

Legends

Untold

A Roleplaying
Adventure Game

By Ronald Long

Legends Untold

Untold Legends is a paper and pencil rpg for one to three players. Monsters and treasure are plentiful and yours for the taking!

Will you become the world's greatest hero, or be swamped in the oncoming hoard of nasties!

Currently play is done with one player with one character. I believe adding additional characters to your party would be quite simple. The only change to the rules would be thus:

Choosing Your Characters:

Up to two characters can be chosen to play with. Both are controlled by the player. Any combination of characters can be chosen i.e. two wizards; one fighter, one rogue; two fighters etc.

Items:

Items found or bought may be given to any living character. Any item may be used on any party member by any party member.

Combat:

Placing Your Characters: Characters are placed as close to the entrance to the room as possible once they enter it.

Rule of Order: Rogues first, Fighters second, and Wizards third. Enemies always attack last.

Exp: Exp are given to individual characters. Ex: Two Goblins are killed. One Exp is given to the fighter and one is given to the wizard (though perhaps the fighter dealt the killing blow to both enemies)

Death:

If a character dies but at least one party member remains alive, the party continues on. The character that dies must choose three items from his inventory which are lost. The party also loses half of its gold.

By playing in this manner, one would also be able to play with multiple players, each controlling a character. As it stands, I believe three in a party would be the max. Three may allow for dungeons to be two easy, I'm not sure at this point.

Credit:

This game is a free game and intended for casual use.

Character and Monster tokens designed by Devin Night

<http://www.immortalnights.com/tokenite/tokenpacks.html>

All other artwork used by permission.

Character Selection:

Before beginning the game, you must choose a hero to control. You have the option of being a rough fighter, a cunning rogue, or a mysterious wizard. Each has a basic stat line they begin the game with and a set bag of equipment.

Stats:

HP – Health Points

Health Points are a character's life force. Each character begins the game with a certain amount. When an enemy scores a successful hit, when a trap is sprung, or any other thing that is described as doing damage, a character's HP is reduced. Your max HP can be increased by expending experience points. Should your HP ever reach zero, your character has died.

SP – Skill Points

Be it a wizard's spell or a fighter's special attack, Skill Points are the magic force that allows them to make it happen. Each skill or spell has a set cost of SP and the character's SP is adjusted accordingly. As HP, your max SP can be increased by expending experience points.

Attack

Whether it's with a sword, staff, bow, or piece of wood, the attack value of a character is how likely they are to hit their target, and how many chances they get in a turn. For example, a fighter's base Attack value is 4+/2. This means that when rolling to attack a monster, the fighter would have to roll a 4 or better on a D6. The 2 means that the fighter rolls two dice at a time for his attack move. A hit is scored for each dice that is a 4, 5, or 6. The attack stat can also be increased by expending experience points, to a maximum of +2/10.

R – Range

Range is the distance in squares an attack can travel. This can mean a bowshot or a magical attack or any other form of projectile. A weapon's range can be measured diagonally or NSWE.

Move

Move refers to how quickly a character can move during a round of combat. A Move value of 1 means that during combat, a character can move one square in any direction (NSWE or diagonally). Your move stat can be increased by expending experience points to a maximum of 6.

Exp - Experience

As you complete dungeons and kill monsters, your character earns experience points which may be used to increase your stats.

Equipment:

Armor

Armor refers to anything worn by a character to protect them from harm. Armor absorbs hits from enemies during a round of combat. If a fighter were to incur two hits from a monster, and he was wearing Cloth Armor (Armor 1), then only one of the hits would make it through his armor and reduce his HP. This value is reset during each round of combat.

Characters can only wear one type of armor at a time, aka only one piece of armor may be worn on the head at a time. The effect of each piece of armor is cumulative. If a fighter were to wear a Leather Jacket, a Wooden Buckler, and a Leather Cap, he would have a Armor value of 3. Armor comes in three types: Chest, Shield, and Head. There are several designations for each armor type. Only certain characters can wear certain types of armor.

Type of Armor	Designation	Character
Chest	Cloth	Wizard, Rogue, Fighter
	Leather	Rogue, Fighter
	Metal	Fighter
Shield	Buckler	Rogue, Fighter
	Half	Fighter
	Full	Fighter
Head	Cap	Fighter, Rogue, Wizard
	Helmet	Fighter

Weapons

Sometimes your fists just don't cut it. Use a sword! Or maybe you'd prefer a bow? Whatever you prefer, choose wisely as your weapon will be your ticket to getting out alive!

