs only carry 5 charges, but a charge may be used to cast Raise Dead.

Power: Casts Light (no charge used), casts Fireball (4d6 damage, 1 charge), cold as a Wand of Cold (6d6 damage, 2 charges), Lightning Bolt (4d6 damage, 1 charge), acts as a ring of Telekinesis (1 charge) and hits for 1d6+1 damage (no charge used).

Snakes: When commanded (by using a charge) the staff coils around the target with a successful hit and pins the victim for 1d6 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of Fast.

Striking: Inflicts 2d6 points of damage with a successful melee attack (it does not use charges).

Withering: Adds ten years of physical aging with a successful hit. This expends one charge.

Wizardry: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d6 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly spell.

General Magic Items Description

General Magic Items are a category of miscellaneous catch-all items that have a diverse number of effects. They are broken up in three broad categories: Lesser, Medium, and Major. Whenever rolling to determine what kind of General Magic Item is discovered, the Referee should roll 1d6 and consult the chart below. Some General Magic Items can only be used by a specific class, as noted in each item's description.

TABLE 7-14: GENERAL MAGIC ITEMS

Roll (1d6)	General Magic Item Type
1-3	Lesser
4-5	Medium
6	Major



TABLE 7-15: GENERAL MAGIC ITEMS (Lesser)

Roll (1d20)	Magic Items
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed or Leaping
5	Bracers of Defense, AC 6 [13]
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection, +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance or Disappearance
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming and Climbing
14	Horseshoes of Tirelessness
15	Luckstone
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

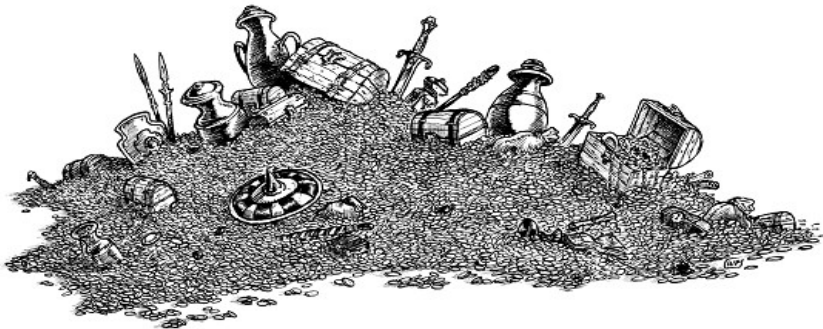


TABLE 7-16: GENERAL MAGIC ITEMS (Medium)

Roll (Roll 1d20)	Magic Items
1	Amulet Against Srying
2	Boots of Flying
3	Bracers of Defense, AC 4 [15] or 2 [17]
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection, +2
7	Cloak of Protection, +3
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power
10	Helm of Read Magic and Languages
11	Hole, portable
12	Horn of Valhalla, bronze
13	Horn of Valhalla, silver
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of Detect Thoughts
17	Mirror of Mental Srying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

TABLE 7-17: GENERAL MAGIC ITEMS (Greater)

Roll (Roll 1d20)	Magic Item
1	Amulet of Demon Control
2	Beaker of Potions
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals
4	Crystal Ball
5	Efreeti Bottle
6	Figurine of the Golden Lions
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	Helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla, iron
14	Lenses of Charming
15	Libram, magical (level gain)
16	Manual of the Golems
17	Manual of Intelligence
18	Manual of Wisdom
19	Necklace of Fireballs
20	Symbol—Scarab of Insanity

General Magic Item Descriptions

Amulet against Scrying: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball.

Amulet of Demon Control: Functions as a Protection from Evil spell, and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Spellcasters only.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week.

Bag of Holding: This bag can hold up to 5 Adventuring Gear Items per adventure, allowing the character expanded resources regarding their carried equipment.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d6 potions it is able to produce. The jug can be used as many times per week as it can create potions.

Boots of Elvenkind: The wearer moves with complete silence.

Boots of Levitation: These boots allow the wearer to Levitate (as per the spell) with unlimited duration.

Boots of Speed (1-3 on 1d6) or Boots of Leaping (4-6 on 1d6): Boots of Speed double the wearers movement rate to Fast, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them.

