

DUNGEONTELLER

A Family Fantasy Adventure Game by Doug Anderson

Introduction

Wizards, warriors, elves, and dwarfs. Goblins, ogres, and dragons. Dark tunnels and crumbling castles. Treasure, fame, and heroic deeds...

This game is designed as family fun in the spirit of classic fantasy roleplaying games, where the players take the role of a band of heroes venturing into dark caverns in search of mystery, riches, and danger. I've loved those games for thirty years, and I do have a soft spot for them, but as a family, we don't have the time or patience for the complexity of traditional roleplaying games. This game is the result.

What's different about this game? You can get a Dungeonteller game started in five minutes, without lots of dice-rolling and writing down numbers. Choose a game master, pick a character, and let the adventure begin.

When we play, "dad" is the game master, and the heroes are a group of our friends and their kids. Even folks who have never played an RPG will be able to pick up the basics right away. I've tried to replace gamer lingo with plain speech – no "hit points", "saves", or "critical hits" in here.

Dungeonteller is made for kids and grownups to play together. As the grownup, it's in your power to make the game fit your family's own sense of what's too scary. Keep the emphasis on high adventure, heroics, and a sense of wonder and discovery, and you will reward your family with hours of exciting play.

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Before You Play...

To play Dungeonteller, you need at least two players and a handful of ordinary dice that you raided from some old board games. A stack of index cards, some pennies, and some pens and pencils are also helpful. You'll also need an adventure module that you've borrowed from some other fantasy RPG, or an adventure you've designed yourself, or else you can make stuff up on the fly, like a true storyteller!

If you've played any roleplaying games before, skip the next section and go right to *Hero Academy: A Dungeonteller Tutorial*. If you need to know more about roleplaying games in general, the next section is for you.

What's a Roleplaying Game?

In a roleplaying game, or RPG, each player pre-

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tends to be a character in a story, like a wizard, an elf, or a warrior. Each player gets a sheet of paper that explains what his or her character is good at. One player, called the game master, has a different job. She uses notes, maps, and her imagination to create a pretend world for the other players to explore. She relies on her storytelling skills to describe to the other players what their characters can see, hear, and feel around them, like,

“You are lost in a deep, dark forest. You hear wolves howling in the distance. A chill wind rattles through the branches. Far off, through the trees, you see a flickering light, perhaps a campfire. Closer, there is a rocky hillside with the entrance to a cave.”

What the characters do next is up to the other players. Once the game master sets the scene, the players can discuss what their pretend selves should do. Will they make their way toward the flickering light? Will they explore the cave? They decide on the cave, but the cave turns out to be dark, and the game master tells them they won't be able to see inside it.

“OK,” agrees the game master. “But it’s dark in there. How are you going to see anything?”

“I’m a wizard,” says one player. “I’ll make a glowing ball of light that follows us around in the dark!”

“How are you going to do that?” asks another player.

“It says on my character sheet that wizards can make a ‘will o’ the wisp’ — a kind of floating light ball.”

What the Dice are For

Like the wizard above who wanted to create a ball of light, your character can try just about anything, but you can't be sure if it will work. In an ordinary game of make-believe, you and your friends might argue about who can do what — “I hit you!” “No, you missed me!” In a roleplaying game, you roll some dice instead, and if the right numbers come up, then your character did what they were trying to do. If you don't roll the

numbers you need, then your character failed, and you wait for your next turn to try again or try something else.

Most roleplaying games have their own rules for using dice to tell if a character wins or fails at something. Sometimes you add the dice together to try to roll higher than a number set by the game master. Sometimes different sorts of oddly-shaped dice are used. Each way of using the dice is called a system. This game uses a system that was made for really fast play, with ordinary dice, without lots of adding, subtracting, or writing down numbers.

How does it work?

Grab a handful of dice. Go on, I'll wait...

OK, imagine you're that wizard trying to make a glowing ball of light. Roll a handful of dice. Did you roll any 5s or 6s? Then you succeeded. In the story, your wizard is now being followed by a floating will o' the wisp.

You didn't roll any fives or sixes? Too bad. I guess your wizard will be stubbing his toes in that cave. Better check out that flickering firelight instead. The game master checks her notes and map, and continues...

“As you near the firelight, you see it’s coming from a blaze big enough to be called a bonfire, built with small trees that seem to have been yanked out of the ground, rather than chopped down or sawn.”

“Two hairy giants, dressed in animal skins, emerge from the shadows. They’re carrying another tree, which they dump onto the fire, sending up a shower of sparks. They don’t seem to have noticed you. The wolves howl again, much closer this time.”

Should you and your friends try to talk to the giants? Scare them off? Are the wolves on the hunt for you? Maybe you could steal a burning branch from the fire to use as a torch to explore the cave! Roleplaying games offer you an incredible level of freedom and fun, because you can try anything, roll the dice, and see if your character succeeded.

If you're still confused, hand this book to someone else, or just keep going and you'll catch on soon enough.

Hero Academy:

A Dungeonteller Tutorial

Welcome to Hero Academy, where players get a chance to learn what their characters can do before they start their first adventure. It should take about 30 minutes of exciting challenges to earn their diplomas and set off to make their fortunes.

To start play:

1. Choose one grownup to be the game master.
2. Spread out the premade Dungeonteller character sheets. Starting with the youngest player, each player chooses a character.
3. Head to the Battle Yard as indicated on the Hero Academy map at the back of this book. Read the players the following text:

You are standing in a paved courtyard surrounded by high stone walls. It's your last day of Hero Academy, and you're here to prove your worth before setting out on your first adventure. The goal here is to prove that you can use your heroic powers. Ready?

Your first challenge is to test your Battle skill. See those wooden training dummies over there? You're each going to pick one and see who can knock it down first.

Find your Battle dice on your character sheet. Everyone has at least one Battle die. You're going to take turns punching and kicking your dummy until one falls over.

Make sure the players have found their Battle dice on their character sheets. Then tell the first player:

OK, roll your Battle dice and tell me how many 5s and 6s you roll.

Let each player take a turn and count the number of 5s and 6s he or she rolls. These are called "successes" and mean that the player's character hit the dummy. When a player's dummy has ac-

cumulated 4 or more successes over the course of one or more Battle rolls, tell the player:

Great! You knocked over the dummy! Don't worry if the rest of you didn't knock your dummy over, there are other powers to try out. Let's head over to the target range.

Anyone with one or more Shoot dice can try to hit the target you see here against those hay bales. (Everyone except wizards and paladins have at least one Shoot die). Pick up these target bows and take turns shooting at the target.

Each player rolls his or her Shoot dice. The one who rolls the most successes (5s and 6s, remember?) gets closest to the bull's-eye. If no successes are rolled, the arrow missed the target altogether!

As the game master, you can use the following guide to tell how well each player did:

Zero successes: missed the target.

One success: in the outer ring.

Two successes: in the middle ring.

Three or more successes: Bull's-eye!

When the players have had enough target practice, move them on to the obstacle course.

Now you're going to see who can run fastest through an obstacle course made just for your character. Each of you pick the lane that matches the type of character you have: dwarf, elf, paladin, rogue, warrior, or wizard.

Let each player take turns exploring their lane of the obstacle course. (One turn is enough to check out a room and roll one set of dice.) Each obstacle course highlights the character's powers and gets them familiar with how the game works. See who makes it through first!

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Dwarf Obstacle Course

If one of the players has a dwarf character, describe what the dwarf lane of the obstacle course looks like:

You see a dark, freezing, cold tunnel opening ahead of you. Can you make a hearth rune to light and warm the tunnel? Scratch the mysterious rune in the stone floor and roll your four Make dice. If you roll any 5s or 6s, the rune begins to glow with light and warmth, and on your next turn, you can move ahead. Otherwise, you'll have to try again next turn.

At the end of the tunnel you find a table with random bits of wood and metal scattered across it, and a few nasty-looking steel-tipped darts. It's a crossbow, very useful in places like this, but I've left it for you to reassemble. Roll your Make dice again and count your successes (5s and 6s). Keep rolling each turn until you have added up four successes. You now have a crossbow that you can keep for your first adventure!

There doesn't seem to be any way out of here except the tunnel you entered by. Roll your two Notice dice to look for a hidden exit, and add two bonus dice because dwarfs have a knack for anything made of stone. If you roll one or more successes, you have found a cleverly disguised stone door in the far wall of the room past the table.

It's heavy! Roll your four Muscle dice to move it. If you score one or more successes, proceed to the next room.

The secret door closes behind you. The small chamber you find yourself in fills quickly with a creeping purple vapor. Sleep gas! Quick! Turn yourself to stone until the vapors clear. Roll your six Resist dice. I hope you get at least one success! In stoneform, you can't move, but you don't need to breathe either. It costs you two

Luck to do, so you are now down to eight Luck dice from your original ten. You will need at least one success to wait out the gas. Otherwise, you fall asleep and lose your next turn.

Now that the air is clear, move through the exit door from this chamber and back into the sunlight. You made it!

Elf Obstacle Course

If you have a player with an elf character, read them this description:

You enter a dark tunnel. Use your Starlight power to light the way. You don't need to roll any dice — it's something elves can do naturally. You now cast a soft glow around you.

The tunnel connects to a small cave with a pit instead of a solid floor. There are thick, shaggy ropes strung across the pit that you might be able to walk across. Roll your four Stunt dice. If you get at least one 5 or 6, you can walk over the net or ropes to the cave exit on the far side.

Some earlier contestant has left a shortbow and a quiver of arrows stuck in the middle of the net. You tug at them, and they come loose. But, wait, something is creeping out of the shadows toward you across the net. It's a giant spider, and you're in the middle of her web. You can use your Cloak power to sneak away from it or try to shoot it with the bow and arrow.

If you choose Cloak, add your three Magic dice to your two Sneak dice and count all the 5s and 6s as successes. It costs one Luck to use your Cloak power, so you're now down to nine Luck dice from the ten dice all heroes start with. If you scored at least one success, you safely creep away from the spider. Otherwise, the spider bites you and you lose another Luck before you manage to run away.

If you choose the bow and arrow, roll your five Shoot dice and add one bonus die, because elves are very skilled archers. If you roll at least one success, you hit the spider and it clambers away from you to nurse its wounds.

You exit the cave on your hands and knees through a narrow tunnel. It's cramped, but you don't need to roll any dice to see if you make it through. You come out into a small chamber that looks as though it was excavated by wild animals. You've just woken a beautiful silver fox from its nap. It yawns, then, noticing you, makes ready to run away.

You can try your Tame Animal power to make this creature your friend. Roll your three Talk dice and lose another Luck. If you get at least one success, you have made the fox your loyal pet and it will follow you anywhere. Give the fox a name and climb out of the den back into the sunlight. You made it!

Paladin Obstacle Course

If one of the players has a paladin character, read them this description:

At the end of a long, torchlit passageway, you enter a dim, dusty chamber lined with stone boxes that look disturbingly like coffins. Something doesn't feel right here. You can use your Sense Malice power to scan for any nearby foes. Roll your five Resist dice and count any 5s and 6s as successes. It costs you one of your ten Luck dice to do it, leaving you with nine Luck until you get a chance to rest after you're out of the obstacle course.

If the player rolls no successes, the paladin senses no enemies nearby. If one success is rolled, tell the player that the paladin feels the presence of evil. If two successes are rolled, add that the evil presence is coming from the right. Three successes, and say that the evil presence is coming from the closest coffin to the right. Four or more successes? You can tell the player that there is a single evil being hiding in the coffin!

The stone lid of the coffin to your immediate right slides off, and out comes a living skeleton, dressed in rags, with glowing red eye sockets. It carries an ancient but sturdy-looking mace (an iron club) in its bony fingers. You can use your Drive Away Undead power to send it away from you. Roll your five Resist dice and count the successes. If you made at least one success,

the skeleton recoils from you and clatters over to the far side of the room. Using this power costs you four of your nine Luck dice, so that leaves you with just five Luck for the rest of the obstacle course.

The skeleton dropped the mace it was carrying. It's now yours if you want it. It adds two dice to your Battle rolls! Proceed out of the chamber through the exit on the far side, before the skeleton finds its courage again.

The next chamber is smaller, with an exit on the far side. There's a kid cowering there, looking very scared, clutching his arm, which seems pretty scratched up. He must have snuck in here on a dare. Use your Hand of Healing power to heal him. You simply lose one Luck (bringing you down to four Luck) and he gains one Luck, leaving only a scar where the skeleton had undoubtedly struck his arm. He shows you the way out of the obstacle course, back into the sunlight.

Rogue Obstacle Course

If you have a player with a rogue character, take the rogue through this obstacle course:

You enter a stone hallway. About half way along the hallway, there's a lit lantern on the floor with no sign of any owner. Take the lantern or keep going without it? It's awfully dark up ahead.

If the rogue takes the lantern:

*You grab the lantern, and the paving stone it was sitting on drops an inch or two. You hear a mechanical *thunk* and the walls of this section of the hallway begin to squeeze together quickly. It's a trap! Roll your six Stunt dice to escape. If you rolled at least one 5 or 6, you made it. Otherwise, you lose three of your ten Luck dice when your foot gets caught between the squeezing walls for a moment before you wrench yourself free, bringing you down to seven Luck. You soon come to a locked door at the end of the hallway.*

If the rogue leaves the lantern:

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You pass the lantern by and the hallway becomes so dark you can't see. It ends at a locked door, which you could open if you only had light to work by.

Once the rogue is at the door and has the lantern:

You can roll your three Make dice to pick the lock on the door, and add two bonus dice because rogues are trained to open locks. Keep rolling each turn until you tally up four or more successes, and the door opens.

Just inside the next room there is a vicious-looking watchdog on a chain, sleeping fitfully.

In the middle of the room you see a table strewn with eight identical diamond rings.

You can use your Sneak skill to get to the table without waking the dog. Roll your five Sneak dice. I'll roll two Notice dice for the dog. Let's compare how many successes we each rolled. For each success I roll, I take one of your successes away.

If the dog wakes up:

You will need to make another Stunt roll to escape the dog and get to the table. Roll your six Stunt dice plus two bonus Stunt dice because rogues are trained to slip past enemies. You will need at least one success to do it!

Before the dog catches up, use your Appraise skill to find out if any of the rings are worth anything. Roll your three Notice dice.

If the player rolls at least one success, say that all but one of the treasures were cheap fakes, but a single diamond ring is genuine and worth two gold coins!

If no successes are rolled, all of them will seem genuine to the rogue.

Take one ring of your choice and head through the exit on the far side of the room before the dog chomps on you.

You see another stone passageway leading to freedom. Just one problem: there's a watchman standing in the passageway. Better blow out your lantern. Well, two problems. The far end

of the passageway is sealed with an iron gate, and the watchman has the key in a ring on his belt.

Use your Voice Trick power to make it sound like the dog is barking back in the previous room. Spend two Luck and roll your four Talk dice. If you score any successes, you create a cacophony of barking behind you that sends the watchman jogging past you to investigate.

Roll your 5 Sneak dice plus two bonus dice, because rogues are trained pickpockets. As the guard rushes past, you grab for the key on his belt. I'll roll his three Notice dice. If he rolls as many or more successes than you did, he spots you, turns around, and chases you down the passage towards the gate. You have one chance to pick the lock on the gate before he catches you! Otherwise, you simply wait til he runs past, then march down to the gate, unlock it, and exit into the sunshine.

Warrior Obstacle Course

If your players include someone who chose the warrior character, introduce them to this obstacle course:

You enter a small arena with high stone walls and a sandy floor. A gate clangs down behind you a moment after you enter. Rising from a hidden chamber beneath the sand is a mechanical soldier made of clockwork and metal. A huge, curved sword is attached to the end of one of its arms. It stalks towards you, swinging its blade.

You know what to do. You can use your Knockback skill to push the clockwork soldier into the wall of the arena. As you close in, the soldier gets a free Battle roll against you. I'll roll these seven Muscle dice. You're wearing some scale armor that takes away three Battle dice from my hand before I roll them. For each five or six I roll, you lose one Luck.

Now's your chance to knockback. Roll your five Muscle dice. I'll roll two Muscle dice for the soldier. If you roll more 5s or 6s than I do, you knock the soldier back into the wall. Otherwise,

it doesn't budge, and you'll have to survive another Battle roll from the soldier.

Continue the battle until the soldier is knocked back into the wall.

The soldier clangs into the wall and falls to pieces. That big curved sword drops from its clutches and you can grab it if you like. You examine it more closely and recognize it as a falchion. It lets you add four of your Muscle dice as bonus dice to your Battle rolls.

And from the sand rise two more soldiers. Each one has two Armor that will remove two dice from your hand before each Battle roll you make. Now that you're armed, you should be rolling nine dice (five Battle plus four Muscle)!

Each soldier has three Luck. If the warrior takes them out with ease, have two more appear.

They keep coming! Try using your Sweep power to attack two at once. Start with nine dice. Split them up into two piles, and take a further two dice from each pile for the soldiers' Armor. Now you can take a swing at each of them!

When the fight ends:

*You stand battered but victorious. The only way out of the arena is an exit blocked by a huge boulder. You can use Feat of Strength to spend one or more of your remaining Luck to add bonus dice to your Muscle roll to move the stone. You need *three* successes on a single Muscle roll to move the stone and make it back to daylight to join your companions.*

Wizard Obstacle Course

If a player has chosen a wizard character, begin the wizard's journey through the obstacle course with this description:

You enter a long, torchlit hallway. A steel gate clangs down behind you. At the far end of the hallway is a locked door with only a tiny crack between the bottom of the door and the floor. Use your Mistform power to seep through the crack. You spend three of your ten Luck dice, leaving you with seven Luck. Roll your six Magic dice. If you roll at least one 5 or 6, you

transform into a cloud of mist and slip under the door before regaining your solid form.

It's dark in here. Spend another Luck to bring up a Will o' the Wisp to light your way. You need at least one success to bring forth the glowing light. You have six Luck left.

You're in a room where the walls and floors are made of iron. When you reach the center of the room, half way to the exit, a ring of fire springs up around you and begins slowly closing in on you. Use your Ice Sheet power to put it out. Another three Luck gone, bringing you down to three Luck. Roll your six Magic dice. Even only one success will make enough ice to put out enough of the flames for you to exit safely. Lying on the ground by your feet is a magic wand. It adds one bonus die to any Magic roll you make, and it's yours to keep.

Noises from behind the exit door. The door opens, and you see a watchman enter the room. As quick as thought, you can use your Disguise power to make it seem you're just another guard. Spend two more Luck, then roll your six Magic dice plus one bonus die for your new wand. I'll roll three Notice dice for the watchman. Unless I roll more successes than you, your disguise works, and you're able to pass on to the exit and back into daylight where your companions await you.

Otherwise, you may have to talk your way out. Come up with a diversion to make the guard look elsewhere. Roll your three Talk dice, and I'll roll his measly one Resist die. Unless I roll as many or more successes than you, your gift of gab has talked you out of yet another jam. Proceed to the exit. You made it with one Luck to spare!

The Graduation Ceremony

Once all the players have negotiated their obstacle course, give their characters a chance to recover their Luck, and draw their attention to the platform where they will receive their Hero Academy diploma.

Now you may approach the stone dais where I,

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the Headmaster of Hero Academy, await you with diplomas in hand.

But what's this? Out of nowhere, a gang of monsters appears, surrounding you. Generally human in shape, but with livid red skin, they have long arms, short legs, bulbous eyes, and sharp teeth. All of them are waving their wicked-looking curved swords and snarling. Orcs! Some evil sorcerer must have summoned them to prevent you from joining the ranks of the world's heroes!