A weapon has an attack stat much like a warrior, the exception being that when a value is shown on a weapon, it modifies the stat of the character. For instance, a Steel Sword has a stat that reads 0/+1 R-1. This means that the Steel Sword does not decrease the number needed to score a hit, but adds a dice to the total a character may roll. Also, the range is 1, which is the same as a fighters' normal range and does not add or decrease to the fighter's range.

Again, only certain weapons may be used by certain characters.

Type of Weapon	Character
Sword	Fighter, Rogue
Bow	Rogue
Wand or Staff	Wizard
Dagger	Fighter, Rogue, Wizard

In Town:

Every good adventure starts out in a town (probably in the pub or the inn). While in town, a character may visit the Item Store and purchase goods in exchange for gold. A character may also choose to rest in the inn and replenish himself (at a cost).

If a character finds himself with too many unwanted items, he may sell them at the item store for 5 gold a piece.

Exploring the World Map:

No good adventurer ever stays in the town though; they must choose to venture out! Perhaps they've been paid to go a retrieve something of value? Perhaps they have a obligation to do what's right? Perhaps they want a ton of gold? Whatever the reason, a character ventures out of town and into a square.

For each square a character steps on, he rolls a dice to determine what he finds as he explores. (Note – A character's move stat has no affect on how quickly he moves through the world map. All characters only ever move one square at a time).

For instance, a character chooses to move out of the town and onto the first square. He rolls a D6 and then consults the corresponding chart for the area he is in. The first area is the Town Field and the chart reads as thus:

Town Field	
1 to 2	Nothing
4	One Pack of Dogs
5	Two Mutant Plants
6	One Goblin

This means that on a roll of 1 or 2, your character finds nothing but fields and grass. However, on a 4, 5, or 6, your character will encounter enemies to face. More will be covered on this in the combat section.

Exploring the Dungeon:

Once a character makes it to a dungeon, he will enter the corresponding dungeon map. Once on that map, the character no longer rolls for each square, but rather for each room he is about to enter. Before entering the room (placing your character marker on the white square entrance to the room), you roll to see what awaits you on the corresponding chart for the area he is in. For example, the first room of the Greenskin Cave would refer to this chart:

Monster	
1 to 2	Two Goblins
3 to 4	Two Goblins, One Goblin Archer
5 to 6	Two Goblin Archers, One Orc
Treasure	
1 to 4	None
5 to 6	One Treasure Chest

Two dice rolls would be made: the first to see what monsters await inside, and the second to see what treasure they are guarding, if any! Once it is determined what waits in the room, your character may enter. After combat ends, roll to see what item awaits you in the chest. Is it a weapon, a piece of armor, a potion, or a trap? Then roll on the appropriate item chart to see what specific item it is.

Combat:

Fighting it out is an essential part of Untold Legends. Heroes are made in the bloody affair of saving villages from ensuing hoards and retrieving items of untold value from dark dungeons.

Once it is determined who you will be fighting (by rolling on the encounter chart), place your character inside the room (or encounter map in the World Map). Then place each monster on the opposite end (farthest from where the character entered).

Each character/monster will make one action during a turn. Characters always go first. A character will decide whether he will move, attack, use a skill, or use an item. Monsters act in a very predictable manner. If their range allows it, they will attack. If they are too far, they will move one square closer to the character. Hits scored against monsters that are in the square adjacent to your hero may be distributed in any manner seen fit to you. Ranged attacks may only be distributed to a single enemy.

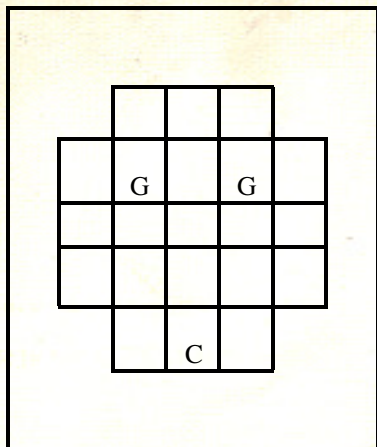
Combat will continue until all monsters are dead, or until the character is killed. Once the monsters have been removed from the room, you may roll to see what lies in the treasure chest (if there was one!). If you lose the fight, your character is transported back to town, losing three items from his bag, all of his gold, and keeping any exp he had earned up to this point.

Before moving on to the next room, your character may recover half his SP (rounding up). No SP may be used outside of combat.

For each monster killed, you earn one experience point (exp) and one piece of Gold. Mark the appropriate number on your character sheet.