Bracers of Defense, AC 4 [15] (1-3 on 1d6) or AC 2 [17] (4-6 on 1d6): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics and do not penalize Spellcasters like normal armor.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics and do not penalize Spellcasters like normal armor.

Carpet of Flying: The carpet can carry as many as three people at Standard speed, and travels at a speed of Fast when it has only one passenger.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Spellcasters only.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or magically locked.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2 saving throw against any targeted attack upon him.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible.

Cloak of Protection, +1: This cloak improves the wearer's AC by 1, and grants a bonus of +1 on saving throws. Usable by: Spellcasters only.

Cloak of Protection, +2: This cloak improves the wearer's AC by 2, and grants a bonus of +2 on saving throws. Usable by: Spellcasters only.

Cloak of Protection, +3: This cloak improves the wearer's AC by 3, and grants a bonus of +3 on saving throws. Usable by: Spellcasters only.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Spellcasters only.

Cursed Item: (See Cursed Items, Page 99)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped.

Dust of Appearance (1-3 on 1d6) or Disappearance (4-6 on 1d6): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 1d6+19 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die from asphyxiation. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. Use the statistics for the Worg found on page 78. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 1-4 on 1d6 chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a Worg. It may be used twelve times before the statuette becomes non-magical.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's Dexterity (to a maximum of 18).

Gauntlets of Ogre Power: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). Usable by: Swordsmen only.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of Fast, and climb sheer walls at a Standard movement rate. Usable by: Swordsmen only.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 to melee damage, not cumulative with any existing Strength bonuses). It does not increase "to-hit" probability. Usable by: Swordsmen only.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a Wall of Fire once per day. Swordsmen wearing the helm may command a weapon in

hand to flame (+1d6 damage) for up to one hour per day. Spellcasters wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script.

Helm of Teleportation: When the wearer casts a Teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a Teleportation spell on anyone other than the wearer. Usable by: Spellcasters only.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.”

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the “point” of the cone, at the horn’s mouth, is 10 feet wide).

Horn of Valhalla, Bronze: Summons 1d6+1 berserk warriors (2 HD) to assist the one who wined the horn. Slain warriors cannot be recalled for 1 month.

Horn of Valhalla, Iron: Summons 3d6+2 berserk warriors (2 HD) to assist the one who wined the horn. Slain warriors cannot be recalled for 1 month. Usable by: Swordsmen only.

Horn of Valhalla, Silver: Summons 5d6+5 berserk warriors (2 HD) to assist the one who wined the horn. Slain warriors cannot be recalled for 1 month. Usable by: Swordsmen only.

Horseshoes of Tirelessness: Horses wearing these never tire and do not need to sleep, though still must be fed and watered. Usable by: Horses only.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The saving throw against the power of the lenses is made at -2.

Libram, Magical (level gain): Magical librums grant a level of experience to the reader, if the reader is of the right class. Roll 1d6. On a 1-3 it affects Swordsmen and on a 4-6 it affects Spellcasters.

Luckstone: This stone grants +1 to saving throws and “to-hit” rolls.

Manual of Beneficial Exercise: Reading this tome increases the reader’s Strength by 1 point (to a maximum of 18).

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have

achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Spellcaster class, enchanted to inflict damage or even the loss of a level. Usable by: Spellcasters only.

Manual of Intelligence: Reading this tome increases the reader's Intelligence by 1 point (to a maximum of 18).

Manual of Quickness: Reading this tome increases the reader's Dexterity by 1 point (to a maximum of 18).

Manual of Wisdom: Reading this tome increases the reader's Wisdom by 1 point (to a maximum of 18).

Medallion of Detect Thoughts: Functions as a Detect Thoughts spell within 60 feet.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Crystal Ball and Detect Thoughts, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible.

Necklace of Fireballs: This necklace is hung with 2d6 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell).

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes $1d6 \times 5$ minutes), but it is wise to do so. When the rats arrive, there is a 1 in 1d20 chance that they will not obey him, and if he ceases to concentrate on his tune there is a 1-2 in 1d20 chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 1 each time it is made (first round, 1 in 1d20, second round 1-2 in 1d20, etc.).

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 1 in 1d20 chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Spellcasters only.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm Monster, Polymorph, and Hold Person, each once per day. Usable by: Spellcasters only.

Rope of Climbing: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command.