You should include two orcs for each character in your hero's band.

The orcs have taken you quite by surprise. If you want to go first, it will cost your character one Luck.

Any character who spends one Luck point can take a turn before the orcs do. Otherwise, the orcs rush in and attack first., then let players go in order of youngest to oldest. If this is your first big battle as a game master, it's worth mentioning that your job is to roll the dice for the monsters, describe the action, keep the game moving along swiftly, and make some snap judgements about any rules questions that come up.

The players are free to use whatever actions and powers they like. Keep going until the battle ends. It shouldn't be too challenging. If it looks like the heroes are about to lose, have the orcs disappear mysteriously. If the battle's too easy, have a second wave appear.

The orcs, since they're monsters, don't have separate character sheets. Their information is included here so you know how many dice they roll, how much Luck they have, and so on. They have bows as well as swords and will use them if they can hide behind their comrades.

ORC		
Luck	4	
Armor	2	
Move	5	
Battle	7	Includes +3 for orc sword
Make	2	
Muscle	7	
Notice	2	
Resist	2	
Shoot	5	Includes +1 for orc bow
Sneak	3	
Stunt	3	
Talk	2	

Once the battle is over, each character gets a diploma (good for a complementary root beer at any tavern) and 5 gold coins as a stipend.

You have truly earned the title of Hero today. As you exit through the gates into your first adventure, I wish you good luck! And let me know if you find out who sent those orcs!

Choose a First Adventure

Once you've made it through the Hero Academy tutorial, players are ready to run their characters through their first adventure.

Close this Book and Go Play

Honestly, you can close this book right now and play Dungeonteller for a long time without opening it again. You and your players know the basic rules, and most of the info you need is on the character sheets or in the adventure you chose. But if you insist, here are all the rules of the game, spelled out for you. They're useful for settling points of confusion during the game, for making up your own characters, and for powering up characters as they explore the pretend world.

Luck

Stories without danger are pretty boring. Adventure is about risk and reward. You could get clobbered by a giant, or stung by a giant spider, or suffer any number of unpleasant fates. Heroes can avoid danger, for a while, until their luck runs out.

In Dungeonteller, you lose Luck when something bad happens, like getting clawed by a troll, falling into a pit, or being scorched by a dragon's fiery breath. You also lose Luck by doing something hard, like casting a magic spell or dodging a charging ogre. And you get Luck back if you get a chance to rest a bit and recover your wits.

When the rules say that you lose one or more Luck, you set some of your dice aside. You start with ten dice. As you lose Luck, you can roll fewer and fewer dice, until you get to one Luck. At one Luck, you're ready to faint or fall unconscious. If you lose more Luck, you will fall down and be out of the action for the rest of the scene.

When your character runs low on Luck, it's time to run away, surrender, or hope for the best. If you're hit again, you'll get knocked out, and your friends will have to help you out, drag you to safety, or let you be captured!

The Essentials of Luck

1. You start the game with 10 Luck, which you keep track of by giving yourself a pile of 10 dice.
2. You lose 1 Luck for each success made by an enemy's Battle or Shoot roll against you.
3. Some of your powers may cost Luck to use.
4. If you are reduced to zero Luck, you're knocked out for the rest of the action scene.
5. For each turn spent resting during an action scene, you regain one Luck. If anyone makes a Battle or Shoot roll against you while you rest, you don't gain any Luck back that turn.
6. Any chance to rest between action scenes restores you to full Luck.

Actions & Powers

Each turn, you can choose to do a single action OR use one of your character's powers listed on the character sheet.

ACTIONS

Each time it's your turn, you can choose an action for your character to do. There are ten actions, from Battle to Talk. Any action, like Talk, can be used to do anything that matches or nearly matches the action name. Talk, for example, can be used to strike a bargain with a merchant, convince the city guards that you're not the bad guys they've been looking for, or to entertain a rowdy crowd of tavern guests.

<i>Action</i>	<i>Use it to...</i>
<i>Battle</i>	<i>fight, punch, hit, swing, clobber, strike, kick</i>
<i>Magic</i>	<i>cast, enchant</i>
<i>Make</i>	<i>fix, repair, unlock, lock, jam, unjam, turn on, turn off</i>
<i>Muscle</i>	<i>lift, pull, drag, push, break, carry, drag, bend, pin</i>
<i>Notice</i>	<i>see, hear, find, search, discover</i>
<i>Resist</i>	<i>Withstand, ignore, overcome</i>
<i>Shoot</i>	<i>throw, toss, fling, catch</i>
<i>Sneak</i>	<i>hide, creep, surprise</i>
<i>Stunt</i>	<i>jump, escape, grab, duck, dodge, dance</i>
<i>Talk</i>	<i>argue, bargain, bluff, convince, befriend, distract, entertain</i>

Rolling Action Dice

Every action allows you to roll one or more dice. You tell the game master and the other players what you want your character to do, then roll the number of dice shown next to that action on your character card. If you roll any 5s or 6s, you succeed.

Harley's character is a dwarf. In the story, the characters have fallen through a trap door into a pit, and there's a locked door at the bottom. It's

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Harley's turn.

"I want to try to unlock the door. How many dice do I roll?"

The game master tells her that anyone can use her Make dice to try to unlock something. Harley checks her character sheet, which says she has 4 Make dice (dwarves are good at tinkering with locks and other gadgets). She rolls 4 dice, and gets 1, 2, 4, and 6. One success!

"I unlocked it!" says Harley.

"Not so fast," says the game master. "This is a tough lock. You've made a good start, but you haven't sprung the lock yet!"

That's right – often you need to get more than one success to finish a job or reach a goal. In the above example, Harley can do another Make roll on her next turn and add any successes to her first success until she reaches the number of successes the game master knows will allow her to open the lock. Most challenges, like climbing a cliff, reducing a monster to zero Luck in a battle, or casting a magic spell, need more than one success, which may take more than one action roll.

Bonus Dice

For most characters, there are times when you get to add bonus dice to your actions. For example: an elf has Shoot 5, but gets +1 bonus die when using a longbow. A dwarf has Notice 2 but gets +2 bonus dice when there are hidden doors to be found.

Actions from Battle to Talk

As I said before, each turn you can pick one action from the list, roll the number of dice listed for that action on your character sheet, and count every five or six that you roll as a success. (In my own game, we use dice with a different color on each side, rather than numbers, and each player picks two "lucky colors" that count as successes for their action rolls).

If you need to know more about how each action roll is used, read on:

Battle

Roll Battle dice when you are fighting someone toe-to-toe, with bare fists, a sword, or anything else where the goal is to hit your foe directly, rather than to throw something or shoot from a distance.

When you are using something other than your bare fists, your weapon lets you add one or more of your Muscle dice to your Battle roll. A dagger, for example, lets you add up to one Muscle die, while a greatsword lets you add up to 5 Muscle dice!

Before you make a Battle roll, your opponent subtracts his Armor from the number of dice you roll, but you always get to roll at least one die.

Each Battle success you roll removes one Luck from your foe.

Magic

Characters with one or more Magic dice can try to cast magic spells from their list of powers. Each magic-using role like wizard and elf has its own list of magic spells. Rogues can't cast their own spells but can use their Magic dice to cast magic scrolls. Some magic spells cost one or more Luck points to cast.

Usually, one success on a Magic roll means that your spell has been cast successfully, while more successes make the spell bigger, stronger, or last longer.

Make

You can use a Make action to fix or repair a machine, pick a lock, or create helpful items like torches, rafts, traps, and alarms. Depending on how big or complicated the job is, more than one success may be needed. Tying a sturdy knot might take one success, while disarming a cunning trap might take four successes.

Muscle

Use a Muscle roll to move or lift a heavy object, pull yourself up the face of a sheer cliff, smash a door to pieces, bend an iron bar, or drag an unconscious friend out of danger. The heavier or

tougher the job, the more successes are needed. One or more of your Muscle dice can be added to Battle rolls if you're using a weapon. More Muscle is needed to swing heavier weapons. You can also use your Muscle dice to throw or hurl an object for distance, without caring about having it land at a particular spot.

Notice

Roll Notice dice to see or something or someone hidden nearby. You can also use Notice to see through a disguise. The game master rolls your Notice dice for you secretly, so that you won't know if there's nothing to notice or if you just rolled poorly. Some well-hidden things require two or more successes to notice. Often the game master will use your Notice dice to find out if you outdid a foe's Sneak roll.

When your character is in a dark place, you must remove 4 dice from your hand before making a Notice roll. If that would leave you with no dice, you can still roll one die. In a dimly lit place, only 2 dice are removed from Notice rolls.

Resist

Resist is unlike other actions in that you don't choose to make a Resist roll during your own turn. It happens when you might be affected by an unwelcome magic spell or an attempt to confuse, distract, or deceive you. Each Resist success you roll can subtract an opponent's success on a magic spell or other unwelcome effect.

Shoot

Roll your Shoot dice when you're trying to hit a foe with an arrow, a rock, or anything thrown, shot, aimed, or tossed, or if you're tossing a rope or anything else for someone to catch or grab. One success indicates you've hit what you're aiming at. If trying to hit a foe, you remove one Luck from your foe for each success.

Opponents subtract their Armor dice from your Shoot dice before you roll, making it harder to hit them, but you always get to roll at least one Shoot die.

When throwing an object a long way, you often

have to roll one or more Muscle successes first before making your Shoot roll. (It's one case where you can make more than one action roll in the same turn).

Sneak

Use your Sneak dice to hide, creep silently, or to surprise a foe. Often your Sneak roll is opposed by the Notice roll of enemies who might see or hear you – they get to make a Notice roll and subtract any successes from your Sneak roll.

Stunt

Roll your Stunt dice to slip past an opponent without being hit, walk a tightrope, jump out of the saddle and land on your feet, grab a handhold while teetering on a ledge, avoid a trap, make a snappy dance move, or wriggle out of a pair of handcuffs. Your game master will decide how many successes are needed to complete the stunt. Usually a stunt has to be done in a single Stunt roll, and can't be "worked up" over multiple turns.

Talk

Roll your Talk dice to bluff, distract, make friends, or bargain with another character. If you're not telling the truth, your audience will usually get to use their Resist dice to avoid being swayed by you.

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POWERS

Each character has its own list of powers. Wizards cast spells. Paladins keep evil creatures away. Warriors display feats of swordsmanship – and so on.

A power can be used like any other action. Some powers are free, while others cost one or more of your Luck points to use. This section contains an alphabetical list of character powers — their cost in Luck, which characters have the power, and what the power does.

Ambush (zero Luck, rogue)

Gain +4 Battle dice after sneaking up on someone.

Roll your Sneak dice against a foe you choose, who hasn't yet seen you. If you beat your foe's Notice roll, you can immediately make a Battle roll with +4 dice.

Antidote (3 Luck, paladin)

Stop the effects of poison on another creature.

Choose one creature suffering the effects of poison. You must be able to touch the person. Roll your Resist dice. One or more successes will counter the poison's effects.

Appraise (zero Luck, rogue)

Find out how much a treasure is worth.

Roll your Notice dice. On most objects, one success will tell you the object's value in gold. Rare or unique items may require more successes. You can only make one try to appraise a particular item.

Armor Up (two or more Luck, dwarf)

Add one or more extra Armor.

Roll your Resist dice. On one or more successes, you add one Armor to yourself for every two Luck you spend, for the rest of the action scene.

Bear Shape (3 Luck, elf)

Turn into a brown bear for one action scene.

Roll your Magic dice. On one or more successes, you transform into a brown bear for the rest of the action scene. Brown bears are listed in the Allies and Enemies chapter. In *bear shape*, you have the action dice, armor, move, and powers of a bear, but your Luck does not change.

Beguile (2 Luck)

Your words can hold an audience spellbound.

Roll your Talk dice. One or more successes means that your enemies lose their next turn, listening raptly to your song. If your friends make a Battle or Shoot roll against a beguiled enemy, it will not lose its next turn. Each enemy may roll its Resist dice to take away any successes you made. This power is best used before a fight begins. If you use this power after you or your friends have made Battle or Shoot rolls against your enemies, each enemy will get a bonus Resist die against your *beguile* for the rest of the action scene.

Briar Patch (5 Luck, elf)

Make a patch of thorns that is very difficult to cross and can trap creatures.

Roll your Magic dice. One success creates a patch of briar thorns one pace wide. More successes make more patches. You can make the patches appear on the ground anywhere you can see, even directly underneath an opponent's feet. Anyone smaller than a giant standing on a briar patch or trying to cross it must lose one turn escaping it carefully, or else lose 2 Luck moving out of it. Briar patches last until the end of the action scene.

Bullseye (one or more Luck, elf)

Spend Luck to add bonus dice to a Shoot roll.

Take careful aim! For each Luck you spend, add one die to your Shoot roll.

Call Vermin (5 Luck, wizard)

You bring forth a swarm of scorpions, locusts, or scarabs that for one or more turns.

Choose scorpions, locusts, or scarabs. Roll your Magic dice. On one or more successes, a swarm of the type of vermin you called will appear anywhere within sight. The swarm will remain for one turn for each success you rolled. Each type of swarm has its own effect. Note that the vermin are not under your command, and will attack all creatures within the swarm, whether they are your friends or enemies.

A vermin swarm is two paces across – wide enough to fill the width of a typical hallway or tunnel. Anyone within the swarm will be subject to its effects. The swarm doesn't move during its existence. It has Luck equal to the number of successes you rolled, and can't lose more than one Luck to a single Battle roll. It cannot be harmed by a Shoot roll.

Locust Swarm: Locusts swarm all over you. Your Notice, Shoot, and Talk dice are reduced to one die.

Scarab Swarm: Scarabs are crawling all over you. Roll your Resist dice. If you don't get at least one success, you lose a turn trying to pull the scarabs off your body.

Scorpion Swarm: You are stung by scorpions. Roll your Muscle. If you don't get at least one success, you've been poisoned. You lose two dice from all action rolls until the end of the scene. A paladin's antidote power can remove the poison.

Charge (zero Luck, warrior)

Make a double move without losing Battle dice and ADD your Stunt dice to the Battle roll.

Warriors can double move and make a Battle roll with bonus dice instead of the standard penalty of 3 dice to action rolls when double-moving. At the end of a double move, add your Stunt dice to your Battle dice against a foe next to you.

Chilling Mist (3 Luck, wizard)

A cloud of cold vapor that acts as extra armor against Shoot rolls and removes 2 Luck from those who encounter it.

Roll your Magic dice. One success creates a cloud of mist one pace wide. More successes make more clouds. You decide where the clouds appear, on the ground anywhere you can see, even directly underneath an opponent's feet, as long as the clouds form one shape with no holes or gaps. Anyone smaller than a giant standing in a chilling mist or trying to cross it will lose 2 Luck, but can make a Muscle action to avoid losing one or more Luck from the mist. A chilling mist lasts for one action scene.

Climb (zero Luck, anyone)

Get safely to the top or bottom of a cliff or wall.

When you need to climb up or down a wall or cliff, make a Muscle roll. Each success lets you climb up or down one "success". If you don't roll any successes, you stay put. Climbing surfaces that require tricky handwork or footwork may require Stunt rolls, too. The game master will design a wall or cliff as a series of Muscle and/or Stunt successes, such as: Muscle/Muscle/Stunt/Muscle. If you don't score any successes on a Stunt roll, you will fall, losing one Luck for each step you fall.

Cloak (2 Luck, elf)

A magic spell that adds to your Sneak dice.

As an elf, you can cloud the senses of other beings, making yourself nearly invisible. Roll your Magic dice. For each success, you remain cloaked for one turn. Each success also adds one Sneak die, as long as you do not move, speak, or take an action. If you move or take any action, you are no longer cloaked, and you lose your extra sneak dice.

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Corrosion (6 Luck, wizard)

Destroys a non-magical wooden, leather or metal object.

Choose a single object, such as an opponent's weapon, armor, a wooden door, or an iron gate. Roll your Magic dice. If you roll successes equal to or greater than the object's Luck, the object is destroyed. This list gives you a rough idea of an object's Luck, as a guide for the game master.

Object	Luck
Dagger	1
Longsword	3
Greatsword	5
Leather Armor	1
Chainmail	4
Heavy Plate	6
Wooden Door	3
Iron-bound Door	8
Portcullis	10

Enchanted objects, such as magical swords, wands, and rings, are not affected by this power.

Counterspell (2 Luck, wizard)

You can make it harder for someone to make a Magic roll.

Choose an opponent and roll your Magic dice. For each success, your opponent loses one Magic die from their next Magic roll (but always gets to roll at least one die).

Create Hippogriff (10 Luck, wizard)

Creates a magical flying steed to carry you and a companion for a short time.

Declare where you want to be carried, and roll your Magic dice. If you have never seen the destination, subtract two successes. If you have viewed it only on a map, subtract one success.

If one or more successes remain, you create a hippogriff to transport you and three companions to your destination before the creature vanishes. You must begin the journey immediately. Each success allows the hippogriff to carry you

one day's journey by foot (about 25 miles) in the space of one hour. The hippogriff will bear you there, or as close as it can. If attacked, it will fight to defend you, but won't stray from its course except to avoid enemies.

Disguise (2 Luck, wizard)

You can make yourself look like someone else. Roll your Magic dice. One success creates a magical disguise for the rest of the action scene; each extra success improves the disguise. The disguise allows you to appear as any human or human-like creature you choose — a dwarf, elf, or goblin, for example. Enemies who speak with you or have some other reason to suspect you can roll their Notice dice to see through the disguise. They need at least as many successes as the number of successes you rolled on the disguise in order to see through it.

Dodge (1 Luck, anyone)

Use your Stunt to lessen your opponent's chance of hitting you.

You can make it harder for foes to hit you by dodging. You can dodge as many foes as you like. Each time you dodge, you spend one Luck. Subtract your Stunt dice from your opponent's Battle or Shoot dice, but your opponent can always roll at least one die.

Drive Away Undead (4 Luck, paladin)

Force skeletons, zombies, and other undead creatures to keep their distance from you.

Roll your Resist dice. For each success, you can keep a single undead creature of your choice from attacking you or approaching you for one turn. You might need more than one success to keep away more powerful undead creatures:

Duress (5 Luck, paladin)

Force a creature to answer a question truthfully.

Choose one creature with more than zero Talk dice. Roll your Resist dice against the creature's Resist dice. If you roll more successes than the creature, it must respond truthfully to a single question you ask it.

Earthshake (2 Luck, dwarf)

Make the earth tremble under your enemies' feet.

Choose any foe within sight and roll your Battle dice. Instead of hitting the foe directly, you strike or stamp the ground beneath your feet and send a tremor through the earth towards the foe. Count your successes. Your foe must score more successes on a Stunt roll, or lose one Luck for each success you rolled.

This power does not work against flying creatures.

Eye (4 Luck, wizard)

Allows you to send a magical eye to spy beyond your line of sight.

Roll your Magic dice. Each success makes the eye last one turn. The eye is a small, ghostly eye-like shape that moves at your own walking speed, hovering about 5 feet above the ground. It can cross water, but can't cross a gap or drop of more than 5 feet, and can't climb sheer surfaces. You see what the eye sees, but you can't hear sounds from the eye's location. The eye has Sneak 3 and your own Notice dice, and is destroyed by a single Battle or Shoot success.

Fear (2 Luck, wizard)

Prevents one person from approaching you.