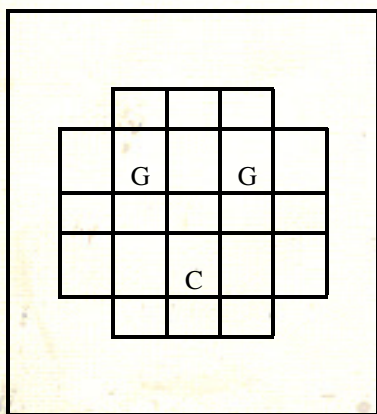
For example:

A fighter encounters two Goblin Archers in the Caves. The fighter is placed on the southern end of the encounter map, while the two Goblins are placed in the northern end as shown below:



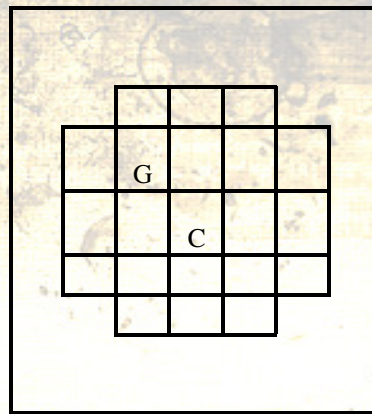
Turn One:

Your character moves forward one square because he is a fighter and his base movement value is 1. The two Goblins are archers and have a range of 3, so they both make an attempt to shoot our hero. Their pretty bad shots, however, and need a 5+ to hit. You roll for their shots and get a 2 and a 6. One hits and causes one damage point to the fighter, the other misses. However, since he was smart (or lucky enough) to purchase a Leather Jacket, his armor absorbs this hit and nothing happens to him.



Turn Two:

Your character is now in range (because he can attack diagonally) of the Goblins, but he used a move action to get there. No more action for him this turn. The two Goblins both attack again (though you can imagine they are using their bows as sticks now). Perhaps this makes them better fighters, as they both hit this time! Again, one point is absorbed by the fighter's armor. The second takes away one HP.



Turn Three:

Payback time! Your character rolls his two attack dice and needs a 4 or better to hit a goblin. He rolls and scores a 4 and a 6! Though you may choose to distribute this hits to each goblin, our fighter wisely chooses to kill one goblin out right.

I hope all goes well for the fighter! Once the battle is over, the appropriate Exp and Gold are distributed. If the fighter were to lose to this lowly Goblin pair, he would automatically return to the town, but he would lose all Gold and three items from his bag. Any exp earned to this point is kept.

Starting Stats:

Beginning Hero Stats

Hero	HP	SP	Attack	Move
Fighter	5	2	4+/2	1
Rogue	4	2	4+/2	2
Wizard	3	6	5+/1	1

Leveling Your Character:

Characters all gain Exp at the same rate, but it costs a different amount to increase the stats of each character. Once Exp are used, they are expended and cannot be applied to another stat.

Fighter

HP	SP	Attack	Move
+5 HP for 5 exp	+2 SP for 5 exp	0/+1 for 15 exp	+1 M for 10 exp

Rogue

HP	SP	Attack	Move
+3 HP for 5 exp	+2 SP for 5 exp	0/+1 for 15 exp	+1 M for 8 exp

Wizard

HP	SP	Attack	Move
+2 HP for 5 exp	+4 SP for 5 exp	0/+1 for 20 exp	+1 M for 15 exp

As you can see, each gains at a different rate. Each is able to increase the stat that best suits them more quickly than the others.

Starting Equipment:

Fighter

Wooden Sword	0/0 R-1
Potion of Healing x 2	Restores 10 HP

Rogue

Wooden Bow	0/0 R-3
Potion of Healing x 2	Restores 10 HP

Wizard

Staff	0/0 R-1
Magic Potion x 2	Restores 5 SP

Spells and Skills

Wizard Spells	Cost	Explanation
Magic Shield	1 sp	Arm +2 (3 turns)
Fireball	1 sp	3+/2 R-3
Lightning	2 sp	Hits target for +2, a second 2 squares away for +3, etc R - 2

Warrior Skills	Cost	Explanation
Bash	1 sp	Make a normal attack -1/+1
Flurry of Blows	2 sp	Make a normal attack 0/+3

Rogue Skills	Cost	Explanation
Long Shot	1 sp	Make a normal attack R- +2
Crack Shot	1 sp	Make a normal attack +1/-1

G

P

Grey crossword grid cells

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T

Key	
G	Greenskin Cave
P	Pirate Ship
T	Town

Town Field	
1 to 2	Nothing
4	One Pack of Dogs
5	Two Mutant Plants
6	One Goblin

Item Store	
Cost	Item
10	Potion of Healing
20	Magic Potion
30	Town Portal Scroll

Coastline	
1	Nothing
2	Two Mutant Fish
3 to 5	Two Crabs
6	Two Mutant Fish and One Crab