Rope of Entanglement: This rope, on command, twines itself around as many as $1d6+1$ human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. Usable by: Swordsmen only.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10 or more hit dice may make a saving throw to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust.

Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Referee is encouraged to create his own cursed items, the samples on the following page should prove useful guidance:

TABLE 7-18: CURSED ITEMS

Roll (2d6)	Cursed Item
2	Bag of Devouring
3	Censer of Hostile Elementals
4	Cloak of Poison
5	Crystal Ball of Suggestion
6 - 7	Dancing Boots
8	Flask of Stoppered Curses
9	Horn of Collapse
10	Medallion of Projecting Thoughts
11	Mirror of Opposition
12	Robe of Feeble-mindedness

Cursed Item Descriptions

Cursed items register as magical when Detect Magic is cast, but only careful examination reveals their true nature. Most often by the time their cursed nature is realized it's already too late.

Bag of Devouring: Any items placed in this bag vanish forever within one hour.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a dangerous and compulsive question, or thoughts of evil deeds.

Dancing Boots: These boots function as boots of Elvenkind or Speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz. They are unable to fight or cast spells while performing this magnificent dance and all attacks against them receive a +2 bonus "to-hit."

Flask of Stopped Curses: This flask releases a curse of some kind (determined by the Referee) when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse. This collapse usually causes 10d6 damage to everyone within 30' when used underground.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all within 120 feet.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.



Appendix

Types, Races, & Options

This appendix includes material originally published in *Unsung Heroes*. It is included here as entirely optional material and should only be selected with Referee approval.

Types

All characters in *Untold Adventures* select a Class and a Race. These two aspects provide some broad definition to that character. For Players looking to add a bit more depth and direction to their character can, with the Referee's permission, select a single Character Type.

Each Type includes a brief description and a small mechanical change. Most Types can only be selected by a specific class or race, which is listed next to the name of each Type. Some types will be listed as (Any), and they may selected freely by any race, class, or combination thereof. Characters may only ever have one Type and this is usually selected at character creation.

Assassin (Any)

You sell your services as a hired killer to the highest bidder. Striking from the shadows, your blade means death for unsuspecting targets.

Benefit: When you make a successful to-hit roll against a target that is unaware of your presence, you roll an additional 1d6 damage.

Restriction: You cannot wear Heavy Armor.

Barbarian (Swordsman)

You were raised in the wild, regarding civilization as a place for the weak and the laws of "cultured" men as hypocrisy.

Benefit: While in a wilderness environment you are able to find the food and water necessary to survive.

Restriction: You cannot wear Heavy Armor.

Bard (Any)

You are a traveling minstrel and storyteller, playing in pubs and noble courts. You are at welcome sight to both kings and peasants.

Benefit: You can regularly sing for your supper – gaining food and lodging for yourself and your allies in return for a single night's performance.

Restriction: You cannot use Shields.

Blade Dancer (Elf)

You have mastered the elven blade dance, melding sword and spell to harmonious perfection.

Benefit: When wielding a Medium Melee Weapon you receive a -1 [+1] bonus to your Armor Class and a +1 on all to-hit rolls with that weapon.

Restriction: You cannot wear Heavy Armor or use Shields.

Burglar (Halfling)

You are a skilled pilferer and pickpocket, always on the lookout for new opportunities and unseen dangers.

Benefit: Once per day you can re-roll any failed saving throw.

Restriction: You can only advance to 5th level.

Dragon Slayer (Swordsman)

You fear no wyrm, and are ready to raise your blade to defeat any dragon you might encounter in your travels. In fact, you often seek out these beasts in hopes of a glorious battle.

Benefit: You take half damage from all breath weapon attacks.

Restriction: If you learn the location of a nearby dragon you will make it your priority to seek out and destroy the beast.

Giant Slayer (Dwarf)

Your axe is keen to be covered in the blood of giants. You relish in battle against these massive monstrosities and will go to foolish ends to slay them, no matter the cost.

Benefit: You receive a +2 bonus on all to-hit and damage rolls against giants.

Restriction: If you learn the location of a nearby giant you will make it your priority to seek out and destroy the beast.

Illusionist (Spellcaster)

You have focused your arcane studies on weaving spells of deception and fantastic phantasms.

Benefit: You can cast Phantasmal Force once per day without memorizing it.

Restriction: You cannot cast the Turn Undead spell.