Choose one opponent and roll your Magic dice. Your opponent may roll their Resist dice to take away your successes. One success prevents your opponent from coming closer than 2 paces to you for one turn, and loses one die from any Battle or Shoot roll against you. Each additional success makes the spell last for one extra turn.

Feat of Strength (1 or more Luck, warrior)

Add bonus Muscle dice by spending Luck.

Spend one or more Luck and add the same number of bonus dice to a single Muscle roll.

Fire Patch (4 Luck, wizard)

Make a fire appear on the ground.

Roll your Magic dice. One success creates a patch of fire one pace wide. More successes make more patches. You decide where the patches appear, on the ground anywhere you can see, even directly underneath an opponent's feet. Anyone smaller than a giant standing on a fire patch or trying to cross it will lose 3 Luck, but can make a Stunt action to avoid losing one or more Luck from the fire. A fire patch lasts only one turn, unless it is created on something flammable, like wood, lamp oil, or grass, which will feed it until the end of the action scene (but won't cause it to spread).

A fire patch can also melt away an ice patch of the same size. It can also transform a briar patch into a fire patch.

Firewalk (4 Luck, paladin)

Make yourself nearly fireproof for a short time.

Roll your Resist dice. For each success, you gain 2 Armor against fire damage for the duration of the action scene. (Most fires remove 3 Luck from anyone in contact with them).

Fist of Justice (2 Luck, paladin)

Hit someone at a distance with a ghostly double of your fist.

Choose an opponent you can see. Roll your Resist dice, minus your opponent's Armor. Each success removes Luck from your opponent.

Float (2 Luck, wizard)

Make yourself float above the ground.

Roll your Magic dice. For each success, you can float above the ground for one turn. You float as if "treading air" about five feet off the ground. You can't move unless you can pull yourself along a wall or low ceiling.

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Fog Cloud (2 Luck, wizard)

Makes Notice rolls more difficult.

Roll your Magic dice. One success creates a fog cloud for ten paces around you for the duration of the action scene. The cloud does not move with you. Each success you roll removes one die from the Notice and Shoot rolls of all creatures in the area.

Guard Circle (4 Luck, paladin)

Create a circle that gives you and your friends extra armor against malicious enemies.

Roll your Resist dice. One or more successes creates a circle two paces across (enough for you and three friends) that gives you and your friends 1 extra Armor against malicious creatures for the rest of the action scene. The circle can't move with you, and you can only create circle of any kind at a time.

Hand of Healing (zero Luck, paladin)

You can transfer Luck to a friend.

Roll your Resist dice. For each success, you can transfer one of your Luck points to a friend you are able to touch.

Healing Circle (5 Luck, paladin)

Create a circle that lets your friends get 1 Luck each turn, even if they take an action.

Roll your Resist dice. One or more successes creates a circle two paces across (enough for you and three friends) that gives them get back 1 Luck each turn for the rest of the action scene, even if they take an action. The circle can't move with you, and you can only create one circle of any kind at a time.

Healing Song (1 Luck)

Use the power of song to heal your friends.

Choose one friend and roll your Talk dice. For each success, your friend gains one lost Luck.

Hearth Rune (zero Luck, dwarf)

Make a magic rune that warms you and your friends and provides light.

Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make a glowing rune that warms the air for six paces around it, removing any ill effects of cold temperature. It also provides bright light for a distance of ten paces. The rune lasts until you decide to remove it.

Ice Sheet (3 Luck, wizard)

Make a slippery sheet of ice that makes people fall down, and puts out fires.

Roll your Magic dice. One success creates a patch of ice one pace wide. More successes make more patches. You decide where the patches appear, on the ground anywhere you can see, even directly underneath an opponent's feet. Anyone smaller than a giant standing on an ice patch or trying to cross it must make at least one success on a Stunt roll to avoid falling down and losing a turn.

An ice patch can also put out a fire of the same size.

Inspire (zero Luck, paladin)

Lend action dice to a friend.

Roll your Talk dice. For each success, you can add one die to a friend's action roll (before the dice are rolled) between now and your next turn. You can also split the dice between two or more friends.

Example: Sir Stalwart, a paladin, rolls his Talk dice (4). He rolls 2, 4, 5, 6, scoring two successes, earning two extra dice to lend. During Harley the dwarf's turn, Sir Stalwart gives her two dice to add to her Battle roll.

Invisibility (5 Luck, wizard)

Make yourself invisible.

Roll your Magic dice. For each success, you become invisible for one turn. While invisible, you gain +8 Sneak, and you gain +3 Armor against Battle rolls and +6 Armor against Shoot rolls for opponents who have Noticed you.

Ironform (6 Luck, dwarf)

Turn to iron for a short time.

Roll your Resist dice. For each success, you spend one turn as an iron statue, including your clothing, weapons, and gear. While in ironform, you can't move, speak, or try any actions, but you have 7 Armor against your foes' Battle rolls and against most other dangers that would hurt a living person, like fire or extreme cold. At the end of the last turn, you return to your usual living self.

Jump (zero Luck, anyone)

Jump one or more paces and land safely.

Roll your Muscle dice. For each success, you jump one pace. If the landing area is small or unstable, the storyteller may ask you to roll your Stunt dice and score at least one success to land on your feet.

Knockback (zero Luck, warrior)

Push an opponent away from you.

Roll your Muscle dice. For each success, you drive your opponent back one pace, and you may step into the spot where your opponent had been standing. Your opponent can take away one or more of your successes by rolling her Muscle dice.

Knockout (4 Luck, warrior)

Knock someone out without harming them.

Roll your Battle dice. If you score one or more successes, your opponent can make a Muscle roll to take away one or more of them. If any successes remain, your opponent falls down and loses one turn for each success.

Lava Rune (zero Luck, dwarf)

Make a magic rune that turns solid stone into a pool of lava.

Pick a horizontal solid stone surface you can touch, like the floor of a passageway or cave. Roll your Make dice. One success allows you to make a glowing rune that instantly melts the surrounding stone into a bubbling pool of lava. The lava pool is a square shape, one pace across for every success you rolled. Anyone attempting to jump the lava pool loses one Luck from the intense heat if the jump is successful. If someone falls into the lava, the game master makes a Battle roll with 8 dice against the unfortunate person each round until he or she moves out of the pool.

The lava pool lasts until you cast another Lava Rune.

Living Lore (zero Luck, no retry)

Know the habits of an animal, or the properties of a wild plant.

Observe an unfamiliar animal or plant. With one or more successes, you happen to know a little something about it. The more successes you roll, the more you know. Exactly what you find out is up to the game master. You may need more than one success if the animal or plant is very rare or if you are far from your homeland. If you roll no successes, you can't try again on the same type of animal or plant.

Lock Rune (zero Luck, dwarf)

Make a magic rune that makes a door nearly impossible to open.

Pick a gate or door. Roll your Make dice. One success allows you to make a glowing rune that effectively seals the door, even if the door isn't locked. A door or gate sealed by a lock rune can only be opened with six or more successes on a single Muscle roll, which also destroys the door. A dwarf can only create one *lock rune* at a time.

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Mistform (3 Luck, wizard)

Turn yourself into a mist that can seep through tiny spaces.

Roll your Magic dice. One success changes you into a cloud of mist for one turn. Each extra success makes the mistform last one extra turn. As a mist, you can't be attacked, and you can seep under doors and through the smallest of cracks. You can't speak or make any action rolls until you regain your natural form.

Parry (zero Luck, warrior)

Set aside one or more Battle dice to take away your opponents' Battle successes.

Set some or all of your Battle dice aside. For each die, you can take away one Battle success that an opponent scores on you before your next turn. Any dice you didn't set aside can be used immediately for a Battle roll.

Example: Thungrim, a warrior, has five Battle dice. He sets two dice aside at the start of his turn, then makes a Battle roll with his remaining three dice, plus any bonus dice from whatever weapon he's using.

When Thungrim's opponent scores three Battle successes against him, two of the successes are taken away by the two Parry dice Thungrim set aside during his turn.

When Thungrim's next turn begins, the parry dice return to his hand.

Phantom (3 Luck, wizard)

Create the illusion of a living, moving creature.

Roll your Magic dice. One success allows you to create a double of yourself or any other person or monster smaller than giant size. The phantom can't speak or make noise, and can't touch or pick up anything. You can move it anywhere within your sight. Opponents will believe the phantom is real until they make a Battle or Shoot roll against it, or if they make a Notice roll and score more successes than your Magic dice.

Pin (zero Luck, anyone)

Keep an opponent from moving or doing most actions by rolling your Stunt and Muscle dice against his.

Anyone can try to pin someone to keep him from moving or making most action rolls. To try a pin, you can't be holding anything in your hands. Your opponent can make a free Battle roll against you first if they're holding a weapon. Then, roll your Stunt dice and your Muscle dice, while your opponent does the same. If you roll more successes than your opponent, you have your opponent pinned. Otherwise, your opponent escapes your grasp.

Once pinned, your opponent can't move, and subtracts your Muscle dice from all action rolls except Resist and Talk. Or, as his action during his turn, he can try to escape your pin by rolling his Muscle and Stunt dice against yours and scoring more successes than you.

On your next turn, if you still have him pinned, you can roll your Muscle dice against his Muscle dice to squeeze him. He will lose one Luck for each success you roll.

Example: Brawnley, a warrior (Muscle 5, Stunt 3), tries to pin an orc (Muscle 7, Stunt 3) to keep the orc from running away and alerting its friends. The orc (Battle 7) can make a bonus Battle roll against Brawnley. It rolls two successes – Brawnley loses two Luck as he lunges at the orc.

Now both of them roll their Stunt and Muscle dice. Brawnley rolls two successes, and the orc rolls one. The warrior manages to pin the orc! The orc can roll Stunt and Muscle dice against Brawnley on its turn until it scores more successes than Brawnley and manages to escape.

On Brawnley's next turn, he can roll his Muscle dice against the orc's Muscle dice to squeeze more Luck out of him.

Poison bite (zero Luck, monster power)

On a successful Battle roll, you remove Luck *and* poison its target. The target must make a Muscle roll. If the target rolls as many or more successes, it is not affected by the poison. Otherwise, the target loses one Luck each turn until 1 Luck is reached and falls unconscious for the rest of the action scene or receives an *antidote* from a paladin.

Poison Cloud (6 Luck, wizard)

Create a cloud that sickens creatures who breathe it.

Roll your Magic dice. One success creates a cloud of poison vapors one pace wide. More successes make more clouds. You decide where the clouds appear, on the ground anywhere you can see, even directly underneath an opponent's feet, as long as the clouds form one shape with no gaps. Anyone smaller than a giant standing in a poison cloud or trying to cross it will lose 2 Luck, but can make a Resist action to avoid losing one or more Luck from the cloud. A poison cloud lasts for one action scene.

Provenance (zero Luck, no retry)

Know the history of an unusual item or place.

Examine an unusual item or place and roll your Talk dice. With one or more successes, you happen to know a little something about it. The more successes you roll, the more you know. Exactly what you find out is up to the game master. You may need more than one success if the item or place is ancient or known only to a few people. If you roll no successes, you can't try again on the same item or place.

Raise Skeleton (4 Luck, wizard)

Create an animated skeleton at your command.

This spell only works for malicious wizards. Casting it will instantly create an animated skeleton from a complete set of human bones to serve as your minion. Each skeleton you summon costs 4 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this

spell would be reduced to 6 Luck, and could not raise their Luck above 9 as long as the skeleton is in existence. The more skeletons you have as minions, the lower your Luck score will be.

Raise Zombie (4 Luck, wizard)

Create an animated corpse at your command.

This spell only works for malicious wizards. Casting it will instantly create a zombie from a more or less intact corpse to serve as your minion. Each zombie you summon costs 4 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 6 Luck, and could not raise their Luck above 9 as long as the zombie is in existence. The more zombies you have as minions, the lower your Luck score will be.

Rapid Fire (zero Luck, elf)

You can fire two arrows in one turn.

Divide your Shoot dice into two groups of any size. Roll each group of dice as a Shoot roll against a different opponent.

Restore (6 Luck, paladin)

Restore a petrified creature to life.

Roll your Resist dice. One or more successes restores a single petrified creature to life, such as the victim of a basilisk or cockatrice.

Secret Message (1 Luck, rogue)

Send a private message to a friend.

Choose one friend in the current action scene. Roll your Magic dice. One or more successes allows you to whisper a short message to your chosen friend that cannot be overheard by anyone else.

Sense Malice (1 Luck, paladin)

You know when enemies are near.

Roll your Resist dice. One success tells you if there are enemies within 100 feet of you. Two successes tell you the direction they're in. Three successes tell you how far away. Four successes tell you how many creatures are present.

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Sentinel Rune (zero Luck, dwarf)

Make a magic rune that warns you when someone passes it.

Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make an invisible rune that will alert you magically when a living creature passes within a pace of it. The rune lasts until someone passes it or until you decide to remove it. You can only have one sentinel rune in play at a time.

Shield (1 Luck, wizard)

Make an invisible shield around yourself.

Roll your Magic dice. For each success, you can take away one Battle or Shoot success from an opponent's roll against you, until you run out of successes, or the action scene ends.

Example: Feeney the wizard is in a battle against some orcs. She rolls her Magic dice to cast a shield around her, and rolls a 2, 2, 4, 4, 5, and 6. Two successes! A little later, an orc shoots an arrow at her and scores one success. Feeney's shield blocks the arrow and has one success left. An orc swings its sword at Feeney and scores two successes. One success is blocked by the shield spell, but the other success gets through – the shield is gone, and Feeney loses one Luck from the sword attack.

Shriek (2 Luck)

Hit an enemy with a piercing scream that ignores Armor and makes them lose Luck.

Roll your Talk dice. For each success, your enemy loses one Luck. Note that Armor does not work against *shriek*!

Smite (2 Luck, paladin)

Add your Resist dice to your Battle dice.

Add your Resist dice to your Battle dice and make a Battle roll.

Soft Landing (zero Luck, rogue)

You can use your Stunt dice to lessen the damage from a fall.

If your character falls and will lose Luck as a result, roll your Stunt dice and reduce the Luck lost by one for each success you roll.

Spring Attack (2 Luck, warrior)

Gain Battle dice by making a leaping attack in midair.

Add your Stunt dice to a single Battle roll.

Stardust (3 Luck, elf)

A magic spell that reveals hiding or invisible opponents.

Roll your Magic dice. With one or more successes, any hidden or invisible foes within ten paces of you will glow with twinkling motes of silvery light, reducing their Sneak to 1 for the rest of the action scene.

Starlight (zero Luck, elf)

You glow softly in the darkness, providing dim light for you and your friends.

Whenever you like, you can make a soft, starry glow appear around your body that spreads light for 6 paces around you (equal to torchlight).

Stoneform (2 Luck, dwarf)

Turn to stone for a short time.

Roll your Resist dice. For each success, you spend one turn as a stone statue, including your clothing, weapons, and gear. While in stoneform, you can't move, speak, or try any actions, but you have 5 Armor against your foes' Battle rolls and against most other dangers that would hurt a living person, like fire or extreme cold. At the end of the last turn, you return to your usual living self.

Swim (0 Luck, anyone)

Swim one or more paces.

Anyone can try to swim. Start with your Muscle dice plus your Stunt dice, and remove one die

from your hand for each Armor you have. If the water is turbulent or very cold, subtract one more die each from your hand. Roll your remaining dice. For each success, you swim one pace.

Summon Orc (8 Luck, wizard)

Summon an orc to serve as your minion.

This spell only works for malicious wizards. Casting it will instantly create an orc to serve as your minion. Each orc you summon costs 8 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 2 Luck, and could not raise their Luck above 9 as long as the orc is in existence. The more orcs you have as minions, the lower your Luck score will be.

Summon Familiar (8 Luck, wizard)

Summon an animal familiar to give you bonus dice to Magic and one other action.

Roll your Magic dice. If you score one or more successes, a magic animal called a familiar appears. The familiar is your companion. You can only have one at a time. A familiar lowers your maximum Luck by one – so if you usually have 10 Luck, you will have 9 Luck as long as your familiar is around. There are four kinds of familiar: cat, bat, owl, and snake. Each familiar adds one die to your Magic rolls, and one die to another action roll, depending on what kind of animal it is.

Cat: +1 Notice

Bat: +1 Sneak

Owl: +1 Talk

Snake: +1 Resist

A familiar has 3 Luck. Whenever it loses Luck, you also lose a Luck point. If it is reduced to zero Luck, it disappears and must be summoned again. Your familiar understands what you say to it, and you can sense its feelings, but it does not speak.

Summon Greater Familiar (12 Luck, wizard)

Summon an animal familiar to give you bonus dice to Magic and one other action.

Roll your Magic dice. If you score one or more successes, a magic animal called a greater familiar appears. The familiar is your companion. You can only have one at a time. A greater familiar lowers your maximum Luck by two – so if you usually have 13 Luck, you will have 11 Luck as long as your familiar is around. There are four kinds of greater familiar: feydragon, imp, salamander, and raven. Each greater familiar adds two dice to your Magic rolls, and two bonus dice to another action roll, depending on what kind of animal it is. It also gives you a unique bonus spell you can cast, if you have sufficient Luck to do so.

Feydragon: +2 Notice

Imp: +2 Talk

Salamander: +2 Resist

Raven: +2 Sneak

A greater familiar has 6 Luck. Whenever it loses Luck, you also lose a Luck point. If it is reduced to zero Luck, it disappears and must be summoned again.

Sweep (zero Luck, warrior)

You can hit two foes with one Battle roll.

Divide your Battle dice into two groups of any size. Roll each group of dice as a Battle roll against a different opponent.

Tame Animal (1 Luck, elf)

Make an animal into a loyal pet.

Choose a single animal with a Talk of 0 and less Luck than you. Roll your Talk dice. (Any creature with a Talk 1 or higher can't be tamed.) One success allows you to tame the animal. If you don't roll any successes, you fail to tame the animal. You can try to tame the same animal as many times as you like, but each attempt requires an additional success. So the second time you try to tame a creature, you need two successes, and so on. A tame animal will follow you, fight to defend you with its Battle dice, and warn you of danger

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with its Notice dice.

You can't keep more than one tame animal at a time.

Teleport (4 Luck, wizard)

You can transport yourself to a nearby place.

Roll your Magic dice. You can disappear and then reappear an instant later at a distance of one pace for each success you roll, regardless of what's in the way. You can't teleport into solid rock or any other obstruction – the spell will “bounce” you back to your starting place.

Tongues (2 Luck, wizard)

Talk with any creature with 1 or more Talk dice.

Roll your Magic dice. With one or more successes, you can speak to and understand the speech of any creature with 1 or more Talk dice for the rest of the action scene.

Trance (2 Luck, elf)

A magic spell that can send a creature to sleep.

Roll your Magic dice. With one or more successes, you can send an opponent into a sleep-like trance for the rest of the action scene. Your opponent may roll their Resist dice to take away any successes you made.

Example: Mallion the elf comes across a wolf and wants to tame it. She rolls her Talk dice (3) and gets 1, 2, 2, 3, 4. No successes! She tries again, and needs to get two or more successes this time: 2, 3, 4, 5, 5. The 5s count as successes, so the wolf is tamed!

Trap Rune (zero Luck, dwarf)

Make a magic rune that holds a creature in an enchanted trap.

Pick a location you can touch. Roll your Magic dice. One success allows you to make an invisible rune that will trap the first creature that passes within a pace of it. Additional successes make the trap harder to escape (read on). The creature may make a single Muscle roll to escape the trap, which requires as many successes to escape as you rolled when you created the trap. Other-

wise, the creature is trapped for one hour before the trap vanishes. The rune lasts until someone passes it or until you decide to remove it. You can only have one trap rune in play at a time.