Inn	
Cost	Explanation
10	All Health Restored
25	Health and SP Restored

Caves	
1 to 2	Nothing
3 to 4	One Goblin
5 to 6	Two Goblin Archers

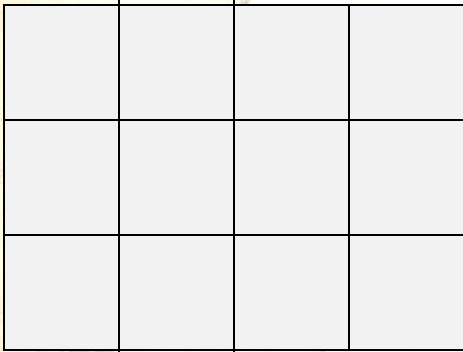
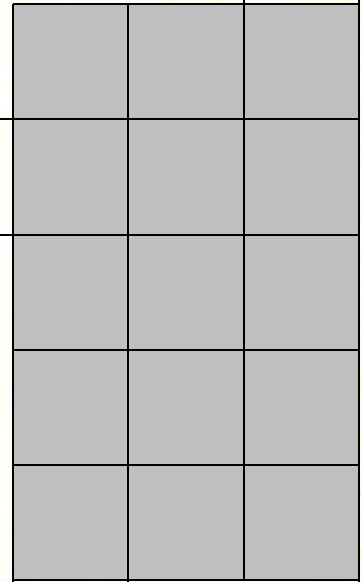
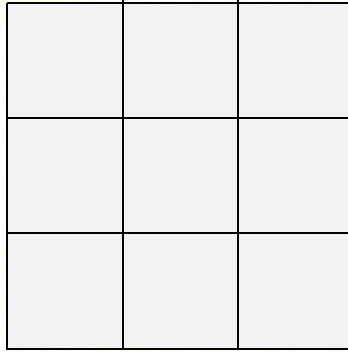
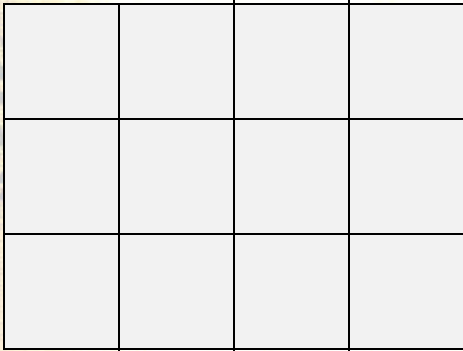
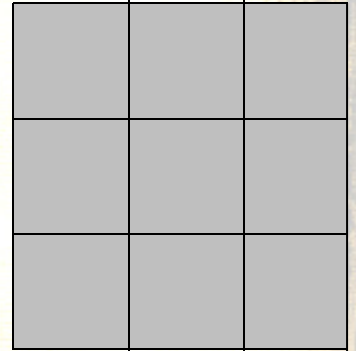
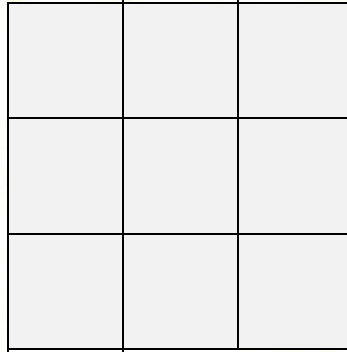
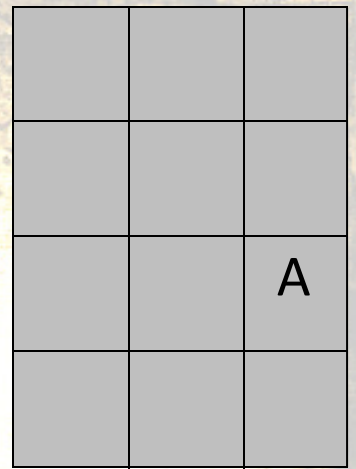
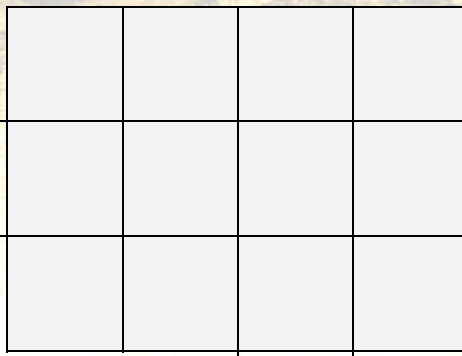
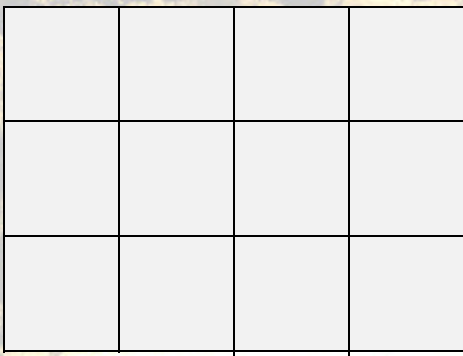
Equipment Shop	
Cost	Item
15	Clothes + 1 Armor (Cloth)