Martial Artist (Swordsman)

You train to fight without weapons. Your body is honed to perfection, a weapon unto itself.

Benefit: You can fight unarmed, and when doing so you inflict damage as if wielding a Heavy Melee Weapon.

Restriction: You cannot wear Heavy Armor or use Shields.

Knight (Human Swordsman)

You are a master horseman, capable and deadly when fighting while mounted.

Benefit: When fighting while mounted you receive a +1 bonus on all to-hit and damage rolls with a Melee Weapon.

Restriction: Your code of chivalry prevents you from ambushing any foes.

Necromancer (Spellcaster)

You are a master of the dark arts, unafraid of what lay beyond the veil of death. The undead cower before you and serve your will.

Benefit: Whenever you cast Turn Undead you may control 1 HD per character level of any undead creatures you have turned.

Restriction: You can only use Light Weapons and Light Armor.

Ranger (Any)

You are a huntsman and tracker, a master of the wild places of the world. Nature, and all its creatures, often call you friend.

Benefit: You may cast Charm Person once per day, though you may only target animals with this spell.

Restriction: You may not wear Heavy Armor.

Shaman (Spellcaster)

You draw magical energy from the spirits of the world, whether animal, natural, or ancestral. They impart unique insights to you.

Benefit: You may cast Detect Magic and Detect Evil each once per day without preparing them..

Restriction: You may only use Light Weapons.

Swashbuckler (Any)

Lightly armed and armored, you're a dashing duelist with a quick blade and a quicker wit.

Benefit: You receive a +1 bonus on all to-hit rolls when wielding a light or medium melee weapon.

Restriction: You cannot wear Heavy Armor.

Templar (Any)

You are a holy crusader, blessed by the god you serve with divine blessings. As part of your devotion you are sworn to cleanse unholy locations and return lost relics to the leaders of your holy order.

Benefit: You may cast both Bless and Cure Light Wounds once per day.

Restriction: If you learn the location of a temple or artifact of your faith that needs to be restored or recovered from the forces of evil, you must seek it out and work to accomplish this end.

Tomb Robber (Any)

You are an expert at exploring underground caverns and dangerous ruins, always carrying the right tool for the obstacles you will face in your spelunking.

Benefit: You have six undefined Adventuring Gear slots, instead of the normal five.

Restriction: You may not wear Heavy Armor or use Heavy Weapons..

Vampire Hunter (Any)

You stalk the undead creatures that terrorize the night, using your insight and abilities to set the restless dead to permanent rest.

Benefit: You may cast Turn Undead once per day.

Restriction: If you learn the location of a vampire or other powerful undead creature, you are obligated to seek it out and destroy it.

New Races

All characters must select a race. Chapter Two provides four options. Several new, optional races are detailed below and may be selected with Referee permission.

Abyssal Born

Abyssal Born are human who have the taint of demonic blood somewhere in their ancestry. Though this grants them a few strange powers, evidence of their infernal heritage is often very evident through features such as blazing red eyes, fang-like teeth, or physical deformity. They can advance at 7th level as Swordsmen or Spellcasters.

Damned Soul: Because of their innate connection to the forces of evil, Abyssal Born are considered evil for purposes of the Detect Evil spell and Protection from Evil spells.

Fire Resistance: Abyssal Born receive a +4 bonus on any saving throw made to resist damage from fire, whether magic or non-magical.

Infernal Sight: Abyssal Born can see as easily in darkness as in daylight.

Starting Equipment: One extra Adventuring Gear item of choice.

Changeling

Changelings are a fey creation left behind in place of a human baby. They are nearly human, but there is an air of otherworldly strangeness about them. Some may have strange physical features such as unusual eye color or pointed ears, Changelings can advance to 4th level as Swordsmen or 6th level as Spellcasters.

Danger Sense: A Changeling's ethereal senses make them keenly aware of danger. They cannot be surprised or ambushed.

Keen Vision: Changelings can see as easily in starlight or low light as in daylight. They are still blinded by complete darkness.

Natural Glamourist: Changelings can cast the Phantasmal Force spell once per day, regardless of class.

Starting Equipment: A Light Melee or Light Ranged weapon (choose one).

Dark Elf

Dark Elves are a tainted reflection of your more noble elven brethren, living underground and drawing upon power born from dieties of darkness and evil to accomplish your ends. They can advance to 7th level in any class.