Turn to Stone (8 Luck, wizard)

Turn a creature and its gear into a stone statue.

Pick an opponent smaller than a giant. Roll your Magic dice. Your opponent rolls Resist dice to take away your successes. If one or more of your successes remain, you turn your opponent to stone for the rest of the action scene. While stone, you can't move, speak, or try any actions, but you have 5 Armor against your foes' Battle rolls and against most other dangers that would hurt a living person, like fire or extreme cold.

Undo Magic (5 Luck, wizard)

Remove a magic spell from a person or place.

Choose one person or area that is currently under a magic spell. Roll your Magic dice.

You must roll at least as many successes as the Magic dice of the person or monster who cast the spell. So, for example, to undo a Turn to Stone effect cast by a basilisk (Magic 4), you need to roll 4 or more successes. To undo a Fire Patch cast by a wizard (Magic 6) requires 6 or more successes.

Casting this spell on people or places that are under a permanent enchantment, rather than a short-duration spell, works the same way, except that the magic spell is suppressed only for one turn. So, if you cast undo magic on an opponent's flaming longsword, you can suppress its magic powers for one turn.

Voice Trick (2 Luck, rogue)

Throw your voice and disguise it to sound like someone else.

Roll your Talk dice. One or more successes allows you to disguise your voice to sound like someone else's, and to make it seem that your voice is coming from somewhere else within the action scene. An opponent with reason to suspect the voice is false, must beat your Talk suc-

cesses with their Notice dice.

Will o' the Wisp (1 Luck, wizard)

You make a glowing ball of light that moves in the air as you choose.

Roll your Magic dice. With one success, you create a glowing ball of light that creates dim light for two paces around itself, or bright light for 6 paces. The wisp must stay within sight of you, and has Luck 1 for purposes of Battle and Shoot rolls against it. The wisp lasts until you choose to make it go away.

Wolf Shape (two Luck, elf)

Turn into a wolf for one action scene.

Roll your Magic dice. On one or more successes, you transform into a wolf for the rest of the action scene. Wolves are listed in the Allies and Enemies chapter. In *wolf shape*, you have the action dice, armor, move, and powers of a wolf, but your Luck does not change.

Zap (1 Luck, wizard)

You shoot a ray of magic force at an opponent.

Roll your Magic dice. Your opponent loses one Luck for each success. Opponents can use their *dodge* power, but not Armor, to take away some or all of your dice from your hand before you roll (but you always roll at least one die).

Action Scenes & In-Betweens

In Dungeonteller, there are two sorts of play, depending on what the characters are doing in the story: action scenes, and in-between scenes. In an action scene, the story unfolds moment by moment, with each character's action carefully chosen and described. During an in-between scene, minutes, hours, or even days of travel, rest, and exploration can happen, until a new mystery or danger appears, and the next action scene begins. In-between scenes let you fast-forward the story when the characters are on a long journey, walking around a city, or resting up at the inn.

ACTION SCENES

An action scene is a part of the story where the characters make decisions moment-by-moment, with each move and action described in detail in turn. A fight scene is the most common type of action scene, but breaking into a locked room, trying to pick someone's pocket, or attempting to scale the wall of an evil wizard's castle might also call for an action scene. If time is of the essence, if characters will be hurt or captured if they fail, and the outcome depends heavily on who succeeds first, then chances are the game master will shout "Action!" and set up the scene.

The Action Round

In an action scene, each player takes a turn, then the game master takes a turn. When play returns to the first player, we say that *one round* has passed. Each action round goes like this:

1. The game master tells the players what their characters can see and hear around them.
2. The first player to the game master's left chooses one action for his or her character to try.
3. The game master tells the player what dice (if any) the player needs to roll to see if the character succeeds.

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4. The player rolls the dice, if needed, and counts each 5 and 6 as a success.
5. The game master describes what happens next, based on how many successes were rolled.
6. Play passes to the next player.
7. When play returns to the game master, she makes decisions and rolls dice for any friends and foes of the characters who are present, then describes what happens. Play now returns to the first player.

An Example of Play

In this example, the players have found a stairway leading to an underground chamber. Let's pick up the action at the moment they reach the bottom of the stair:

Game Master: You get to the bottom of the stone steps. It's cold, clammy, and dim down here. A round, underground room, about 8 paces across. No other exits.

First Player: Hmmm, I want to look around for any hidden exits or trap doors. Roll my Notice dice?

Game Master: Yes, go ahead. [In the notes for the adventure, the game master reads that there is a trap door in the floor that takes one or more Notice rolls to find].

First Player: I have Notice 4. [Rolls four dice]. A 1, 3, 4, and 6. One success! Do I see anything?

Game Master: There's a big squarish stone in the floor that sticks out more than the others do. There are scratches on the other stones around it.

First Player: Like drag marks from someone moving the stone to the side?

[The game master shrugs. Never give anything away that you could make the players figure out for themselves!]

Second Player: My turn! I walk over to the funny-looking stone and try to lift it.

Game Master: Roll your Muscle dice.

Second Player: Sweet! I'm a warrior, that gives

me five Muscle dice. [Player rolls five dice]. Three successes!

Game Master: You easily lift the stone up.

Second player: I'll set it down on the floor and see what's down there.

Game Master: I think you've done enough for one turn. Besides, you hear something scrabbling out of the pit that was covered by the stone.

Second Player: Yikes! I draw my sword!

Game Master: Sorry, your turn's over! Five mangy, naked-tailed giant rats pull themselves out of the pit and start snapping at your leg with their yellow, chisel-like teeth. [She rolls Battle dice for each rat and describes what happens].

First Player: Is it my turn now? I'll hit one of the rats with a zap!

[play continues until the rats are vanquished or the characters run away].

RUNNING ACTION SCENES

As the game master, you decide when an action scene begins and ends. Usually it starts when the characters face a dangerous or risky challenge.

Some examples of action scenes:

Fighting against some monsters

Navigating a raging river on a raft

Chasing a thief over the rooftops of the city

Sneaking into a castle without being seen

If the characters are likely to lose Luck, use their powers, or make action rolls, then it's probably an action scene.

Setting the Scene

Before you shout "Action!" and begin the first round of play, you need to set the scene. Sketch a map on a piece of paper showing whatever walls, doors, furniture, or other obstacles are part of the scene. We use 3D preprinted dungeon scenery, but other options include printable fold-and-glue papercraft scenery, flat cardboard tiles, a

big pad of chart paper and a box of crayons, or a whiteboard and dry erase marker.

Next, let your players see where their characters are in relation to the scenery and the monsters. Use simple cardboard markers, chess pieces, cheap plastic toy soldiers, pre-painted plastic miniatures, or use metal miniatures that you've painted yourself. Anything works, as long as you can tell who each figure represents and can move them around the map easily.

Noticing and Hiding

Make a Notice roll secretly for any characters in the front of the group whenever there's something to be heard or seen that might give away the element of surprise. In dim or dark places, this becomes more of a challenge.

Bright Places

In brightly-lit places, each opposing side simply makes a Notice roll, without penalties, unless one side includes monsters that suffer Notice penalties in bright places, like goblins.

Dim Places

Dim places include areas just inside the entrance of a cave, or places with just a little natural light, from glowing fungi, luminous minerals, or any other source you can devise. Dim places give characters and most creatures -2 to Notice rolls. A lantern or torch reduces the penalty to 0.

Dark Places

In dark places, characters and most creatures get -4 to Notice rolls. A lantern reduces this penalty to 0, while a torch reduces it to -2 .

Who Sees Whom?

Depending on who makes successful Notice rolls, each side has several options, including running away, standing their ground, setting up an ambush, or simply blundering into the other side.

Both sides Notice each other:

If both sides notice each other, either side can choose to run away, stand their ground, or attack. Players can bid Luck dice to see who goes first.

Only one side Notices the other:

If only one side notices the other, the side that notices can choose to run away, set up an ambush, stand their ground, or attack.

Neither side Notices the other:

If neither side notices the other, they will blunder into one another, and the players can bid Luck dice to see who goes first. (See Who Goes First? below.)

Run Away

Any side who has this option can simply run away from the other side. The remaining side can choose to let them escape or pursue them. See Pursuit and Escape for details.

Ambush

This option allows one side to attack first, without having to bid Luck dice to gain the first turn.

Stand Ground

A side that stands its ground neither attacks nor runs away. If the other side attacks, who goes first is resolved by bidding Luck dice (see below).

Attack

Any side that attacks must bid Luck dice to determine who goes first (See below).

Blunder

When two sides blunder into one another, they must bid Luck dice to see who goes first.

Who goes first? Bid your Luck!

As mentioned above, an attack, stand ground, or blunder may require both sides to bid Luck dice to take their turn first. Unless you want to take your turn last, you can spend one or more Luck

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to take your turn sooner than the other players. The more Luck you bid, the sooner you take your turn. Here's how it works:

1. At the start of an action scene, each player places one or more of his Luck dice in a closed fist (or holds out an empty fist). The game master does the same (representing all the foes as one bid). You can't bid more Luck than your Move, which for all characters is 5, but varies for monsters.
2. Everyone opens his fist at the same time and reveals how many Luck dice were bid. The order of play starts at the player who bid the most Luck dice and proceeds according to the Luck bid of the other players, highest to lowest. In case of a tie, the character with more Stunt dice goes first. Any Luck you bid is subtracted from your current Luck.

Example: Mallion the elf and Harley the dwarf run into a patrol of three skeletons. The skeletons aren't trying to hide, and Mallion and Harley notice them easily. Mallion's and Harley's players hide some Luck dice in their fists, while the game master does the same. They all reveal their dice.

Mallion's bid: 3 Luck

Skeletons' bid: 2 Luck

Harley's bid: 0 Luck

Mallion (Luck 10) is down to 7 Luck. The skeletons (Luck 4) are now at 2 Luck. Harley (Luck 10) remains at 10 Luck.

Mallion goes first, then the skeletons, then Harley.

Movement

When your character walks around during an action scene, you don't usually need to roll dice to see if you succeed or how far you get. But the faster you move, the harder it is to make action rolls at the same time.

You count out your move in paces. A pace is five feet. If you're using a piece of graph paper to keep track of where the characters are, you can make each square count as one pace, and if you're playing on a piece of chart paper or a

table with toy soldiers or other markers, let one inch equal one pace. The kind of chart paper that comes already marked in one-inch grids is especially handy.

When moving, you can choose to move, double-move, or run.

Move

Nearly every character and monster in the game has a Move speed. Any character you might play, from a dwarf to a wizard, can move up to 5 paces each turn and still make an action roll, except for a Make roll, which can only be done when you're standing still.

Double Move

If you move faster than your Move, you're doing a double move. You can double-move up to twice your Move (10 paces for characters). You lose 3 dice on actions when you're double-moving – it's harder to do most things well when you're moving that fast. If losing 3 dice would bring your action to zero dice or less, then you can't try it. For example, a dwarf (Shoot 2) can't shoot a bow while double-moving, because the 3-dice penalty would reduce his Shoot to -1, while an Elf (Shoot 5) could still make a Shoot roll with 2 dice. Unlike other characters, warriors do not lose Battle dice when double-moving.

Run

If you try to move more than 10 paces each turn, you're running, and don't have time to make any action rolls. You are spending all your time and focus moving as fast as you can. Roll your Muscle and Stunt dice each turn you are running. Add one pace to your move for each success and add it to ten. If you don't roll any successes, you lose one Luck die, to show you're getting tired from all that running around.

Monster Movement

Monsters have their own Move speeds. Some monsters, like zombies, can't double-move or run, and this is indicated in their Move information.

Monsters that can fly have a separate Fly speed

with two numbers, like, “6 to 18”. Monsters with a Fly speed can’t fly any slower than the first number or faster than the second number. So a monster with a Fly speed of 6 to 18 will fall to the ground if it moves slower than 6, and it can’t fly faster than 18.

Some creatures, like spiders, can climb without making Stunt or Muscle rolls, treating walls and ceilings like floors. Their climb speed is usually the same as their move speed. Creatures with a Swim speed can move or double-move in the water, while other creatures can only travel their Move speed when swimming.

Chases & Escapes

When one side chooses to run away, the other side may chase.

If both sides have the same Move, whoever has more Luck to spend will outrun those with less (running costs one Luck per turn, remember?).

If one side has a higher Move than the other, do the same, but add the difference in Move to the faster side’s tally, as in these examples:

Mallion and Harley (Luck 10, Move 5), decide to run away from a pursuing ogre (Luck 16, Move 6). The two heroes can spend 9 Luck without collapsing, which the ogre can match by spending 8 Luck plus a bonus of +1 from the difference in their Moves (Move 6–Move 5=1). The ogre will catch them in only 8 turns!

If the ogre had been reduced to only 4 Luck, say, during an action scene just before the chase started, then he would run out of breath after only four turns, and the two heroes would escape by spending only 5 Luck!

Reward Dice

During an action scene, you can give a player a reward die for doing something cool, smart, or brave. The player adds the reward die to the character’s next action roll. Use reward dice to encourage good play! Give out a reward die when a player’s character makes a monster run away or surrender, when a puzzle is solved, or when a character risks Luck to rescue or assist a friend.

Ending an Action Scene

An action scene ends when the characters are out of immediate danger and have a chance to rest. You can yell “Cut!” like a movie director to declare when an action scene ends.

Get Your Luck Back

Once the action scene ends, characters recover all their lost Luck.

IN-BETWEEN SCENES

Once an action scene is over, the characters recover any lost Luck, and the players decide what their characters will do next. In between action scenes, players don’t always have to take turns. They can debate about what to do next until they agree on a plan, then tell the game master what the characters will do. It might sound something like this:

Game Master: OK, you’ve driven all the rats away. They ran shrieking up the stairs. That was good thinking to put the trap door back in place so they couldn’t escape that way!

First Player: Let’s see if there are any handholds on the side of the pit.

Second Player: You first! What if there are more rats down there?

Game Master: There are metal brackets hammered into the wall of the pit, going down as far as you can see, given that you have no light sources of your own.

Second Player: OK, I can take a hint. I’ll make a will o’ the wisp and make it hover near the edge of the pit. If it looks clear, we’ll send the warrior down to check it out.

First Player: Do I need to make a die roll to climb down?

Game Master: Not if you take your time. The handholds make it easy.

When the characters are traveling long distances over land or sea, the game master can condense hours or even days of journeying into a few short sentences:

28 Power-Ups

Game Master: Leaving behind the half-deserted farmsteads and crumbling castles of the Quibble Marches, you make your way north into the land called the Plainsea. The grass here is ten feet high, so you can't see more than a few feet in front of you. Occasionally, trampled-down clearings and game trails appear, made by the movement of some kind of huge, unknown creature.

Player: I think we'll take advantage of any game trails that seem to lead north, but we'll always keep an eye out on the trail ahead.

Game Master: OK, in about a week, you reach the foot of Black Sky Country. The Plainsea is behind you.

It's the game master's job to move the story along through the tedious or safe parts, and get the players to the next action scene, where excitement happens, and Luck becomes a precious resource.

Power-Ups

At the end of each game session, it's time to give each character one or more power-ups. Power-ups include extra Luck, extra action dice, and new character powers. The next time you play, your character will have more Luck, and maybe some other power-ups too:

At the end of every game session: gain 1 Luck

When Luck rises to an even number: add 1 action die to the action of your choice

When the character finishes an important quest: choose an advanced power from the character power list

Luck! Power-Up

At the end of a game session, each character's Luck score goes up by one. So, a starting character with Luck 10 becomes Luck 11.

Example: The game master and the players finish an afternoon's game session. Feeney, Sir Stalwart, and Mallion each raise their Luck from 10 to 11.

Action Die! Power-Up

When a character's Luck rises to an even number (12, 14, and so on), the player gets to add one die to a single action. So, a warrior with Sneak 1 could raise his sneak to Sneak 2, or raise his Muscle 5 to Muscle 6, or so on.

Example: Feeney, Sir Stalwart, and Mallion reach the end of their second gaming session. Their Luck rises from 11 to 12. Since 12 is an even number, they also get to add one die to any action they choose.

Feeney the wizard raises her Magic from 6 to 7.

Sir Stalwart the paladin raises his Sneak from 1 to 2. Mallion the elf raises her Battle from 2 to 3.

Please note that no action can be raised above 10 dice!

Character Power! Power-Up

When a character finishes an important quest, the player chooses an advanced power to add to the character's power list. It's up to the game master to decide when a quest is finished, but it should be no more than once every three or four game sessions, when a major villain has been defeated, a mystery solved, or a town saved from a monster invasion.

Advanced Power List

This is a list of advanced powers available to each character. They are described in detail in the Powers list earlier in this book.

Chilling Mist
 Corrosion
 Create Hippogriff
 Eye
 Fear
 Fire Patch
 Fog Cloud
 Invisibility
 Phantom
 Poison Cloud
 Raise Skeleton
 Raise Zombie
 Summon Orc
 Summon Familiar
 Summon Greater Familiar
 Turn to Stone
 Undo Magic

ADVANCED POWERS

Dwarf:

Armor Up
 Earthshake
 Lava Rune
 Lock Rune
 Trap Rune

Elf:

Bullseye
 Bear Shape
 Briar Patch
 Wolf Shape

Paladin:

Antidote
 Duress
 Firewalk
 Guard Circle
 Healing Circle
 Restore

Rogue:

Knockout
 Secret Message
 Soft Landing

Warrior:

Spring Attack

Wizard:

Call Vermin

30 Gear & Gold

Gear & Gold

Heroes need armor, weapons, potions, food, and other supplies. In Dungeonteller, we call it gear. You buy gear with gold. Each character starts with some basic gear, listed on the character sheet, and five gold coins. You get other gear and gold as you play the game. You could find a sword in an ancient warrior's tomb. You could buy a suit of armor from merchant in the town square. A bag of gold coins could be your reward if you rescue the merchant from robbers. You need to keep track of it all, so here is some advice.

Keep Track of your Gear

The best way to keep track of your gear is by making gear cards using 3 x 5 index cards. Keep a stack of blank cards at the table. When your character gets a new piece of gear, you write a card for it, maybe with a short note about what bonus dice it gives you, and a quick sketch. Like, *"Longsword, +4 Muscle dice to Battle."*

With one card for each piece of gear, even young players can keep track of it all. Use a paper clip or small plastic sandwich bag to keep your gear cards together between games.

We have a house rule that if you make a cool drawing on your gear card, it's a better quality item, and you get to roll an extra die when you use it!

If you have more than one of the same piece of gear, like arrows or potions, you don't have to make a gear card for each one, but just for the container or bag they're in. For arrows, make a card that's your arrow quiver, and keep a tally on the card of how many arrows you have. For potions, make a card that's your potion bag, and again, keep a tally of how many of each kind of potion you have.

How Much Gear is Too Much?

We like to set a limit to the number of gear cards you can take with you on an adventure. Fifteen cards is a reasonable limit. Any gear you want to leave "at home" can be left in a separate pile of cards to be swapped out later.

Keeping Track of Your Gold

Each character starts the game with 5 gold coins. You will get more gold from treasures you discover in the game, as rewards for completing missions, or for selling gear that you don't want to keep. Here are two ways to keep track of your character's gold:

1. Pennies

Use pennies or poker chips to represent your gold coins, and keep them in a plastic bag along with your gear cards.

2. Moneybag Gear Card

Make a gear card called Moneybag and keep a running tally of your gold on the card.