Treasure		Explanation	
1 to 3	Potion		
4	Weapon		
5	Armor		
6	Trap!	Take one HP away from one hero	

Potions		Explanation	
1 to 3	Potion of Healing	Restore 10 health points	
4 to 6	Magic Potion	Restore 5 skill points	

Weapons		Explanation	
1 to 2	Steel Sword	0/+1 R-1	
3 to 4	Quick Bow	0/+1 R-3	
5 to 6	Wand of Missle	Cast Magic Missle (3+/3 R-3) w/o using SP. Four uses	

Armor		Explanation	
1 to 3	Leather Jacket	+1 to Armor Chest, LEATHER	
4 to 5	Wooden Buckler	+1 to Armor Shield, BUCKLER	
6	Leather Cap	+1 to Armor Head, CAP	



Monster

- 1 to 2 Two Goblins
- 3 to 4 Two Goblins, One Goblin Archer
- 5 to 6 Two Goblin Archers, One Orc

Treasure

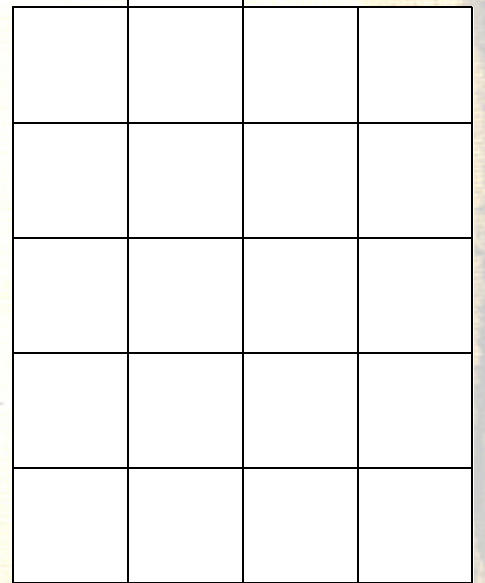
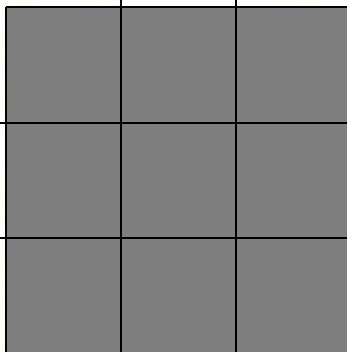
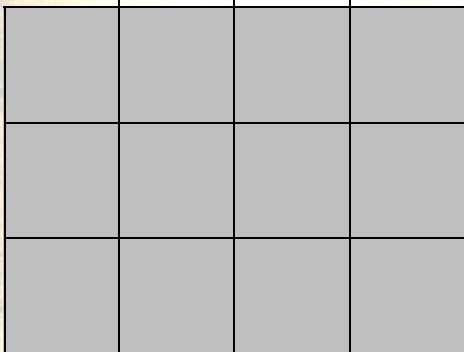
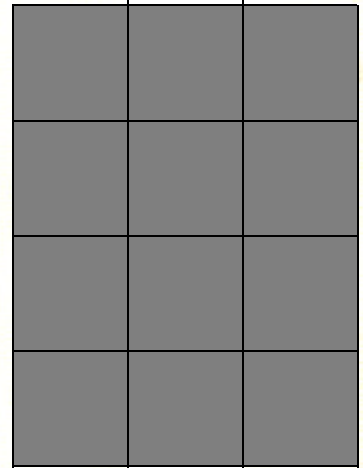
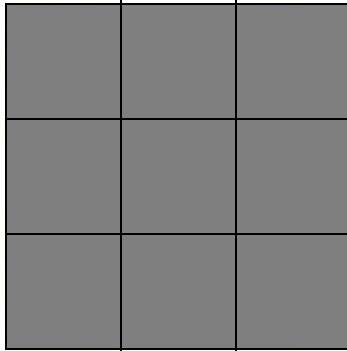
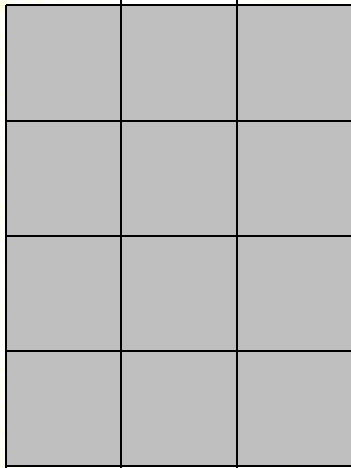
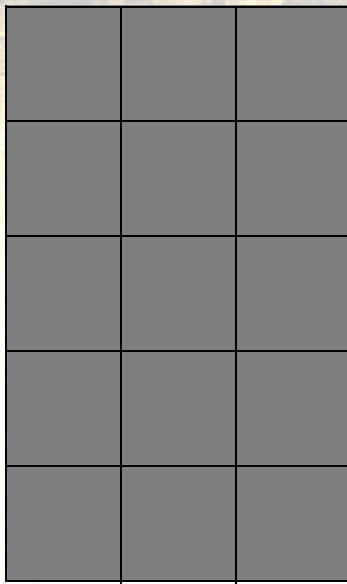
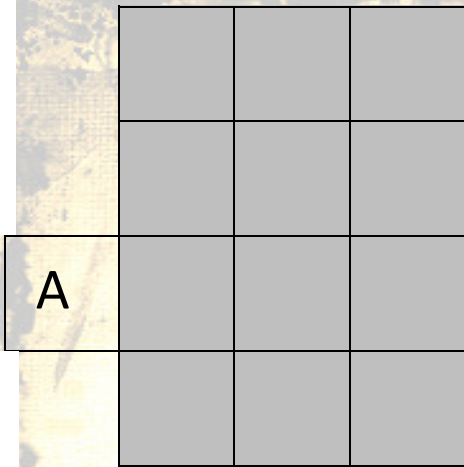
- 1 to 4 None
- 5 to 6 One Treasure Chest