Underground Observation: Dark Elves are keenly aware of changes in underground environments and can usually notice secret or hidden doors, structurally unsound caverns, sloping passages, and mechanical traps.

Elf Hatred: All Dark Elves hate other elves and receive a +1 bonus on all "to-hit" rolls against them.

Night Vision: Dark Elves can see perfectly in both low-light and complete darkness, but are more likely to be distracted when in the brightness of full daylight.

Starting Equipment: One Ranged Weapon of choice.

Gnome

Gnomes are a merry, diminutive people most well known for their long beards, large noses, and insatiable curiosity. They are most often found in small communities far beneath the earth or in wild, but tranquil woodlands. Gnomes may only be Spellcasters and may only use Small and Medium weapons.

Animal Affinity: Gnomes have a natural affinity with small and burrowing forest creatures like badgers, squirrels, and moles. These creatures regard gnomes as friends and the two can communicate in a very basic fashion.

Impish Trickster: Gnomes can weave small illusionary effects such as a brief flicker of colored light or minor auditory noise three times per day.

Mechanical Insight: Gnomes have an innate understanding of mechanical devices, including mechanical traps, many secret doors, and constructed puzzles.

Starting Equipment: One extra Adventuring Gear item of choice.

Half-Elf

Half-Elves are born of a union between a human and an elf. They are often quite beautiful and have a natural charm about them. This allows them to integrate themselves easily into many social situations. Half-Elves can be any class, but may only advance to 7th level.

Keen Vision: Half-Elves can see as easily in starlight or low light as in daylight. They are still blinded by complete darkness.

Social Butterfly: Half-Elves are likely to have a better understanding of the social customs and subtleties of those they encounter, often making diplomacy and negotiation easier. They typically speak an extra language or two as well.

Starting Equipment: One extra Adventuring Gear item of choice.

Half-Orc

Half-Orcs are the children of an orc and a human parent. They are usually shunned by both sides of their ancestry and by society at large. Typically they are brutish and aggressive. Half-Orcs may only be Swordsmen.

Intimidating Demeanor: Half-Orcs have an aggressive demeanor, meaning they can often more easily coerce or intimidate those they encounter.

Light Sleeper: Half-Orcs are often paranoid, often rightfully so. They are awakened easily from sleep and are not surprised on the normal 1-on-1d6 roll.

Weapon on Hand: Half-Orcs may expend an Adventure Gear slot to produce a Light Melee Weapon they were previously carrying stashed on their person.

Starting Equipment: One Melee Weapon of choice.

Half-Ogre

Extraordinarily rare, Half-Ogres are born between a human and an ogre. They are seven feet tall at the shortest, often weigh twice that of a human, and are usually not terrible intelligent. Half-Ogres may only be Swordsmen.

Brutish Strength: Half-Ogres receive +1 to all melee damage rolls.

Large Size: Because of their massive girth, half-ogres pay twice the listed cost for armor and shields that must be sized to them.

Unsubtle: Half-Ogres are all but incapable of covering their passage or concealing themselves unless extreme or even magical means are taken.

Starting Equipment: A Large Melee Weapon.

Lizardman

Lizardmen are scaly humanoids that resemble bipedal reptiles. They are predatory in nature and their tribes typically dwell in wetland environments. Lizardmen may be Swordsmen or Spellcasters, but may only advance to 4th level as Spellcasters.

Aquatic Nature: Lizardmen can swim at their normal movement rate and can hold their breath for up to one turn before needing oxygen.

Bayou Survivalists: Lizardmen can always find food, potable water, and means of protection from the elements when in swamps, moors, or other wetland environments.

Bite: Lizardmen can attack with their bite, which functions as a Light melee weapon.

Starting Equipment: One extra Adventuring Gear item of choice.

Additional Options

This section includes a few optional rules to help provide direction and guidance for Players and Referees.

Horses and Beasts of Burden

Horses can be purchased to serve as mounts and pack animals at the price listed below. They are not typically brought into underground environments and dungeons, as they are large and uncomfortable in such places. Characters are most likely to purchase trained horses, untrained horses, and beasts of burden.