Spending Gold to Buy Gear

When your character meets someone in the game with gear to sell, just hand the game master the right amount of pennies or subtract them from the tally on your Moneybag card.

Don't Sweat the Cheap Stuff

As long as your character has at least one gold coin, don't worry about paying for cheap items like a frosty mug of root beer at the tavern or a batter-fried bat on a stick (a dwarf delicacy). Rather than juggling small bits of change, we'll just assume you're good for it. If you buy a root beer for everyone in the tavern, then expect to pay!

Gear List

All the gear listed here gives you one or more bonus dice to one or more actions. Your character can buy any of this gear in the marketplace of a large town or city. In a small town or village, usually only items worth 5 gold coins or less are

available, because there's no market for more expensive items.

Armor

You can wear armor to help protect you from Battle and Shoot rolls. Some roles, including paladin, rogue, warrior, and dwarf, begin the game wearing armor. You can also find or buy armor during the game.

Starting Armor for Characters:

<i>Character</i>	<i>Armor</i>
Paladin	Light plate -4
Rogue	Leather armor -1
Warrior	scale mail -2 and shield -1
Wizard	none
Dwarf	dwarf scale -3
Elf	none

Each kind of armor has an Armor number of -1 or lower. The number tells you how many dice your opponent has to remove from his hand before he makes a Battle or Shoot roll against you.

Example: A bogle (Battle 8) swings its club at Sir Stalwart the paladin (light plate -4). The game master removes 4 dice from the bogle's Battle dice before rolling, leaving only 4 Battle dice.

You always get to roll at least one die. If your Armor would bring an opponent's Battle or Shoot dice to zero or less, your opponent still gets to roll one die.

<i>Armor</i>	<i>Cost (gold)</i>
Shield -1	1
Leather Armor -1	2
Scale Armor -2	8
Chainmail -3	15
Light Plate -4	30
Heavy Plate -5	60
Epic Plate -6	120

To wear armor, you need enough Muscle dice to match its Armor value. For example, to wear *light plate -4*, you must have at least Muscle 4. A *shield -1* can be carried by any character, but you can't Battle or Shoot with 2-handed weapons

while you hold a shield.

Battle Weapons

Battle weapons give you bonus Battle dice up to your Muscle dice. For instance, a longsword gives you up to 3 bonus Battle dice, but if you have Muscle 2, you would only get 2 bonus Battle dice. This ensures that heavier weapons are most useful in the hands of characters who have the Muscle to wield them.

<i>Weapon</i>	<i>Dice</i>	<i>Hands</i>	<i>Gold</i>
Bare Fist	0	1	0
Shield	1	1	1
Dagger	1	1	1
Shortsword	2	1	2
Spear	2	1	2
Mace or Battle Axe	2	1	2
Longsword	3	1	3
Halberd	4	2	4
War Hammer	4	2	4
Falchion	4	1	4
Greataxe	5	2	5
Greatsword	6	2	6

Shoot Weapons

Shoot weapons give you bonus Shoot dice up to your Notice dice. For instance, a shortbow gives you up to 2 bonus Shoot dice, but if you have Notice 1, you would only get 1 extra Shoot die. This ensures that trickier weapons are most useful in the hands of characters who have the Notice dice to take full advantage of them.

<i>Weapon</i>	<i>Dice</i>	<i>Hands</i>	<i>Gold</i>
Dagger	1	1	1
Spear	2	1	2
Shortbow	2	2	4
Hand Crossbow	1	1	5
Light Crossbow	2	2	6
Longbow	3	2	7
Heavy Crossbow	4	2	8

Quality and Masterwork Weapons

In larger towns and big cities, you might be able to buy Battle and Shoot weapons that are better than ordinary.

32 Gear & Gold

Quality and masterwork Battle weapons are only available for weapons that ordinarily cost more than 3 gold: longswords, halberds, war hammers, falchions, greataxes, and greatswords.

A quality weapon costs 2 times as much as an ordinary weapon, and allows you to add one more Muscle die to your Battle roll than you would otherwise. So, a quality falchion would add up to 5 Muscle dice rather than the ordinary 4.

A masterwork weapon costs 10 times as much as an ordinary weapon, and allows you to add two more Muscle dice to your Battle roll than an ordinary weapon of the same kind. So, a masterwork falchion would add 6 Muscle dice rather than the ordinary 4.

Quality and masterwork Shoot weapons are similar in cost and bonus dice, but of course allow you to add Notice dice rather than Muscle dice.

Adventure Gear

Most of the gear on this list gives you bonus dice to one or more action rolls. Even gear that doesn't give you a bonus could be useful in the right situation!

<i>Gear</i>	<i>Gold</i>	<i>Unit</i>
Firestarter	1	each
Food Pack	1	per week
Handcuffs	3	each
Iron Spikes	1	bag of 6
Lantern	2	each
Lock and Key	2	each
Oil Flask	1	each
Mule	5	each
Rope	2	50 feet (10 paces)
Toolbox	3	each
Torches	1	bundle of 6

Firestarter: 1 gold

You can use a firestarter to light a torch or start a camp fire. A firestarter includes lump of flint, a steel bar, and a tin of very dry cloth called tinder. By striking the flint with the steel bar, you make sparks that set the tinder on fire. You must roll at least one Make success to set the fire alight.

Food Pack: 1 gold for one week's food

For one gold coin, you can buy a pack of food that will keep you fed for a week of adventuring. A typical food pack contains cured meats, dried fruit, cheese, biscuits, and chocolate. It doesn't give you any bonus dice, but without food, you lose two Luck per day that can't be restored until you start eating again.

Handcuffs: 3 gold

Iron handcuffs are useful for keeping prisoners. When you're wearing handcuffs, you can't roll more than one Battle, Make, or Stunt die, and can't make a Shoot roll. To escape from handcuffs, you have to make a Stunt or Muscle roll with four or more successes, and with each try, you lose one Luck.

Handcuffs come with a built-in lock and key. See Lock and Key for more details.

Iron Spikes: 1 gold for a bag of 6

Iron spikes are handy for making anchor points for a climbing rope or for wedging a door shut to keep out foes (or wedging it open to prevent being locked in). Each spike has a ring or loop at the end to allow a rope to be tied or threaded through.

A door that is spiked requires 3 Muscle successes on a single roll to dislodge.

Lantern: 2 gold

A lantern burns on oil from an oil flask. One flask of oil can keep a lantern lit for six hours. It provides light for ten paces around you. A lantern gives you +2 Notice if you're in a dim place, and +4 Notice in a dark place. Lanterns aren't easily blown out by wind, and are easier to keep alight in wet places.

Lock and Key: 2 gold

A padlock and key can be used to secure a treasure chest, door, or chain. The lock can be picked by rolling three or more successes on a single Make roll.

Oil Flask: 1 gold

An oil flask holds enough oil to keep a lantern burning for six hours. If you pour the oil out on the ground and light it with a torch, it makes a fire patch two paces wide that will burn for just one round unless you feed it with wood, cloth, or other things that burn.

Crossing a fire patch costs 3 Luck, unless you make at least one success on a Stunt roll.

Mule: 5 gold

Dungeon mules are specially trained to work in mines and other unpleasant places. They can hold up to 20 gear cards, can be trained to pull heavy weights, and kick in doors. They are sturdy beasts, brave and tough:

Luck 10

Armor 1

Move 5

Battle 2/2/4 (hoof/bite/rear kick)

Muscle 8

Notice 4

Resist 2

Mules make noise. Your foes will usually get +2 bonus dice to Notice you at the start of an action scene if you have a mule with you.

Rope: 2 gold

Having a rope that's tied to a sturdy anchor point (like an iron spike) gives you +2 bonus dice to Stunt rolls while climbing. If you fail a Stunt roll, you won't fall, and you can try another Stunt roll on your next turn. One coil of rope is 50 feet (10 paces) long.

Toolbox: 3 gold

A toolbox gives you +2 bonus dice to Make rolls when constructing simple items out of wood, like a raft, a box, or a gate. It includes a small saw, hammer, a bag of nails, and a hand drill.

Torches :1 gold for a bundle of 6

Torches are sold in bundles of 6. One torch lasts one hour. A torch gives you +2 Notice up to six paces away if you're in a dim or dark place. Torches can be easily blown out by gusts of wind and don't work when wet. If you score zero suc-

cesses on any Stunt roll while you're holding a torch, the torch goes out.

34 Allies & Enemies

Allies and Enemies

Many friends and foes the characters might meet during an adventure are found here. Remember that the game master decides what actions friends and foes take, and acts out what they say and do.

BANDITS

Gangs who rob and kidnap travelers in wilderness areas.

Bandits are unemployed soldiers, escaped criminals, or peasants who have turned to robbery. They choose a mountain pass, thick forest, or river crossing for an ambush site. Bandits rob travelers of treasure and supplies, and may hold one or more prisoners for ransom. Bandits don't like fair fights, and will sometimes accept a cash bribe from well-armed groups or else avoid them altogether.

Bandits follow a charismatic leader elected by the group. Sometimes ogres or giants will team up with bandits to increase their strength. They usually keep a hidden camp, cave, or hideout away from the road, where they hide supplies, loot, and prisoners.

You can also use bandits in your game as pirates, nomads, outlaws, or other gangs of stealthy, lightly-armed fighters.

BANDIT

Luck	8
Armor	1
Move	5
Battle	5 includes shortsword
Make	2
Muscle	3
Notice	4
Resist	1
Shoot	5 includes shortbow
Sneak	5
Stunt	4
Talk	1
Moneybag	1
Hoard	Gold 2, Gems 1

BANDIT LEADER

Luck	16
Armor	1 (leather armor)
Move	5
Battle	8 includes shortsword
Make	2
Muscle	4
Notice	4
Resist	2
Shoot	5 includes shortbow
Sneak	5
Stunt	4
Talk	3
Moneybag	5

BARGHEST

A phantom hound that hunts for living souls.

Luck	16
Armor	2 (Armor 4 against Shoot)
Move	6 Fly 0 to 12
Battle	1 0/10 bite/bite
Magic	6 <i>mistform</i>
Muscle	9
Notice	7 even in dim light or darkness
Resist	4
Sneak	5
Stunt	1
Powers	<i>chilling mist, mistform</i> , recovers 1 Luck on a successful Battle roll

Barghests appear as large black hounds with glowing red eyes. They can run through the air as easily as on the ground, and can hover in place. Barghests devour the life force of their prey with their crushing jaws.

A barghest can bite twice in a single turn. It recovers one Luck for each successful Battle roll it makes. A thick, chilling mist surrounds it that acts as Armor 4 against Shoot attacks. Anyone trying a Battle action against a barghest loses 2 Luck from the effects of the chilling mist, but can immediately make a Muscle roll to regain one or both lost Luck. A barghest can use the *mistform* wizard power upon itself at a cost of 3 Luck. It often uses this spell to pursue its prey through seemingly secure doors and other defenses.

BASILISK

A hideous lizard whose gaze turns living creatures to stone.

Luck	14
Armor	3
Move	3 no double move or run
Battle	3/3/6 claw/claw/bite
Magic	4
Muscle	5
Notice	6
Resist	3
Sneak	5
Powers	<i>turn to stone</i> against foes making Battle, Magic, or Shoot rolls
Hoard	Gold 20, Gems 4, Wonders 2

A basilisk resembles a large lizard with a bumpy hide, long claws, and a crownlike ring of horns on its forehead. It is sometimes called a king lizard for this reason.

Basilisks live in sandy or rocky wastes. Their nests are often made from the fragments of creatures they have turned to stone. Even small animals and birds are not spared from this monster's gaze, and may litter the ground around its lair.

Anyone making a Battle, Magic, or Shoot roll against a basilisk or otherwise looking at it must first make a Resist roll and score at least one success to avoid being turned to stone, along with their gear and clothing. A Battle roll may be made without looking directly at the monster, at a penalty of 6 Battle dice. An *undo magic* or *restore* spell will return a victim to normal. Since basilisks have never been observed eating, it is thought that they consume the life energy of their petrified victims directly. It may take several years to drain the life energy of one petrified victim, and once drained, it will crumble into pieces.

Basilisks are almost always found alone. Once every century or so, all the basilisks in a given region migrate to an ancestral ground to choose mates. Basilisk eggs are coveted by those seeking to create a cockatrice, and can fetch an astronomical price.

BEARS

Three kinds of bear are shown here: the shy black bear, the more powerful brown bear, and the savage cave bear. All three types live in forest and mountain areas, and may spend the coldest part of the year sleeping in caves or other shelters.

BLACK BEAR

Luck	10
Armor	0
Move	5
Battle	3/3/6 claw/claw/bite
Muscle	6
Notice	6 -4 in darkness
Resist	1
Sneak	4
Stunt	4

Black bears are usually shy, unless they have developed a taste for food or refuse from human settlements. Then, these bears can become quite bold and aggressive. Black bears are often befriended as animal companions by elves.

BROWN BEAR

Luck	24
Armor	0
Move	6
Battle	5/5/12 claw/claw/bite
Muscle	9
Notice	6 -4 in darkness
Resist	1
Sneak	3
Stunt	3

Among brown bears, young adult males are the most aggressive and will attack without warning if surprised or threatened. In other circumstances, brown bears are shy and tend to avoid humans.

CAVE BEAR

Luck	30
Armor	1
Move	7
Battle	7/7/14 claw/claw/bite
Muscle	11
Notice	6 -4 in darkness
Resist	1
Sneak	3

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Stunt 2

Cave bears live in natural caverns near the surface. Either a lone male or a mother and cubs will be encountered. (Treat cubs as adult black bears). Cave bears hunt for prey on the surface and underground where at least some daylight reaches. The floor of a cave bear cavern will be covered with bones and discarded gear.

Cave bear cubs are sometimes captured by dwarves and raised to become armored bear steeds, capable of carrying up to four dwarf warriors into battle.

BOAR

Luck 10
Armor 0
Move 7
Battle 8/8 tusk/tusk (male)
Battle 5 bite (female)
Muscle 8
Notice 4
Resist 1
Sneak 2
Powers *knockback* 8 if both tusks succeed

Wild boars live in mild and cold forests. They eat nuts, roots, berries and other forage. Near farms they can become pests, feeding on crops and uprooting the soil.

Either a lone male will be encountered, or a sounder (herd) of 2 or 3 adult females and up to 20 young. Males charge and slash with their tusks, while females deliver a painful bite. If a male makes one or more successes with both tusks against the same target in one turn, it then receives a free *knockback* attack at 8 dice.

BOGLE

Giant goblins that wander through the underworld in unruly, hungry mobs.

Luck 10
Armor 1
Move 5
Battle 8 includes +3 for bone club
Stunt 4
Muscle 7 Can *knockback* for 0 Luck
Notice 4 -4 in darkness
Resist 1
Shoot 1
Sneak 8
Talk 1
Powers *knockback*
Hoard Gold 2, Gems 1

Bogles look like tall, hairy goblins, with black, beady eyes and leathery snouts. More savage than other goblins, bogles roam in loose mobs, without a home base or lair. Despite their size, they are extremely quiet and rely on surprise to catch their prey. They typically plunder an area, eat and roast everything they can catch, and then move on. With no interest in treasure, bogles often leave coins and other riches behind, scattered among the bones of their gruesome feasts. Goblins and other scavengers often trail bogle mobs, hoping to gather up discarded treasure when the bogles leave.

Bogles fight with clubs made of bone. They can *knockback* like the warrior power of the same name.

CENTAUR

A half-human, half-horse monster that raids human settlements.

Luck	14	
Armor	0	
Move	8	
Battle	4/4/9	or 10 hoof/hoof/club or kick
Muscle	8	
Notice	5	
Resist	1	
Shoot	9	<i>rapid fire</i>
Sneak	2	
Stunt	3	
Talk	2	
Powers	<i>rapid fire</i> , can <i>knockback</i> with rear hooves	

Moneybag Gold 2, Potions 1

Centaurs are wild, surly folk that roam in large herds through the countryside, stealing food and drink, making merry, and plundering human settlements for anything of value. Between raids, a centaur herd makes its home in rugged hill country, in a cave, box canyon, or hidden valley. Centaurs from different herds do not get along, and may fight each other over food, drink, and treasure.

Centaurs carry wooden clubs and powerful bows. They keep their gear in a pouch slung over the shoulder. A centaur is strong enough to bear a person on its back, but would never do so willingly, because it is dishonorable among centaurs to act as mounts or beasts of burden.

Centaurs can Battle with their two front hooves and a club or kick with their powerful rear hooves or Shoot with their bow. They can *knockback* with their rear hooves instead of removing Luck from their target. Centaurs can use the *rapid fire* power with their bows, firing two arrows per turn, but splitting their Shoot dice.

CHIMERA

A fire-breathing monster with the body of a lion, and the heads of a fire dragon, lion, and goat.

Luck	35	
Armor	2	
Move	5	fly 10 to 18
Battle	4/4/8/8/4	claw/claw/ lion bite/ goat horn gore/dragon bite
Muscle	14	
Notice	4	
Resist	3	
Shoot	6/6/6	fiery breath
Sneak	1	
Hoard	Gold 22, Gems 5, Wonders 2	

A chimera is a three-headed monster with a huge lion's body, a forward-facing lion head, a goat's head emerging from its back, and a long, scaly tail ending in a fire dragon's head. Each head can breathe fire OR make Battle attacks in a given turn.

Like many other misshapen monsters, the chimera is a survivor of the time of chaos that preceded the current age. It may have been bred by the forces of chaos as a scourge against their human and dragon enemies. A chimera can hibernate for centuries in caves, only to wake and wreak destruction on the surrounding area, burning crops and houses and eating livestock. It lays waste to an area, drives people away, and then returns to its cave to hibernate again.

Any Battle roll that scores 6 or more successes lops off one of the monster's three heads (chosen by the player). The chimera can survive the loss of two of its heads, but will be reduced to zero Luck instantly if the third head is removed.

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COCKATRICE

A rooster-like monster that can turn victims to stone with the touch of its tongue.

Luck	20
Armor	0
Move	5 fly 10-15
Battle	7/7/6/4 spur/spur/tongue/tail
Magic	3
Muscle	7
Notice	5
Resist	3
Sneak	1
Powers	<i>turn to stone</i> on a successful Battle roll with tongue; <i>knockback</i>
Hoard	Gold 14, Gems 4

Cockatrices are created by wizards to serve as monstrous guardians. A cockatrice is made by coaxing a hen to brood on a basilisk's egg. When the egg hatches, a cockatrice chick emerges. The first living person it sees will become its master. It takes about a year to reach its full size – about five feet tall. It does not lay eggs or produce any offspring.

A cockatrice is alert and fast moving. It crows loudly when strangers come near. It may make several false charges to scare off intruders before darting at them with its forked tongue, which can turn a person to stone at a touch. Anyone sneaking up from the side or rear of a cockatrice can be hit by its spurred claws and scaly, lashing tail. The tail does not remove Luck but scores a knockback similar to the warrior power of the same name.

If the cockatrice scores one or more successes with its tongue attack, you must make a Resist roll and score at least an equal number of successes to avoid being turned to stone. An *undo magic* or *restore* spell will return a victim to normal – but be quick about it, because cockatrices peck away at their victims and consume them one grain of stone at a time. (The first indication a cockatrice is near may be the sound of its beak chiseling away at a petrified victim).

CRYPT WORM

A giant caterpillar that attacks by surprise.