Monster

- 1 to 3 Two Orcs
- 4 to 6 Two Orcs, Two Goblins

Treasure

- 1 to 5 None
- 6 Two Treasure Chests



Monster

- 1 to 3 Three Orcs
- 4 to 5 Four Orcs
- 6 Three Orcs, Two Goblin Archers

Treasure

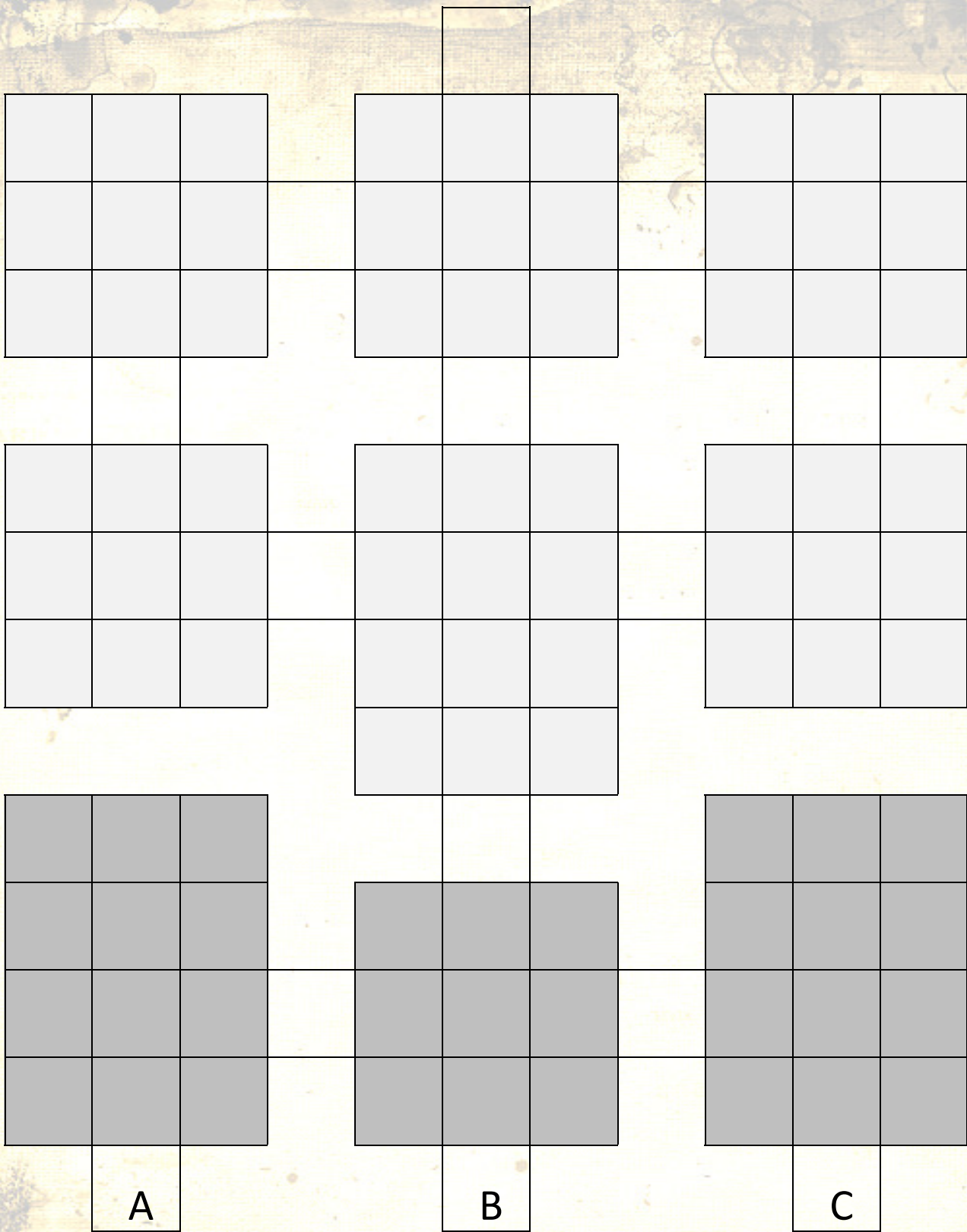
- 1 to 4 None
- 5 to 6 One Treasure Chest