Long distance travel while mounted is typically done at a pace one and a half times faster than on foot, though certain environments (such as narrow mountain passes or swampy mires) may make mounted travel difficult. Horses can be pushed for brief sprints, though doing so for prolonged periods can weary or even kill the poor beast. All mounts have 6 hit points and an Armor Class of 9 [10].

All Adventuring Gear carried by a mount must be purchased as described on page 107. In addition, all mounts must be purchased.

Trained Horses, sometimes called War Horses, are trained for battle and do not flee in combat. They can also wear barding, which is armor crafted to protect horses. Barding is considered medium armor for horses and costs 50 gold pieces. Trained Horses can carry seven pieces of Adventuring Gear. Characters riding a Trained Horse may charge as an attack when wielding a Large Melee Weapon if they have sufficient space. If the charge is successful it inflicts an additional 1d6 damage.

Untrained Horses, sometimes known as Riding Horses, are not trained for battle and will most often flee combat. They do not wear barding. Untrained Horses can carry seven pieces of Adventuring Gear.

Beasts of burden, such as mules or donkeys, are not often used as mounts as they are stubborn and do not follow direction well. They will always flee combat or dangerous situations and are easily spooked. They do not wear barding and can carry seven pieces of Adventuring Gear.

Table A-1: Mounts & Barding

Mount	Effect on AC [AAC]	Cost
Trained Horse	–	50
Untrained Horse	–	25
Beast of Burden	–	15
Barding	-4 [+4]	25

Exotic Mounts (such as dragons, griffons, pegasi, or unicorns) should be defined by the Referee as is appropriate to their campaign. In most cases acquiring such a mount is extraordinarily rare and require extensive training.

Sea Travel

Characters wishing to travel across large bodies of water will need to acquire and crew a ship. This can range from a one-man raft used to cross large pond to a massive galleon sailing across a seemingly endless sea. Due to the abstract nature of play in *Untold Adventures*, the Referee is encouraged to adjudicate how sea travel is handled narratively or through mechanics that facilitate fast, engaging play.

No seafaring vessel is ever, in and of itself, considered Adventuring Gear. It must be purchased with gold pieces or acquired through roleplay. The range of cost for such a purchase can range from free (e.g. the Players crafting a raft from logs they themselves have cut down from the forest and bound in vines) to ridiculously expensive grand sailing vessels that are armed to the teeth.

In addition to such a ship being available and within their means, the Players will, most likely, need to hire a crew. Common sailors can be hired as Laborers, but navigators, captains and other highly skilled seamen are considered Specialists.

To keep things clean and simple, seafaring vessels are broken down into three broad categories: Small, Medium, and Large. Small vessels are things like rafts, rowboats, and small fishing vessels. Medium vessels are designed for more long range travel and include such ships as keel boats. Large vessels include war galleys and galleons. All sailing vessels can carry a number of pieces of Adventuring Gear equal to five times the minimum crew as part of their cargo. So a ship which only requires a single crewman can carry five pieces of Adventuring Gear as part of its cargo.

Rates of travel in these vessels is also generalized and Referees are encouraged to modify this based on wind conditions, storms, and other outside factors. These are, first and foremost, guidelines.

Ships also have their own hit point total. A ship reduced to 0 hit points is damaged beyond repair. Ships have a number of hit points equal to ten times their minimum crew, though the Referee should feel free to modify this total to represent a particularly poorly built or well-constructed vessel. Attacks against a ship are made against an Armor Class of 4 [15].

Table A-2: Seafaring Vessels

Type	Minimum Crew	Adventuring Gear Slots	Hit Points
Small	1	5	10
Medium	5	25	50
Large	15	75	150

Siege Weapons

Large scale weapons include things like ballistae, catapults, and trebuchets. They are often used to defend castles or mounted on ships for protection. Siege weapons are expensive to purchase and maintain. They also take a long time to reload. Siege weapons cost 50 gold pieces, have a range of 150 feet, and inflict 3d6 points of damage. It takes five rounds to load a Siege weapon.

Firearms and Gunpowder

If the Referee would like to include firearms in their games, they are encouraged to make strong use of narrative play given the complicated nature of gunpowder and firearms. For simplicity's sake, simply assume that pistols are Small Ranged Weapons and that rifles are Large Ranged Weapons. All firearms inflict the damage listed for these weapons, but ignore any bonus the target receives for wearing armor or using shields. Firearms also take three full rounds to reload and can only be fired once before needing to be reloaded.. They cost three times the cost listed on page 15.