Luck	10
Armor	0
Move	4 climb, dig
Battle	6 bite
Muscle	5
Notice	5 even in dim light or darkness
Resist	3
Sneak	5
Powers	<i>Ambush</i>

Crypt worms are bloated, ivory-colored caterpillars about 6 feet long, with charcoal-gray heads and black legs. They tunnel through graveyards and catacombs, looking for recently-buried bodies. They often compete with ghouls and tend to attack them on sight. They attack living prey, too, preferring to strike out at passing targets from a hole or crevice. They can spin a line of strong silk from their abdomen to dangle from a ceiling or tunnel opening, ready to drop on unsuspecting prey.

If a crypt worm makes a successful Sneak roll against its target's Notice roll, it can immediately make a Battle roll with 4 bonus dice, like a rogue's *ambush* power.

Crypt worms are the larval form of death's-head moths, which are described in their own entry. They build a hard cocoon out of silk and human bones, and emerge in their adult moth form after a period of a few weeks.

DEATH'S-HEAD MOTH

A giant flying insect that is attracted to lanterns and other light sources.

Luck	8
Armor	0
Move	2 climb, fly 3-8
Battle	4 bite
Muscle	3 +3 when sucking blood
Notice	5 even in dim light or darkness
Resist	2
Sneak	6
Powers	Luck Drain 1/turn

Death's-head moths are the adult form of crypt worms, which are described elsewhere. They have bodies about two feet long, and a wingspan of nearly four feet. These giant flying insects are a constant nuisance to underground exploration, because they are attracted to artificial light sources like lanterns, torches, and the powers *starlight* and *will o' the wisp*. They tend to drop from ceilings and swarm around the lights, searching for live prey. Their proboscis is modified to suck blood, and once attached, will drain one Luck from the victim each turn until the moth is slain or else pulled off with one or more successes on a Muscle roll.

DELVES

Evil elves who live underground and worship Chaos.

Delves are pale, raven-haired elves, thin and long-fingered. They wear black, close-fitting leather armor and black cloaks. They are a renegade kingdom of elves who turned to Chaos in the distant past and sought refuge and power below ground. Delves worship The Wyrms, a legless, eyeless monstrosity said to dwell in the deepest pit of the underworld that gnaws at the roots of the world and must be fed with offerings to keep it from pausing in its evil work. Some believe The Wyrms is the mother of all creatures of Chaos, from chimeras to dragons to manticores, and continues to spawn the hideous monsters that roam the caverns and tunnels of the underworld.

Delves hate all surface dwellers who stray into their realm, and particularly despise elves and

dwarves. Characters may find patrols of delves at the border of the delf kingdom. Their orders are to capture any trespassers, and to this end, will prefer to use tricks or traps to catch characters rather than force.

DELFT SENTINEL

Footsoldiers that guard the borders of the delf kingdom.

Luck	8
Armor	2
Move	5
Battle	9 can sweep two targets
Magic	5
Make	2
Muscle	3
Notice	5 -4 in bright light
Resist	3
Shoot	6 <i>poison darts</i>
Sneak	5
Stunt	2
Talk	3
Powers	<i>parry, sweep, cloak</i>

Delf sentinels work in patrols of about 10 members, under the dual command of a delf sorcerer and a delf captain. Each sentinel carries a curved, hooked sword and a quiver of poison darts.

On one or more successes, a poison dart removes Luck and causes blindness that lasts until the end of the action scene. You can remove successes with a Muscle roll, or remove the blindness with an *antidote* power.

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DELPHIC CAPTAIN

Co-leader of a delf patrol armed with a paralyzing sword.

Luck	16
Armor	3
Move	5
Battle	11/7 two swords, <i>paralyze</i>
Magic	6
Make	2
Muscle	3
Notice	5 -4 in bright light
Resist	4
Shoot	6 <i>poison darts</i>
Sneak	5
Stunt	2
Talk	4
Powers	<i>parry, sweep, cloak</i>

Delf captains are experienced sentinels who have risen to command a patrol. They carry two special swords and do not carry darts. The smaller sword, carried in the left hand, paralyzes its target on one or more successes in addition to removing Luck. The target can make a Resist roll each turn to overcome the paralysis and must roll at least one success.

DELPHIC SORCERER

Provides magic powers to a delf patrol.

Luck	10
Armor	2
Move	5
Battle	4 includes knife
Magic	12
Make	2
Muscle	2
Notice	4 -4 in bright light
Resist	4
Sneak	4
Stunt	1
Talk	5
Powers	<i>call vermin, cloak, fear, trance, undo magic, zap</i>

Moneybag Gems 1, Potions 1

Delf sorcerers use their magic powers to boost their patrol's fighting power and to weaken enemies.

DOGS

Two types of dog are listed here: an ordinary mutt, and a warhound, bred and trained for battle.

MUTT

Luck	5
Armor	0
Move	5
Battle	4 bite
Muscle	4
Notice	8 -2 in darkness
Resist	2
Sneak	3
Stunt	2

Mutts can be found anywhere, and tamed with appropriate care and feeding. They are handy to have as companions on adventures: when taking the lead, they will growl or whine when they Notice enemies by sense of smell or hearing.

WARHOUND

Luck	8
Armor	0 or 1
Move	5
Battle	6 bite
Muscle	5
Notice	8 -4 in darkness
Resist	2
Sneak	3
Stunt	2

Warhounds can be fitted with Armor 1 for a cost of 4 gold.

DRAGONS

Scaly, winged creatures born of chaos, that can control elemental forces like fire, frost, or acid.

All dragons share the same basic body plan: a long, lizard-like torso and tail, a horned head, and batlike wings. Each breed of dragon is associated with a destructive force or element: acid, fire, frost, plague, steam, or storm, a sign of its origins as a creature of primeval chaos. These forces give dragons their vitality, and provide destructive power for them in the form of a unique breath weapon for each breed. Dragons typically live in well-hidden lairs at the center of a waste-

land they have shaped to their liking over periods of decades or centuries.

Dragons first appeared as powerful creatures of the time of chaos before the shaping of the world. In an act of rebellion, many dragons sided with creation over chaos, and fought side by side with early humans to establish order in the world. But the dragons were soon betrayed and enslaved by the human empire they helped nurture, and in turn rebelled again, destroying the empire and leading to the current dark age, allowing chaos to return, in order to keep human ambition in check. Most dragons these days are hostile to humans, or avoid them entirely. Some have remained in the service of chaos; and a few dragons still look kindly upon humans and hope to forge a second alliance with them to secure creation once more.

Dragons are intelligent and can speak, and have access to one or more magic powers. Each individual dragon has a distinct character and motives, and may be helpful, selfish, or malicious towards humans. Dragons tend to look more kindly upon elves, because they are wiser and more deliberative than humans, and dragons particularly dislike dwarfs for the many disputes they have had over treasure and territory. Dragons do hoard treasure, as legends tell – the most likely reason they do so is to manipulate the world's economy and keep it artificially cash-starved, to inhibit the growth of trade among human lands.

Several common breeds of dragon are described here, but this is not an exhaustive list. Each one has the minimum Luck and Armor expected for an adult of its breed, but older dragons could have much higher values.

ACID DRAGON

Luck	50
Armor	4
Move	7 fly
Battle	10/10/18/10 claw/claw/tail/bite
Magic	10
Muscle	14
Notice	6 -4 in darkness
Resist	9
Shoot	10/10 acid stream
Sneak	2
Talk	2

Powers *corrosion, counterspell, undo magic*

Acid dragons are dark purple, with black stripes and gray bellies. Their bodies are thin and sinuous, their wings long and slender, and their tails are coiled and whiplike. Their horns are curved, and their crests are long and fanlike. Their scales are not pronounced, giving their skin a shiny gleam, which glistens with a coat of mucus.

An acid dragon makes its home in low-lying, swampy land, where trees are sickly and twisted and the ground is scorched and fouled by the dragon's breath. Often, the dragon chooses a lake or bog for its lair. The dragon usually excavates a den beneath the oozy bottom, with long, narrow, flooded tunnels leading to a central dry cavern. Many false tunnels and branches are included to confuse attackers, but an acid dragon knows every branch of its tunnel system by heart and never becomes lost or disoriented. Unlike most dragons, an acid dragon does not hoard treasure, and what little incidental treasure accumulates in its lair is often ruined by the corrosive environment.

Acid dragons seldom stray outside of their lair. They are carrion eaters, feasting on the corpses of cattle, deer, and fowl who wander into their corrosive wasteland and succumb to the toxic air. Their first line of defense against intruders is to simply stay submerged in their den, but out of curiosity or spite, they may stalk enemies crocodile-like, with only their snout and eyes above water, waiting for a chance to spit a stream of acid to take down a foe by surprise.

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FIRE DRAGON

Luck	50
Armor	5
Move	8 fly 16-24
Battle	12/12/14/18 claw/claw/tail/bite
Magic	12
Muscle	16
Notice	5 -4 in darkness
Resist	8
Shoot	10/10 fiery breath
Sneak	1
Talk	4
Powers	<i>fire patch, counterspell, undo magic</i>
Hoard	Gold 100, Gems 10, Wonders 2

Fire dragons are deep red, with orange bellies and wings and black horns. Their eyes are small and piercingly bright. Wreaths of smoke surround them, and their scaly bodies pulse with flickering patterns like glowing embers.

These monsters are found within lifeless wastelands they have created over years or decades from lush forest or farmland. A fire dragon wasteland is a place of charred tree trunks, drifting piles of ash, and mounds of smoking embers. The air is choked with smoke and fumes. The lair is usually an abandoned castle, abbey, or other stone building that the dragon has taken as its home. The building's cellars or dungeons are used to store treasure.

Fire dragons will hunt outside of their territory, snatching sheep, cattle, or unfortunate humans they come across. Sometimes, they demand tributes of treasure or victims from human towns in exchange for sparing them from the flames.

Fire dragons can use magic to shape and command flames. They can make a protective ring of fire around themselves, cause smoke to arise from the ground to obscure vision, and even create fire elementals to serve as sentinels or minions.

Most fire dragons never defected from the side of chaos – a friendly fire dragon is a rare creature indeed. They are dedicated to making the world a stark, smoking desert and to hobbling human acquisitions of land and wealth.

FROST DRAGON

Luck	50
Armor	6
Move	7
Battle	12/12/12/20 claw/claw/tail/bite
Magic	12
Muscle	15
Notice	6 -4 in darkness
Resist	8
Shoot	10/10 icy breath
Sneak	3
Talk	3
Powers	<i>counterspell, ice sheet, chilling mist, undo magic</i>
Hoard	Gold 60, Gems 16, Wonders 1

Frost dragons have shorter necks and tails, smaller wings, and more compact bodies than other dragons. Large, flat paws allow them to walk easily over snow, and their hooked claws give them fine traction on ice. Their frigid bodies cultivate a spiky natural armor of ice and frost. Their scales are thick and sharp. A frost dragon's hide is brilliant white, fading to ice blue at the extremities.

Frost dragons, naturally, prefer cold environments: alpine summits, windswept tundra, glaciers, or ice floes. The wasteland surrounding their den is sown with forests of razor-sharp icicles and crevice-laden ice fields. Their lair is often within a glacier, snow cave, or floating iceberg. They usually camouflage the entrance to their lair with ice and snow, while creating several false lairs nearby to lure intruders. Once caught inside, intruders are sealed in with snow and ice and left to freeze. When human prey is unavailable, frost dragons hunt for seals and whales. They never eat warm prey, but let it freeze first.

Most frost dragons are reclusive and uninterested in the affairs of humankind, but defend their territory actively. They do gather treasure, especially silver and precious gems.

STEAM DRAGON

Luck	50
Armor	5
Move	6 fly 12-18
Battle	13/13/13 claw/claw/tail/bite
Magic	12
Muscle	14
Notice	6 -4 in darkness
Resist	8
Shoot	10/10 steam cloud
Sneak	3
Talk	3
Powers	<i>counterspell, fog cloud, mistform, undo magic</i>
Hoard	Gold 40, Gems 8

Steam dragons have robust bodies, short thick tails, and disproportionately long necks. The head is small and elongated. They have coppery bodies, with green crests, claws, and horns.

These monsters live in geothermal hot spots that are rich in geysers, boiling mud, and other hazards. Unlike most other dragons, steam dragons prefer lairs that are open to the sky, most often a hot spring or pool at the center of their territory. They hoard non-perishable treasures such as precious metals and gems.

STORM DRAGON

Luck	50
Armor	5
Move	9 fly 18-28
Battle	10/10/14/16mclaw/claw/tail/bite
Magic	14
Muscle	18
Notice	7 -4 in darkness
Resist	8
Shoot	10/10 lightning bolt
Sneak	3
Talk	4
Powers	<i>counterspell, mistform, undo magic</i>
Hoard	Gold 80, Gems 10

Storm dragons are deep blue, with silver bellies. They are powerfully muscled, with long wings equipped for soaring. They make their lairs on rocky islands or headlands with active weather patterns. The lair itself is usually a cave on the side of a cliff, inaccessible except by air.

Storm dragons covet all forms of treasure, often taking it from passing ships, or from vessels that founder and sink in their waters. They especially prize pearls and moonstones.

VENOM DRAGON

Luck	50
Armor	4
Move	7 fly 14-21
Battle	14/14/16/18 claw/claw/tail/bite
Magic	12
Muscle	15
Notice	6 -4 in darkness
Resist	9
Shoot	10/10 toxic spray
Sneak	4
Talk	4
Powers	<i>call vermin, counterspell, poison cloud, undo magic</i>
Hoard	Gold 40, Gems 6

Venom dragons are mottled green, black, and purple, with knobby scales and a low-to-the-ground profile. Their wings are small and black, with green death's-head markings.

A venom dragon's territory is often in a dead forest, where bare trees and fallen logs harbor weird and misshapen toadstools and other fungi. Poison ivy and nightshade carpet the ground. Spiders, snakes, and other venomous animals are common residents. The dragon's lair is often an excavated chamber with a well-disguised entrance.

DRAGONET

A small, wingless, non-intelligent dragon.

Luck	10
Armor	4
Move	4
Battle	3/3/3/8 claw/claw/tail/bite
Muscle	7
Notice	2 -4 in darkness
Resist	3
Shoot	8 fiery breath
Sneak	3
Hoard	Gold 12, Gems 2

Dragonets are small wingless dragons with fiery breath. They typically live in dry caves. Unlike true dragons, they have only animal intelligence,

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and do not hoard treasure, although their lair may incidentally contain the gear of their victims.

DWARF

Luck	10	
Armor	4	
Move	5	
Battle	8	Includes +5 for war hammer
Make	5	+4 when working with stone, metal, and gems
Muscle	4	+4 against poison
Notice	2	+2 to see hidden stonework
Resist	6	+4 against magic
Shoot	5	Includes +3 for crossbow
Sneak	1	
Stunt	1	
Talk	1	
Powers	<i>stoneform, ironform, hearth rune, sentinel rune</i>	
Moneybag	4	

Dwarves are often encountered in the underworld as miners, traders, or warriors. They are friendly to humans, suspicious of elves, and sworn enemies of goblins and other malicious creatures of darkness.

GARGOYLE

Living statues that haunt ruined castles and temples.

Luck	4	
Armor	5	
Move	3	climb, fly 4–12
Battle	4/4/8	claw/claw/horn
Muscle	6	
Notice	6	even in dim light or darkness
Resist	4	
Sneak	5	
Stunt	4	
Talk	1	

Gargoyles are stone statues in abandoned castles and temples that have been brought to life by the ghosts of those who once lived in these places.

Gargoyles can be good, selfish, or malicious, depending on who their spirits were in life.

Gargoyles can sit completely motionless for years or even centuries until unwelcome visitors arrive. They then spring into life and try to frighten in-

truders away. If this doesn't work, they will attack with stony claws and horns. Gargoyles rely on their stony bodies to blunt most attacks against them. They are clumsy fliers but excellent climbers.

GHOUL

A fast-moving undead scavenger whose bite can paralyze and turn you into a ghoul.

Luck	10	
Armor	0	
Move	8	climb
Battle	7	+ paralysis until Resisted; lose one Luck each turn
Muscle	7	
Notice	3	even in dim light or darkness
Resist	2	
Sneak	5	
Stunt	8	

Ghouls are undead creatures who haunt graveyards, crypts, and catacombs, looking for fresh corpses to feed upon. They appear as pale gray humans with fangs and long, sharp claws in place of nails. When corpses are scarce, ghouls may go looking for live prey. They are astonishingly fast and agile. With their long claws, they can clamber along walls and ceilings at full speed.

A ghoul that scores one or more successes on a Battle roll paralyzes you as well as taking away Luck, unless you score as many or more successes on a Resist roll, or you receive a paladin's antidote power. Each turn, make another Resist roll to overcome the paralysis. For each turn you spend paralyzed, you lose another Luck. If you get to zero Luck, you will rise the following turn as a ghoul, joining the ghoul pack and losing any memories of your former life. Only a paladin's *antidote* power can bring you back to normal, but it must be done before the next sunrise or you will become a ghoul forever.

GIANTS

Giants include several kinds of very large human-like monsters known for their great strength. Two kinds are described here.

FROST GIANT

A giant of the cold wastes and mountains, unfriendly to outsiders but not without honor.

Luck	26
Armor	4
Move	7
Battle	16/8/8 axe/stomp/stomp
Make	4
Muscle	13 Can <i>knockback</i>
Notice	5 even in dim light or darkness
Resist	5
Sneak	2
Talk	4
Hoard	Gold 12, Gems 3, Wonders 1

Frost giants stand about 14 feet tall. They wear shining armor and elaborate fur garments. Unlike other sorts of giants, frost giants have an organized clan, ruled by a chieftain. Each clan is like an extended family with 10-30 adult members and 5-10 youths. They often dwell in great stone halls high in the mountains, or in icy caves.

HILL GIANT

A solitary upcountry giant with a foul disposition.

Luck	22
Armor	1
Move	7
Battle	12/8/8 club/stomp/stomp
Make	1
Muscle	14 Can <i>knockback</i>
Notice	2 even in dim light or darkness
Resist	2
Shoot	10 boulder
Sneak	1
Talk	1
Hoard	Gold 8, Gems 2

Hill giants stand about 12 feet tall. They are unkempt and slovenly monsters, dull-witted, but exceedingly strong. They usually dress in animal hides, and carry wooden clubs. When boulders are at hand, hill giants can throw them with deadly aim, often attempting to take out a foe by surprise.

Hill giants like to raid isolated farms by night, or waylay travelers who have lost their way in the hills. They covet human food and drink, enjoy treasure for its own sake, and seldom recognize

when they have found something of value. They make their homes in caves, abandoned farm buildings, or ruined castles, but seldom stay long in one place.

GOBLINS

Malicious underground mining folk.

Goblins are malicious, unruly, underground folk. They live in bands of 20 to 200 individuals, occupying a central, well-hidden cave and any number of surrounding mining tunnels. For every 10 goblins, one will be a “boss” who acts as an overseer. The bosses, in turn, report to the band’s king or queen. Some kings or queens rule over several bands. Each band also has its own hobgoblin wizard – it’s a rare goblin who can cast magic spells! (Hobgoblins receive their own entry in this book). Goblins mine metal ores as well as the coal they need to smelt the ores. They also raid dwarf mines for cartloads of ore and for prisoners they can use as slaves. When the ore in one area is exhausted, after a period of years or decades, the goblin band will move on to new grounds, leaving their cave and tunnels behind, often to become occupied by other underground monsters. Much of the underworld was carved out in this manner, making goblins an important part of the deep ecosystem and economy.