Monster

- Auto Giant and Two Goblin Archers

Treasure

- Auto Red Amulet



Monster

- 1 to 2 Giant Crab
- 3 to 4 Slave
- 5 to 6 Slave and Two Giant Crabs

Treasure

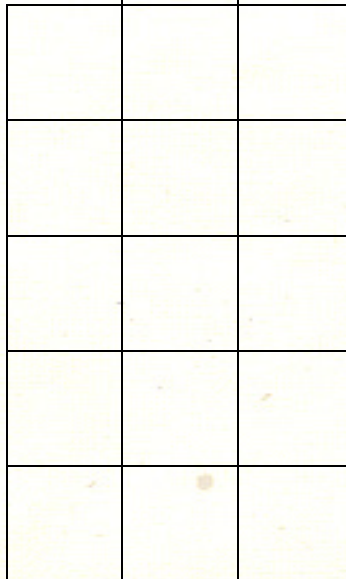
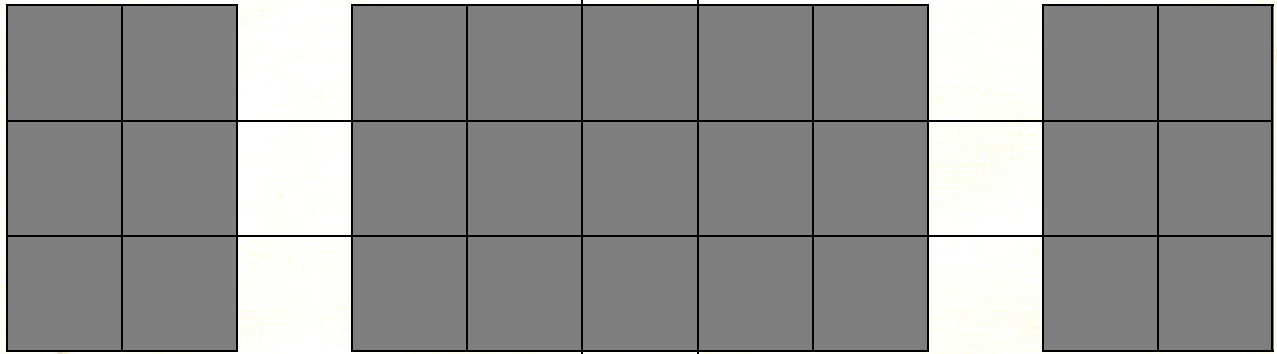
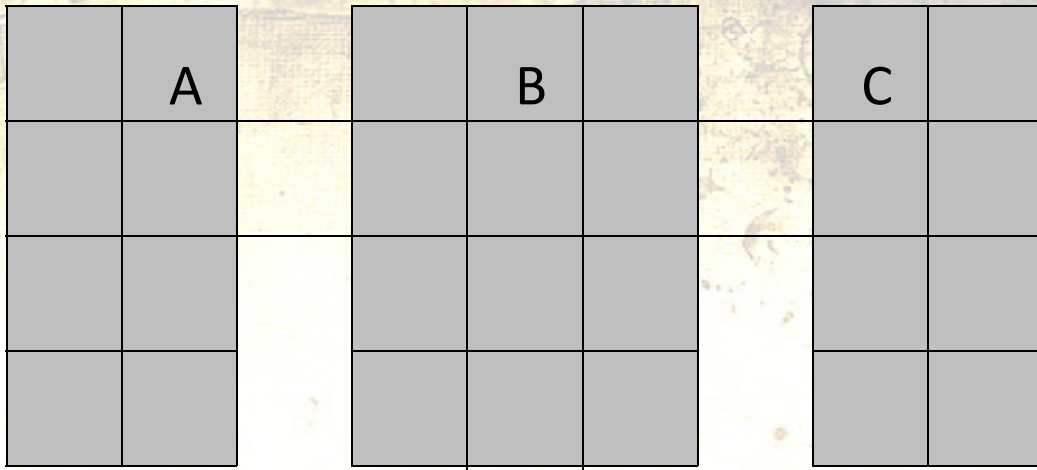
- 1 to 5 None
- 6 One Chest