Gunpowder is required for firearms to function. Characters are assumed to be carrying enough gunpowder to be able to make use of any firearms they carry, but if they are exposed to fire or suffer damage from a fire-based attack, they must make a saving throw or that gunpowder ignites, is destroyed, and inflicts 3d6 points of damage on the character. Gunpowder can be replaced by expending an Adventuring Gear slot.

Strongholds

Some Player Characters may wish to establish a stronghold of some sort, such as a wildness lodge, personal tower, or elaborate castle. This takes an extensive period of time and is an expensive endeavor. The more complex and grand the stronghold, the more expensive it will be and the longer it will take to construct. In addition, the Player Character will need to hire several laborers and at least one specialist to actually build the stronghold.

Strongholds are broken down into three categories: Small, medium, and large. Small strongholds are little more than personal homes, such as a personal hunting lodge,

merchant shop, or well-to-do home. Medium strongholds are a bit more grand and include things like a small stone keep, a multi-floor tower, or nice mansion. Large strongholds are truly magnificent constructs -- grand palaces, large castles, or vast noble estates. The type of stronghold a Player Character decides to construct determines how long it will take to build, how long it will take to build, and how many laborers and specialists must be hired to complete the project.

This means that the average total cost to build a small stronghold is 2,224gp, a medium stronghold is 29,296 gp, and a large stronghold is 121,384 gp. Experience points awarded for spending gold pieces on a stronghold are not earned until the stronghold is completed. The Referee is encouraged to modify these costs using the table below as a guideline, based on the specifications of what the Player Character is attempting to construct.

Small strongholds can house up to five residents. Medium strongholds can house up to fifteen residents. Large strongholds can house up to 50 residents. Most often, these residents are normal people and caretakers, and not protectors or men-at-arms tasked with defending the location.

Once a stronghold has been completed, the Player Character will need to work with the Referee to determine how they are going about its maintenance and day-to-day affairs. In the end, a stronghold is a living, breathing place that should be used as a vehicle to drive gameplay and not a blank place where the Player Character simply dump gold pieces to earn Experience Points.

Table A-3: Stronghold Construction

Stronghold Type	Base Cost	Construction Time	Laborers	Specialists
Small	1000 gp	12 weeks	10	1
Medium	10,000 gp	48 weeks	25	2
Large	25,000 gp	192 weeks	100	5



Keep in the Wildlands

A Short Adventure

Introduction

Keep in the Wildlands is a short introductory adventure. The Referee should read over this material to prepare and make any notes they feel appropriate. The Referee can also read or paraphrase the italicized text included with each numbered location on the map to give the Players a sense of their surroundings.

They can begin the adventure simply by reading the italicized text of Location 1: Entrance. The Players will encounter traps, combat, and non-player characters during their exploration of the keep with the Referee using the notes for each location as guidance. The statistics for all monsters can be found in this book. Don't hesitate to expand, modify, or completely change anything in this adventure – it's your game.

At the bidding of a local lord, the Player characters have tracked a band of orcs to an abandoned keep in the wilderness. They're tasked with defeating the orcs and putting an end to the raids these foul monsters have been making against nearby farmers.

Adventure Map



Location 1: Entrance

You and your companions have spent several days tracking a band of orc raiders to their lair in hopes of putting a stop to the terror they've been inflicting on the nearby farming village of Westmoor. After following the winding waters of the Stoneheart River, you've finally found their lair – a battered and worn stone keep. A massive pair of wooden doors marks the entrance of this foreboding keep and a stone tower to the east is marked with several arrow slits.

The door to the keep is locked, but can be opened by a thief who successfully picks the lock. The door can also be battered down by battering it with a weapon and inflicting 20 points of damage.

If the characters make too much noise on their approach, the orc inside Location 9: Armory Tower fires his bow through the arrow slits and puts the other orcs on alert with a warning yet. Characters attempting to shoot back through the arrow slit suffer a -8 penalty to their attack roll.

Location 2: Courtyard

This large courtyard is overgrown with with ivy and debris. A moss covered well is set on the northern wall. A wooden door leads into the western tower, while a larger double-door is set into the northwestern wall. A single orc with a scimitar starts as your arrival. You see him reaching for a blasting horn at his belt.