Goblins typically carry hammers and picks scaled to their size, and a bag of stones for shooting at enemies with a slingshot. They love cacophonous music, and sometimes throw wild revels accompanied by banging drums, rattles, and horns. These revels can be heard for miles underground and are sometimes the first sign that a goblin band is near. On the prowl, however, goblins are extremely stealthy and like to surprise their enemies with overwhelming force in terrain that favors their position.

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GOBLIN SOLDIER

Luck	2
Armor	0
Move	5
Battle	4 Includes goblin hammer
Make	3 +5 when tunneling or mining
Muscle	3
Notice	5 -4 in bright light
Resist	2
Shoot	2 Includes +1 for thrown rocks
Sneak	8
Stunt	4
Talk	1
Moneybag	1

GOBLIN BOSS

Luck	6
Armor	1
Move	5
Battle	9 Includes +3 for goblin hammer
Make	3 +5 when tunneling or mining
Muscle	4
Notice	5 -4 in bright light
Resist	3
Sneak	8
Stunt	4
Talk	1
Moneybag	2

One out of every 10 or so goblins is a boss — a bigger, stronger goblin that keeps his or her gang at work through threats and intimidation. Goblin bosses carry two-handed hammers scaled to their size, and a bag of stones for shooting with a slingshot.

GOBLIN KING or QUEEN

Luck	18
Armor	4
Move	5
Battle	10 Includes +3 for goblin hammer
Make	3 +5 when tunneling or mining
Muscle	5
Notice	5 -4 in bright light
Resist	5
Sneak	6
Stunt	4
Talk	2
Hoard	Gold 10, Gems 3

A goblin king or queen is usually a former boss

who has risen to the top by scaring off, vanquishing, or devouring the former ruler. They do not inherit their position. They are usually protected by two bosses and about 10 ordinary goblins, and are often accompanied by the band's hobgoblin.

Goblin rulers lay claim to most of the band's treasure, which is kept in a vault at the center of the goblin's tunnel complex.

GRIFFIN

A monster with an eagle's head and wings, and a lion's body.

Luck	24
Armor	0
Move	7 fly 14-28
Battle	3/3/8 talon/talon/bite; 6/6/12 on first roll of action scene
Muscle	8
Notice	8 even in dim light or darkness
Resist	4
Sneak	3
Hoard	Gold 8, Gems 2, Wonders 1

A griffin has the head, wings, and talons of an eagle, and the body, hind claws, and tail of a lion. Its feathers are white, and its fur is a tawny color.

Griffins nest on ledges or high cliffs. Their hunting habits are like those of raptors, diving onto their prey from above for a quick kill. On its first Battle roll during an action scene, a griffon rolls a different set of Battle dice to represent the additional power of its dive. If a griffon fails to kill its prey on the first attack, it will usually fly away rather than risk injury in a prolonged battle.

Griffins can be tamed by elves using their tame animal power, even though griffins are monsters rather than normal animals.

GUARDS

A well-armed and armored soldier, responsible for securing a castle or keeping the streets of a city safe.

Luck	8	
Armor	4	
Move	5	
Battle	8	Includes longsword
Magic	0	
Make	1	
Muscle	4	
Notice	2	
Resist	1	
Sneak	1	
Stunt	3	
Talk	1	
Moneybag	1	

Guards are the peacekeepers of fortresses and towns. They are usually paid by the local lord or from taxes raised by townsfolk. They typically have guardhouses and gatehouses at several key access points within their territory, and take turns patrolling the area for signs of trouble.

GUARD SERGEANT

Luck	14	
Armor	4	
Move	5	
Battle	10	Includes longsword
Make	1	
Muscle	5	
Notice	3	
Resist	2	
Sneak	1	
Stunt	3	
Talk	2	
Moneybag	3	

A guard sergeant commands a group of 10 to 20 guards.

HARPY

Foul monsters with the head and upper body of a woman, and the wings and claws of a vulture.

Luck	10	
Armor	0	(Armor 4 against Battle rolls)
Move	4	fly 9–16
Battle	4/4/6	claw/claw/bone club
Muscle	5	
Notice	7	
Resist	2	
Sneak	2	
Stunt	3	
Talk	2	
Hoard	Gold 4, Gems 1, Wonders 1	

Harpies have the head, arms, and upper body of a woman, and the wings, claws, and tail of a vulture. They make their lairs on rocky islands or in other rugged terrain. They often attack ships, caravans, travelers, and farmers, snatching up anything edible or valuable and then returning to their lair. Harpies do not like to fight pitched battles and usually flee against equal or superior odds.

A harpy's stench makes coming close enough to attack it rather difficult. All harpies are considered to have Armor 4 against Battle rolls, due to their foul smell.

HIPPOGRIFF

A wizard's magical steed.

Luck	22	
Armor	0	
Move	9	fly 18-24
Battle	3/3/8	talon/talon/bite
Muscle	7	
Notice	6	
Resist	3	
Sneak	4	

Hippogriffs are created by wizards to serve them as flying steeds, using the create hippogriff power. These creatures have the body and hind legs of a horse, and the wings, claws, and head of an eagle. They have the power to carry a wizard and up to three companions many miles in the space of a few hours, but vanish when their task is complete.

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HOBGOBLIN

Small, crafty goblins who can use magic.

Luck	14	
Armor	0	
Move	5	
Battle	4	Includes +2 for hammer
Magic	7	
Make	5	
Muscle	2	
Notice	5	even in dim light or darkness
Resist	4	
Sneak	5	
Stunt	4	
Talk	4	
Powers	<i>zap, spider web (as briar patch), shield, tongues, fear</i>	

Hobgoblins are goblins born with magic powers, a rare event in the goblin world. These creatures are much like ordinary goblins, except with a far more intelligent disposition. They are not mindlessly malicious, and may openly oppose the destructive greedy nature of other goblins. A hobgoblin can be encountered along with a goblin band, either as a court wizard, or in some cases, as the actual ruler of the band. Some hobgoblins may strike out on their own, as powerful wizards with their own stronghold and minions. Their magical advice is sought after by other creatures of the underworld.

Hobgoblins can cast *zap, spider web* (equal to briar patch), *shield, tongues*, and *fear*. They may learn other spells as well, and can use scrolls and other magic items.

LICH

The undead remains of a powerful evil wizard.

Luck	30	
Armor	0	
Move	5	
Battle	3/3	claws
Magic	18	
Make	0	
Muscle	4	
Notice	7	even in dim light or darkness
Resist	9	
Sneak	4	
Stunt	3	
Talk	6	
Powers	<i>counterspell, disguise, float, ice sheet, mistform, raise skeleton, shield, teleport, tongues, will o' the wisp, zap</i>	

Hoard Gold 30, Gems 4, Potions, 3, Wonders 4

Liches resemble living corpses, with dry, wrinkled skin and eye sockets that glow with magical force. They often wear the robe, hat, and other trappings of a wizard.

A lich is an undead wizard whose magic was powerful enough to let it rise from the dead and continue its study of the magical arts. Most liches are evil and insane with power, but a very few are benevolent and wise. Their great age and power often allows liches to become powerful lords or rulers, with reigns measured in centuries.

MANTICORE

A hideous monster with the body of a lion and a man's face.

Luck	22	
Armor	2	
Move	6	
Battle	6/6/8/10	claw/claw/bite/tail
Muscle	9	
Notice	4	
Resist	4	
Shoot	10	tail
Sneak	3	
Talk	0	
Powers	<i>Rapid Fire</i>	

Hoard Gold 12, Gems 2, Wonders 1

Manticores are large monsters with a human face, the body and feet of a lion, and a long, spiked tail. They scratch with their front claws, bite, and can either swing their tail like a club or shoot their tail spikes like arrows at nearby enemies.

Manticores are survivors of the time of chaos. Despite having human features, they are not capable of speaking. They are usually found alone in wilderness areas. They hunt for food, and do not hoard treasure.

MUMMIES

The living corpses of an ancient temple guardians, animated by a magic amulet.

MUMMY

Luck	8	
Armor	1	can't lose more than 1 Luck from Shoot attacks
Move	5	
Battle	9	
Muscle	5	
Notice	3	even in dim light or darkness
Resist	6	
Sneak	6	
Talk	3	

Mummies dwell in ancient tombs or ruined temple complexes. A mummy appears as dried and leathery corpse, wearing its funeral wrappings and armed with the weapons it wielded in life. Mummies can speak only their own ancient tongue. They are alert and intelligent, and cooperate with one another in defending their lair. They cannot tolerate daylight and cannot regain Luck while in direct sunlight.

A mummy's wrappings always conceal a magic amulet responsible for keeping it alive. If the amulet is removed or destroyed, the mummy will quickly disintegrate. To destroy a mummy, it must first be brought to zero Luck and then its amulet located and removed (requiring one or more successes on a Notice roll).

Mummies lose an extra Luck when successfully attacked with fire. They can't lose more than one Luck to any single Shoot attack.

Mummies regain one Luck per turn as long as their amulet is retained, even at zero Luck.

MUMMY LORD

Luck	18	
Armor	3	can't lose more than 1 Luck from Shoot
Move	5	
Battle	11	
Magic	8	
Muscle	6	
Notice	4	even in dim light or darkness
Resist	7	
Sneak	6	
Talk	4	
Powers	<i>Call Vermin, Counterspell, Fear, Teleport</i>	

Mummy lords are found in command of one or more ordinary mummies. In life, they were powerful wizards or priests. They keep their memories of their earthly life and their magic spells. They can use scrolls and other magic items.

Mummy lords have the same abilities and weaknesses as ordinary mummies, but possess more Luck, Armor, and action dice. Ordinary mummies follow their commands.

OGRE

A hideous giant that raids human settlements.

Luck	16	
Armor	2	
Move	6	
Battle	9/4/8	club/fist/stomp
Make	0	
Muscle	12	can <i>knockback</i>
Notice	3	even in dim light or darkness
Resist	2	
Sneak	6	
Stunt	1	
Talk	1	
Moneybag	5	

Hoard Gold 10, Gems 2, Wonders 1

Ogres are ugly, filthy giants, about 9 feet tall. They always bear a significant disfigurement, having one or three eyes, two heads, or a mouth studded with fangs or tusks. They live in moors, dreary hills, or swamps, either alone or in a gang of up to 10 ogres.

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Ogres make their living robbing travelers or raiding nearby settlements. They often steal livestock, being strong enough to carry a cow across their shoulders or hoist a full-grown pig under each arm. They covet treasure for the sheer satisfaction of having it, and often squabble with one another over the division of spoils from their robberies or raids.

Although malicious, ogres sometimes take human servants as cooks, herders, and entertainers. Such jobs are risky, dirty, but often rewarding, as ogres are likely to pay their servants well. Mixed bands of human and ogre bandits are also common.

ORC

An infernal soldier who is summoned by magic to serve its master.

Luck	8	
Armor	2	
Move	5	
Battle	7	Includes orc sword; -2 penalty in sunlight
Muscle	7	
Notice	2	even in dim light or darkness
Resist	2	
Shoot	5	Includes +1 for weapon
Sneak	3	
Stunt	3	
Talk	2	

Orcs are roughly human in shape, short and broad, powerfully muscled, with long arms, short legs, pointy ears, bulbous eyes, and sharp teeth. Their skin is a livid red color. They carry heavy curved swords, long-bladed spears, and short, powerful curved bows. They are brutally disciplined soldiers, strong and tireless, and follow orders faithfully, but not mindlessly.

Orcs are native to the infernal lands and only appear on earth after having been summoned by magic. They most often encountered as the soldiers or sentries of malicious wizards. See the spell *summon orc* for details.

PTERIPPUS

A wild, elusive winged horse, prized as a flying mount.

Luck	16	
Armor	0	
Move	10	fly 10-20
Battle	3/3/4 or 4	hoof/hoof/bite or rear kick
Muscle	9	
Notice	8	
Resist	8	
Sneak	4	
Stunt	4	

Pterrippi were first bred by ancient wizards to serve as steeds, but they have since escaped to the wild. They can stay aloft for many hours, but need to feed and sleep on solid ground. They live in open plains or alpine meadows. A pterippus herd includes one lead stallion, one or two less dominant males, about 5 adult females, and about 5 young.

A pterippus can not be tamed, but must be befriended by a patient, trusting rider over a period of weeks or months. Any attempt to capture one by force will result in a furious struggle to the death, with other members of the herd joining in the attack.

SCORPION, GIANT

A monstrous scorpion large enough to seize and attack human prey.

Luck	8	
Armor	3	
Move	6	
Battle	6/6/9	claw/claw/tail + tail sting
Muscle	6	
Notice	5	even in dim light or darkness
Resist	1	
Sneak	5	

Giant scorpions are ambush predators. They strike from behind cover or lurk beneath the sand, quickly grabbing and stinging their prey. Giant scorpions prefer darkness, and will seek shelter if exposed to sunlight or other bright light.

One or more successes with a giant scorpion's tail attack means that the target has been poi-

soned. The target can use a Muscle roll to remove successes from the tail attack. If one or more success remains, the target loses four dice from all action rolls until the end of the action scene. A paladin's *antidote* spell can counter the poison.

SEA DEVIL

Luck	10
Armor	1
Move	3 swim 8
Battle	8 Includes spear
Make	2
Muscle	7
Notice	4 even in dim light or darkness
Resist	2
Shoot	5 Includes +1 for crossbow
Sneak	1 +4 in water
Stunt	3 +4 in water
Talk	1

A vicious, humanlike sea monster that can walk on land for short periods.

Sea devils vaguely resemble humans, but with clammy skin, gills, webbed hands and feet, and a long spiny crest and dorsal fin running from the head down the back to a vestigial tail. They have smaller fins attached to their forearms and calves to aid in steering while in the water. They can walk more or less upright on dry land but need to return to the sea within an hour or so or they will sicken and die.

These creatures live in underwater strongholds carved out from coral reefs not far from shore. About 30 adults and 10 young live in a typical stronghold. They live on the reef's bounty of fish, and guard it fiercely from intruders. Human anglers who fish the reef are at greatest risk of attack.

Sea devils raid and terrorize nearby coastal settlements responsible for sending ships into their territory. Manmade materials like copper, glass, and textiles are prized by sea devil raiders who cannot produce such things for themselves.

SHADOW

A spirit of darkness that devours light and warmth.

Luck	6 or more; when 12 Luck reached, splits into two shadows
Armor	6
Move	5 fly 5-10
Battle	6 ignores armor
Notice	5 even in dim light or darkness
Resist	8
Sneak	8
Powers	gain Luck from live targets and from light sources

Shadows are evil spirits that haunt cold, dark places like dungeons and caverns. They are attracted to light and warmth from lanterns, torches, campfires, and living bodies. Shadows gain Luck by consuming light and heat: they can make a Battle roll either against a living foe or against a light/heat source, and gain one Luck for each success. A single candle can be consumed for 1 Luck; a torch, 2 Luck; a lantern, 3 Luck; and a campfire, 6 Luck. Living targets gradually grow colder until death at zero Luck. A shadow that grows to 12 Luck must split into two shadows with 6 Luck each.

Armor does not work against shadows' Battle rolls. Paladins can use *drive away undead* against them. They do not sleep and can't be trapped by *briar patch* or other hazards.

SKELETON

An animated skeleton created by magic to guard a particular locale.

Luck	4
Armor	1 Armor 3 against Shoot attacks
Move	5
Battle	6 Includes +2 for weapon
Muscle	2
Notice	3 even in dim light or darkness

Skeletons are mindless creations of malicious magic. (See the power *raise skeleton* for details.) They obey simple instructions to guard a locale or endlessly patrol a route. Skeletons attack until they are destroyed. Because they require no food, water, or air, they are used by wizards to protect

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a tomb, vault, or other remote area that can't be peopled easily by living guards. Not even their maker's death can deactivate them, meaning that they can remain on sentry duty long after the person who created them has died.

SPIDERS

Giant spiders come in many forms. Three are described here: the fisher spider, orb spider, and wolf spider. Each one has its own method of catching prey. All spiders must liquefy their food by injecting their prey with powerful digestive acids, then slurping up the digested matter. This means that their prey must be immobilized first, either with spider silk, poison, or both.

FISHER SPIDER

A huge, slow-moving solitary spider that catches prey with a single sticky web strand and reels it in.

Luck	16
Armor	3
Move	3 climb
Battle	7 fangs + poison bite
Muscle	9
Notice	8 even in dim light or darkness
Resist	1
Shoot	10 No loss of Luck; make Muscle roll or caught in web strand
Sneak	8
Powers	poison bite
Hoard	Gold 10, Gems 2, Wonders 1

A fisher spider is a huge, heavily armored creature with a span of about 9 feet. It captures prey by waiting above a cave entrance or similar feature and snaring a victim with a single thick strand of silk with a sticky ball on the tip. A successful Shoot roll means that the strand has hit the target; the target can make as many or more successes on a Muscle roll to pull free. Otherwise, the spider reels in the victim and makes an immediate Battle roll for its poison bite.

Fisher spiders always hunt alone. They usually try to snare the last person in a line of adventurers without anyone else noticing.

ORB SPIDER

A huge spider that spins multiple webs in an area to catch prey.

Luck	20
Armor	1
Move	5 climb
Battle	5 fangs + poison bite
Muscle	8
Notice	4 even in dim light or darkness
Resist	1
Sneak	2 +6 when not moving
Stunt	1
Powers	poison bite
Hoard	Gold 10, Gems 2, Wonders 1

Orb spiders spin several webs across openings in caves and passageways and then wait silently in the area, listening for signs of a struggle. To see an orb spider's web, you must make a Notice roll with two or more successes or blunder into it. You can free yourself by adding up six or more Muscle successes across one or more turns. Fire can burn a web in one turn – but roll 6 dice for anyone caught in the web (and the spider, too), and count any successes as loss of Luck from fire damage.

An orb spider can wrap up a victim caught in its web in a single turn. A wrapped victim requires three or more Muscle successes in one turn to break free. Once wrapped up, the victim will receive a poison bite.

WOLF SPIDER

Large hunting spiders that stun their prey with a poison bite.

Luck	8
Armor	1
Move	7 climb
Battle	7 fangs + poison bite
Muscle	7
Notice	7 even in dim light or darkness
Resist	1
Sneak	7
Stunt	5
Powers	poison bite, irritating cloud

Wolf spiders are long-legged creatures covered with coarse hair. They possess eight small, gleam-

ing eyes that give them excellent vision. A typical wolf spider has a span of about five feet, including its powerful legs. It can be found singly or in packs of up to 6 spiders.

These fast-moving hunters can ambush prey and quickly stun it with a poison bite. Unlike other giant spiders, they will stalk prey over long distances and give chase if their ambush fails to bring it down. They do not use webs, but rely on their poison alone to keep a victim immobile while they feed.

Irritating cloud: Each time you make a successful Battle roll against a wolf spider, it releases a cloud of irritating hairs from its body. You lose one Luck unless you can make a successful Stunt roll to avoid them.

THUG

A common street criminal.

Luck	8	
Armor	0	
Move	5	
Battle	5	Includes dagger
Make	1	
Muscle	5	
Notice	3	
Resist	1	
Sneak	3	
Stunt	3	
Talk	1	
Moneybag	Gold 2	

Thugs appear alone or in gangs. Crime lords use them as bodyguards, lookouts, and messengers. Because they don't wear armor, they tend to blend in easily with ordinary townsfolk.

TROLLS

Trolls are solitary, hideous giants with tough hides and superhuman strength. Three kinds are described here: cave trolls, ice trolls, and water trolls.

CAVE TROLL

A boulder-hurling brute, well-camouflaged in its natural environment.