Monster

- 1 to 3 Slave
- 4 to 5 Two Slaves
- 6 Two Slaves and a Pirate

Treasure

- 1 to 4 None
- 5 to 6 One Chest



Monster	
1 to 4	Two Pirates
5 to 6	Three Pirates
Treasure	
1 to 3	None
4 to 5	One Chest
6	Two Chests

Monster	
Boss	Captain and Two Pirates
Treasure	
Auto	Captain's Key and Map

Character Name		HP	SP	Attack	Move
Character Type					

Equipment	Weapon	Chest	Shield	Head

Items

Gold

Exp

Character Name		HP	SP	Attack	Move
Character Type					

Equipment	Weapon	Chest	Shield	Head

Items

Gold

Exp

Potions

Potion of Healing	Restore 10 health points
Magic Potion	Restore 5 skill points

Weapons

Wooden Sword	0/0 R-1
Wooden Bow	0/0 R-3
Staff	0/0 R-1
Steel Sword	0/+1 R-1
Quick Bow	0/+1 R-3
Wand of Missle	Cast Magic Missle (3+/3 R-3) w/o using SP. Four uses

Armor

Leather Jacket	+2 to Armor (Chest, Leather)
Wooden Buckler	+1 to Armor (Shield, Buckler)
Leather Cap	+1 to Armor (Head, Cap)
Clothes	+1 to Armor (Chest, Cloth)

Spells, Skill, and Items

Wizard Spells	Cost	Explanation
Magic Shield	1 sp	Arm +2 (3 turns)
Fireball	1 sp	3+/2 R-3
Lightning	2 sp	Hits target for +2, a second 2 squares away for +3, etc R - 2

Warrior Skills	Cost	Explanation
Bash	1 sp	Make a normal attack -1/+1
Flurry of Blows	2 sp	Make a normal attack 0/+3

Rogue Skills	Cost	Explanation
Long Shot	1 sp	Make a normal attack R- +2
Crack Shot	1 sp	Make a normal attack +1/-1

Monster Stats

Greenskin Cave

Monsters	HP	Attack
Goblin	2	5+/1 R-1
Orc	4	5+/3 R-1
Goblin Archer	2	5+/1 R-3
Boss		
Giant	8	4+/4 R-1

Pirate Ship

Monster	HP	Attack
Giant Toad	3	5+/2 R-1
Slave	4	4+/1 R-1
Pirate	6	4+/2 R-1
Boss		
Captain	10	4+/3 R-2

Town Field

Monster	HP	Attack
Hawk	1	5+/1 R-1
Pack of Dogs	3	6+/4 R-1
Goblin	2	5+/1 R-1

Coast Line

Monster	HP	Attack
Lizard	3	5+/2 R-1
Toad	2	5+/1 R-1

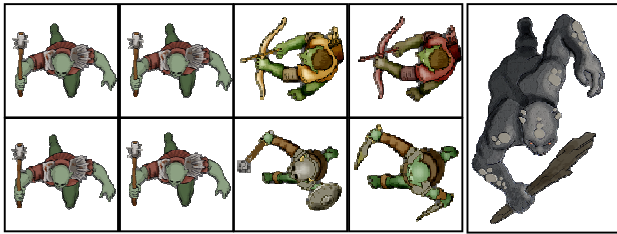
Caves

Monster	HP	Attack
Goblin	2	5+/1 R-1
Goblin Archer	2	5+/1 R-3



These tokens are to be used as monster/character markers. Feel free to use your own if you have them available!

Greenskin Cave



Orc Orc Goblin Archer Goblin Archer Giant
 Orc Orc Goblin Goblin

Characters



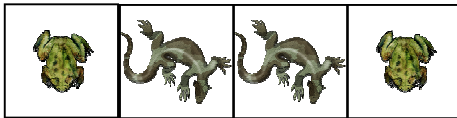
Fighter Rogue Wizard

Pirate Ship



Slave Pirate Giant Toad Captain
 Slave Pirate Pirate Giant Toad

Coastline



Toad Lizard Lizard Toad

Town Field



Pack of Dogs Hawk Hawk Goblin

Caves



Goblin Archer Goblin Archer Goblin