The orc sentry blasts the horn on his first action, altering the entire keep to intruders. He then draws his sword and attacks. Characters who search the area for secret doors discover an emerald worth 100 gp hidden behind a loose stone in the well.

Location 3: Western Tower

This squat, square tower has arrow slits on its southern wall and wooden doors leading both north and east. It is dark long, thick webs crisscross the ceiling overhead.

A giant spider has made its nest in the webbing and will surprise the Player characters on a 1-4 on 1d6. It fights until slain. The corpse of a long-dead orc can be found in the webbing. Its stiff hand still clutches a Potion of Healing and a short sword is sheathed at its hip.

Location 4: Main Hall

A long wooden table fills the middle of this chamber. Several orcs are standing around it, looking over crude maps. They start at your arrival and ready their blades.

The four orcs in this room attack as soon as the player characters enter. Their maps detail the local farming villages they have been raiding. One orc is carrying a key to Location 8: Northeastern Tower and has a pouch with 54 gold pieces.

Location 5: Corridor

This large chamber runs turns northeast before narrowing into an eastern hall. A heavy wooden door is set into each wall, with two such portals in the northwestern stone. Torn tapestries and other deprecated decorations recall the keep's former glory.

There are no monsters in this room, but the door to Location Location 7: Jail is trapped. Anyone who attempts to open it or pick the lock triggers a poison needle, which shoots from the keyhole. The target must make a saving throw or suffer 2d6 points of damage. If the key from Location 4: Main Hall is used to open the door, the trap is automatically disabled. The tapestries and decoration are ruined beyond recovery and worthless.

Location 6: Barracks

Several crude pallets of fur and straw, are cast about the floor of this room. A stinking chamber pot, filled with offal sits in one corner.

Players who disturb the pallets are attacked by a pair of giant rats sleeping in a concealed hole. After defeating the rats, they find a half-rotted sack in the hollow containing a gold and ruby ring worth 75 gold pieces, and three polished rocks which are actually sling stones+1.

Location 7: Jail

You open the door to find a small halfling cowering in the corner. He looks at you with pleading eyes.

The halfling is a local farmer named Maltho. He is a 1st level Swordsman (AC 8 [11], HP 7) and will aid the party if they agree to set him free, but they will need to provide him with arms and equipment.

Location 8: Northeast Tower

This tower has been decorated with trophies of war: human skulls and other grim trinkets. A massive bugbear, flanked by a pair of orc warriors, looks at you with bloodlust in his eyes and orders his soldiers to attack.

The bugbear is the leader of the orc raiders and he is no fool. He fights savagely, but if the battle goes poorly, he will flee, escaping out the northern door and untying the worg hidden at Location 10: Worg Pen to cover his escape. If the bugbear and orcs are slain, the players find a chest of treasures he has taken from the villagers: a long sword+1, Potion of Heroism, scroll of Charm Person, and 325 gold pieces. The chest is locked and must be either broken open or picked.

Location 9: Armory Tower

The walls of this tower are lined with crude orcish weapons. Short swords, spears, and short bows are stacked here and a single orc archer acts as a sentry.

This is the same orc which may have attacked the player characters at Location 1: Entrance. If he did, he is aware of their intrusion and surprises them on 1-5 on 1d6, allowing him to attack before initiative is rolled. The room contains ten short swords, twelve spears, four short bows, and 60 arrows.

Location 10: Worg Pen

In the brush you see a vicious wolf-like beast tethered to a rotting tree. He snarls and snaps at you and your companions, pulling on the weakening chain.

The worg will break the chain in three rounds if the characters remain, attacking them savagely. Alternately, if the bugbear leader fled combat, he sets the worg free during his escape. In this case, the worg will lay in ambush, attacking as soon as the player characters arrive and surprising them on 1-4 on 1d6.

Conclusion

If the player characters defeat the bugbear, the mayor of Westmoor awards them with 100 gold pieces and tells them to keep any treasure they found. In addition, if any of the player characters have a Charisma of 15 or higher they can convince the mayor to grant them ownership of the keep – provided they repair and maintain it. If the bugbear escaped, the referee should feel free to develop new adventures wherein the player characters can pursue him. Perhaps his raiders are part of a larger force just scouting the area, or the bugbear has ties to an evil cult hoping to fallow the farmland – the possibilities are endless.

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