Luck	24	
Armor	4	
Move	6	
Battle	12/12	claw/claw
Muscle	14	
Notice	6	even in dim light or darkness
Resist	5	
Shoot	10/10	boulders
Sneak	4	+4 when not moving
Talk	0	
Hoard	Gold 16, Gems 2, Wonders 1	

Cave trolls have thick, knobby hides and massive arms with hard, blunt claws. They are shorter and broader than other trolls. Despite their size, they move quietly, and when not moving, are hard to distinguish from surrounding rock features. They are roaming creatures that don't stay in one lair more than a few weeks, moving on when they have eaten available prey in the area. They like to wait in ambush and dispatch their prey with a well-aimed boulder – at the beginning of a fight they are likely to carry a boulder in each hand, and have a few more scattered about, ready to grab and throw.

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ICE TROLL

A nasty, sharp-clawed creature with icy breath.

Luck	24
Armor	3
Move	7
Battle	11/11/9 claw/claw/bite
Muscle	13
Notice	5 even in dim light or darkness
Resist	5
Shoot	7/7 icy breath
Sneak	5 +4 dice in snow or ice
Stunt	3
Talk	1
Hoard	Gold 16, Gems 4

Ice trolls are gaunt, emaciated creatures with frozen, matted hair and long, razor-sharp claws. They live in cold lands, and do not tolerate temperatures above freezing. Remote from human settlements, they are rarely encountered except by adventurers who have strayed far from settled lands. When no human prey is available, ice trolls hunt large game animals. Some ice trolls keep herds of reindeer as a food source.

WATER TROLL

A slimy beast that fights bare-handed.

Luck	24
Armor	2
Move	8
Battle	7/7/9 claw/claw/bite
Muscle	12
Notice	6 even in dim light or darkness
Resist	4
Sneak	6 +4 dice in water
Stunt	3
Talk	1
Powers	+2 dice to pin rolls; can pin foe with one hand
Hoard	Gold 20, Gems 2

Water trolls are covered with glistening slime. Their skin is slippery, and usually green-gray in color, like a drowned corpse. They have prominent webs between their clawed digits, and long, sinewy limbs. When trying to pin a foe, they roll 2 bonus dice, in addition to their Muscle and Stunt dice. Their huge, clawed hands allow them to pin a human-sized foe in one hand.

Water trolls are excellent swimmers. They can't breathe water, but they can hold their breath longer than any human. They live in dry caves dug into a riverbank, with an underwater entrance. Their lairs are filled with bones, discarded gear, and treasure items, which the trolls covet, even if they do not use.

Water trolls never hunt near their lair, for fear of drawing attention to their treasure horde. Instead, they swim far up- or downstream looking for prey to drag into the water. Very hungry water trolls may stray far from the riverbank to raid human settlements by night, snatching a sleeping victim and quickly running back to the water.

UNICORN

A horse-like protector of virtue, armed with a spiral horn on its forehead.

Luck	14
Armor	0
Move	8
Battle	3/3/8 or 4 hoof/hoof/horn or rear kick
Muscle	7
Notice	8
Resist	5
Sneak	6
Stunt	4
Talk	4
Powers	<i>hand of healing, sense malice, smite</i>

A unicorn appears as a small horse, with the beard and cloven hoofs of a goat, a luxuriant mane and tail, and a slender, spiral horn on the forehead. It has a sparkling white coat, dappled with light blue or lavender.

Unicorns are guardians of virtuous humans. They will serve as a mount and guardian to a particularly good-hearted and kind person, but more commonly, appear unexpectedly to aid heroes facing danger, before slipping away again mysteriously. They are found in pristine forests and grassy hills.

Unicorns can understand the languages of humans and elves, and can communicate with them mind-to-mind, without speaking.

WERERAT

Evil shape-shifters that live beneath the city streets.

Wererats are evil creatures found in human cities. They work in packs, using their powers to rob, steal, and terrorize. They live in underground warrens, often connected by storm drains, cellars, and tunnels beneath the city.

Wererats covet treasure and secret knowledge. A powerful wererat pack might number 20 or 30 members, including several who hold powerful positions in the city leadership and among local crime lords.

Wererats can take three forms: a fully human form; a hybrid form that resembles a hairy, rat-like human; and a swarm of ordinary rats. To change form takes one turn. They take human form to blend in when they need to mix in human company. The hybrid form is ideal for combat, because it allows them to swing a sword and to bite with the chance of infecting a foe. The rat swarm form is used to sneak through city sewers and to make a quick escape.

WERERAT (HYBRID FORM)

Luck	8
Armor	0
Move	6
Battle	5/3 shortsword/bite
Muscle	2
Notice	5 even in dim light or darkness
Resist	2
Shoot	4 includes dagger
Sneak	6
Stunt	8 +2 to slip past an opponent
Talk	1
Powers	bite can turn you into a wererat
Moneybag	5

If the wererat's bite scores one or more successes, you may be turned into a hybrid wererat under its control. You can use a Muscle roll to remove successes from the bite attack. A paladin's *anti-dote* spell can return you to normal.

WERERAT (RAT SWARM FORM)

Luck	6
Armor	0
Move	6
Battle	6 poisoned bite
Muscle	1
Notice	6 even in dim light or darkness
Resist	2
Sneak	8

A wererat in rat swarm form appears as a mob of ordinary rats. A rat swarm can squeeze through narrow openings, navigate flooded sewers, and climb all but the sheerest surfaces. If a rat swarm's bite scores one or more successes, you may contract rat fever, which subtracts 2 dice from all action rolls for the duration of the action scene. You can make a Muscle roll to remove successes from the bite attack.

WOLF

Luck	8
Armor	0
Move	7
Battle	6 bite
Muscle	5
Notice	8 even in dim light or darkness
Resist	2
Stunt	2
Powers	drags prey to ground

Wolves are experts at bringing down prey. If a wolf's bite scores one or more successes, you lose Luck and you must score at least as many successes on a Muscle or Stunt roll to avoid being pulled down by the wolf. Anyone who starts a turn on the ground can't move that turn but may stand up and make an action roll.

WOLFBAT

A giant bat of the underworld, often found with goblins.

Luck	10
Armor	0
Move	2 climb; fly 0 to 16; can't run
Battle	5 bite
Muscle	7
Notice	6 even in dim light or darkness
Resist	1

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Sneak 4

Wolfbats are large, flying hunters, bred by goblins as scouts and mounts, but often now found in wild packs throughout the underworld. A wolfbat has relatively stubby but powerful wings, with a span of nearly ten feet, a hairy body, huge ears, and tiny, nearly sightless eyes. Its echolocating chirps can only be heard if four or more successes are scored on a single Notice roll in otherwise silent conditions. Otherwise, it attacks and moves silently through the air.

Up to two goblins can ride upon a wolfbat — they need no saddle or harness. Wolfbats are kept in gated caverns within goblin territory, and are often set out to hunt for food. Goblins sometimes use them to raid human settlements by night, but are always careful to return by dawn.

WYVERN

A dragon-like lizard with a stinging tail.

Luck 18
Armor 2
Move 4 fly 5-15
Battle 5/5/10/8 2 claws/tail/bite
Muscle 8
Notice 5 even in dim light or darkness
Resist 1
Sneak 3
Hoard Gold 10, Gems 2, Wonders 1
Powers *poison sting*

Wyverns look like dragons, with some key differences. They have one pair of hind claws, one pair of wings, and no fore claws. The barbed tail can deliver a powerful poison. Unlike dragons, wyverns cannot talk or use magic.

Wyverns live in mountainous places. They usually make a lair in a cave or ledge that is inaccessible to foot travel, reachable only by air. Usually either a young adult is encountered singly, or else a brooding pair, which may have one to four eggs or young. A hatchling usually imprints on the first person it sees, and may be raised as a flying mount.

A wyvern prefers to swoop down and snatch its prey in his claws, then sting it. On a successful Battle roll with its tail, the wyvern poisons its

victim rather than removing Luck. The target can use a Muscle roll to remove successes from the tail attack. If one or more success remains, the target loses three dice from all action rolls until the end of the action scene. A paladin's *antidote* spell can counter the poison.

ZOMBIE

A living corpse animated by malicious magic to serve its master.

Luck 7
Armor 1 Armor 3 against Shoot
Move 3 can't run
Battle 5 zombie disease
Muscle 7
Notice 2 even in dim light or darkness

Zombies are created with a *raise zombie* spell or rise as the result of a powerful curse. They appear as shambling corpses with odorous, rotting flesh.

They obey simple instructions to guard a locale and attack without fear until destroyed. They can also simply be released to go forth and wreak havoc at random.

Zombies bite and scratch viciously. Their touch can transmit the curse of the zombie to their victims. If you are reduced to zero Luck by a zombie's Battle roll, you will rise as a zombie in three turns, unless a *restore* spell is cast upon you by a paladin.

Treasure

The underworld has lost treasures for the taking — if you're brave and clever enough to win it! Gold coins, gems, potions, and wonders can be found in the hoards of defeated monsters.

When the heroes have defeated a monster, they may find it carries a moneybag with it, and perhaps has a treasure hoard in its lair, too.

By far the best way to create a treasure is to design it from scratch, as you plan out an adventure. But when that's not possible, because you're improvising or not feeling inspired, this chapter allows you to create treasures by rolling dice and looking up the results on a table.

MONEYBAG

Many creatures in the Allies and Enemies chapter have a Moneybag entry listed beneath their other stats. "Moneybag Gold 2", for example, means that each monster carries two gold coins.

HOARD

A hoard's contents are "rolled for" by the players when they discover them. Dice are used to randomly determine what's in the hoard.

Monsters who guard a hoard of treasure in their lair will have a Hoard entry, like:

Hoard: Gold 4, Gems 1, Potions 1

This means: for each monster in the group, the hoard will include 4 gold coins, 1 gem and one potion. Hoards may include:

Gold
Gems
Potions
Wonders

Each hoard entry is described in detail below, with instructions for how to roll dice to determine what's in a given hoard.

GOLD

Gold can appear in a monster's moneybag, hoard, or both. It simply indicates the number of gold coins found for each monster.

GEMS

Gems can be sold for at least 1 gold coin each, and each type of gem has a unique power. To find out what sort of gem you've found, roll ten dice and count your successes:

<i>Successes</i>	<i>You find:</i>	<i>Sale Value:</i>
3 or fewer	Quartz	1 gold
4	Moonstone	2 gold
5	Emerald	3 gold
6	Ruby	10 gold
7	Sapphire	20 gold
8 or more	Diamond	30 gold

If you have Magic 1 or higher, you can release a gem's power during an action scene. Each gem can be used once, and is destroyed when its magical power is released. Your character must be holding the gem. Roll your Magic dice. If you roll at least one success, the gem's power is released, and the gem becomes worthless. Note that you can only have the benefit of one gem upon you at any time. Releasing another gem will replace any gem's power that is already working on you.

QUARTZ (*fortune*)

Gain one lost Luck for each success you roll.

MOONSTONE (*insight*)

Gain the ability to see in total darkness for the rest of the action scene.

EMERALD (*resistance*)

You can't be poisoned for the rest of the action scene.

RUBY (*resilience*)

You regain 1 lost Luck each turn for the rest of the action scene.

SAPPHIRE (*might*)

You receive a bonus die on every action roll for the rest of the action scene.

DIAMOND (*revival*)

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You can restore yourself or a single ally of your choice to full Luck.

POTIONS

Each potion has a value in gold pieces when sold, but costs double to buy, even on the rare occasions you can find someone selling them. When one or more potions are listed in a hoard, roll 10 dice and count your successes to find out which potion you have:

Successes	You find:	Sale Value:
3 or fewer	Everbreathing	5 gold
4	Dragonfire	10 gold
5	Fireproof	15 gold
6	Speed	20 gold
7	Giant Size	25 gold
8	Flight	30 gold

Any character can drink a potion, and its power is guaranteed. The power lasts until the end of the action scene. You can only enjoy the power of the most recent potion you drank. For example, if you drink a *dragonfire* potion, then a *speed* potion, the effects of the *dragonfire* potion will disappear.

EVERBREATHING

You can breathe normally for the rest of the action scene, even under water, or in the presence of smoke or poison gas.

DRAGONFIRE

You can blow a stream of fire from your mouth as your action for each turn. Roll 8 dice; your target loses one Luck for each success.

FIREPROOF

When you drink this potion, you can't be harmed by *fire patch*, *lava pool*, red dragon breath, or other sources of flame or heat that would cause you to lose Luck. Like all potions, it lasts until the end of the action scene.

SPEED

Your Move doubles from 5 to 10. You can take two actions each turn instead of one for the rest of the action scene.

GIANT SIZE

You grow to giant size, giving you Move 7 and Muscle 13. Your gear grows along with you, adding 1 to your Armor and doubling the bonus Muscle dice of your Battle weapons.

FLIGHT

You can fly up to a speed of 18, and even hover in the air, for the rest of the action scene.

WONDERS

A wonder is an ancient piece of gear with unusual powers. Most wonders are unique or very rare, but a few were made in large quantities and can be found in hoards. Roll ten dice and count your successes to find out what sort of wonder has been found:

Successes	You find:
4 or fewer	Minor Wonder
5 or 6	Major Wonder
7 or more	Great Wonder

Then, roll ten dice on the appropriate table below:

MINOR WONDERS

Successes	You find:	Sale Value:
2 or fewer	Akkut's Arrow	2 gold
3	Catseye	4 gold
4	Torchstone	6 gold
5	Wyrmsilk Cloak	8 gold
6	Lucky Ring	10 gold
7 or more	Oakheart Shield	12 gold

MAJOR WONDERS

Successes	You find:	Sale Value:
2 or fewer	Surefinger Gloves	15 gold
3	Hare Token	18 gold
4	Alexandrite Charm	21 gold
5	Arcane Robe	24 gold
6	Brute Belt	27 gold
7 or more	Tinker's Widget	30 gold

GREAT WONDERS

Successes	You find:	Sale Value:
2 or fewer	Bloodforge Hammer	34 gold
3	Glib Circlet	38 gold
4	Dodger's Cloak	42 gold
5	Basilisk Charm	46 gold
6	Springheel Boots	50 gold
7 or more	Holdmore Bag	54 gold

AKKUT'S ARROW

Made for the archers of the ancient emperor Akkut, an *akkut's arrow* adds one bonus die to your Shoot roll when using it with a longbow or shortbow. You can use it once per action scene.

CATSEYE

Made by the dwarves in ages past, a *catseye* is a monocle that allows you to see in dark places at only a -2 Notice penalty instead of -4.

TORCHSTONE

These wonders are sometimes found as natural crystal growths deep in the underworld, or in the hoards of underworld monsters. A *torchstone* looks like a small, amber-colored stalactite, about 14" long. When you breathe a few puffs of air upon the flat, broad end of the conelike stone, it glows for about an hour with light equal to an ordinary torch. Torchstones give no heat, and can't be extinguished by wind or water. They can be used any number of times without losing their power to glow.

WYRMSILK CLOAK

Made by the delves, a *wyrmsilk cloak* adds a bonus die to your Sneak rolls.

LUCKY RING

Said to be a fairy gift, a *lucky ring* gives you one more Luck than you would ordinarily have at the start of an action scene. If you have Luck 10, for example, a *lucky ring* gives you Luck 11.

OAKHEART SHIELD

This wonder is a shield that adds 2 to your Armor instead of the usual 1.

SUREFINGER GLOVES

These gloves, originally made for the crimelords of Gravesend, add a bonus die to your Stunt rolls.

HARE TOKEN

This tiny silver hare, when worn as a pendant, gives you one extra Luck die to bid at the start of an action scene to get the first turn.

ALEXANDRITE CHARM

This iridescent gemstone gives you one bonus die to Resist rolls.

ARCANE ROBE

An *arcane robe* is woven from the silk of bookworms who have fed on magic tomes. It gives you one bonus die to your Magic rolls.

BRUTE BELT

The coveted *brute belt* adds one bonus die to your Muscle rolls.

TINKER'S WIDGET

This rare piece of gear adds one bonus die to your Make rolls.

BLOODFORGE HAMMER

This one-handed weapon adds up to four of your Muscle dice to Battle rolls and ignores the first point of your opponent's Armor.

GLIB CIRCLET

This wonder adds two bonus dice to Talk rolls.

GORGONSCALE ARMOR

This light but tough wonder gives you Armor 4, but only requires Muscle 2 or greater to wear.

DODGER'S CLOAK

A *dodger's cloak* gives you two bonus dice to your Stunt rolls when you are dodging an opponent's Battle or Shoot roll.

BASILISK CHARM

This small, glassy charm, made from a basilisk's eye, gives you three bonus Resist dice whenever you are about to be turned to stone by a basilisk, cockatrice, or other creature with a similar power.

SPRINGHEEL BOOTS

These boots add four bonus Muscle dice when you make a jump.

HOLDMORE BAG

This magical bag lets you carry up to ten extra Gear cards beyond your usual limit of 15.

Useful Lists for Game Masters

ACTIONS

<i>Action</i>	<i>Use it to...</i>
Battle	fight, punch, hit, swing, clobber, strike, kick
Magic	cast, enchant
Make	fix, repair, unlock, lock, jam, unjam, turn on, turn off
Muscle	lift, pull, drag, push, break, carry, drag, bend, pin
Notice	see, hear, find, search, discover
Resist	Withstand, ignore, overcome
Shoot	throw, toss, fling, catch
Sneak	hide, creep, surprise
Stunt	jump, escape, grab, duck, dodge, dance
Talk	argue, bargain, bluff, convince, befriend, distract, entertain

GEAR

Armor

<i>Armor</i>	<i>Cost (gold)</i>
Shield -1	1
Leather Armor -1	2
Scale Armor -2	8
Chainmail -3	15
Light Plate -4	30
Heavy Plate -5	60
Epic Plate -6	120

Battle Weapons

<i>Weapon</i>	<i>Dice</i>	<i>Hands</i>	<i>Gold</i>
Bare Fist	0	1	0
Shield	1	1	1
Dagger	1	1	1
Shortsword	2	1	2
Spear	2	1	2
Mace or Battle Axe	2	1	2
Longsword	3	1	3
Halberd	4	2	4
War Hammer	4	2	4
Falchion	4	1	4
Greataxe	5	2	5
Greatsword	6	2	6

Shoot Weapons

<i>Weapon</i>	<i>Dice</i>	<i>Hands</i>	<i>Gold</i>
Dagger	1	1	1
Spear	2	1	2
Shortbow	2	2	4
Hand Crossbow	1	1	5
Light Crossbow	2	2	6
Longbow	3	2	7
Heavy Crossbow	4	2	8

Adventure Gear

<i>Gear</i>	<i>Gold</i>	<i>Unit</i>
Firestarter	1	each
Food Pack	1	per week
Handcuffs	3	each
Iron Spikes	1	bag of 6
Lantern	2	each
Lock and Key	2	each
Oil Flask	1	each
Mule	5	each
Rope	2	50 feet (10 paces)
Toolbox	3	each
Torches	1	bundle of 6

Character Action Dice

	Dwarf	Elf	Paladin	Rogue	Warrior	Wizard
Battle	3	2	4	2	5	1
Magic	0	3	0	1	0	6
Make	4	1	1	3	1	2
Muscle	4	1	4	2	5	1
Notice	2	4	2	3	2	2
Resist	6	5	5	2	2	3
Shoot	2	5	0	3	4	0
Sneak	1	2	1	5	1	1
Stunt	1	4	2	6	3	1
Talk	1	3	4	4	1	3

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