

# Unsung Heroes



Optional Rules  
for  
Untold Adventures

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## Optional Rules for Untold Adventures

Based on  
*Swords & Wizardry White Box*

**Swords & Wizardry White Box**  
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**Dedicated To**  
Jason Paul McCartan  
*You kept me creating when I wanted to surrender.*

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# Introduction

*Untold Adventures* was supposed to be a one-and-done product. It was written on a lark and as a design experiment. But the overwhelmingly positive response I received from so many folks is what led to the creation of a follow-up product. In a way, I guess that makes sense. *Untold Adventures* is built on the ethos of trimming away as much fat as possible to create fast play and then adding back in little touches as one sees fit.

*Unsung Heroes* is exactly that. A collection of completely optional rules to be included (or not) at your whim – and of course with Referee permission. Nothing in this book is etched in stone and every single new race, class, spell, magic item, and other addition should only be included if it fits *your* style of gaming and helps further create the game *you* want to play. If not, toss it right the hell out the door.

Most of all, though, I think *Unsung Heroes* is a thank you to everyone who offered praise and encouragement to the original game. I thought *Untold Adventures* would be a flash in the pan and fade away into obscurity and you, dear reader, have shown me otherwise. For that, I thank you.

James M. Spahn  
July 4<sup>th</sup>, 2018



# Chapter One

## Character Types

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

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

### **Assassin (Any)**

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

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

**Restriction:** You cannot wear Heavy Armor.

### **Barbarian (Swordsman)**

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

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

**Restriction:** You cannot wear Heavy Armor.

### **Bard (Any)**

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

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

**Restriction:** You cannot use Shields.

### **Blade Dancer (Elf)**

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

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

**Restriction:** You cannot wear Heavy Armor or use Shields.

### **Burglar (Halfling)**

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

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

**Restriction:** You can only advance to 5th level.

### **Dragon Slayer (Swordsman)**

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

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

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

### **Giant Slayer (Dwarf)**

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

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

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

### **Illusionist (Spellcaster)**

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

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

**Restriction:** You cannot cast the Turn Undead spell.

### **Martial Artist (Swordsman)**

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

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

**Restriction:** You cannot wear Heavy Armor or use Shields.

### **Knight (Human Swordsman)**

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

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

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

### **Necromancer (Spellcaster)**

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

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

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

### **Ranger (Any)**

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

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

**Restriction:** You may not wear Heavy Armor.

### **Shaman (Spellcaster)**

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

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

**Restriction:** You may only use Light Weapons.

### **Swashbuckler (Any)**

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

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

**Restriction:** You cannot wear Heavy Armor.

### **Templar (Any)**

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

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

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

### **Tomb Robber (Any)**

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

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

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

### **Vampire Hunter (Any)**

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

**Benefit:** You may cast Turn Undead once per day.

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

## Chapter Two

### New Races

All characters in *Unsung Heroes* must select a race. The core rulebook provides four options. Several new, optional races are detailed below and may be selected with Referee permission.

#### **Abyssal Born**

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

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

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

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

**Starting Equipment:** One extra Adventuring Gear item of choice.

#### **Changeling**

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

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

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

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

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

## **Dark Elf**

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

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

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

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

**Starting Equipment:** One Ranged Weapon of choice.

## **Gnome**

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

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

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

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

**Starting Equipment:** One extra Adventuring Gear item of choice.

## **Half-Elf**

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

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

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

**Starting Equipment:** One extra Adventuring Gear item of choice.

## Half-Orc

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

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

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

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

**Starting Equipment:** One Melee Weapon of choice.

## Half-Ogre

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

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

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

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

**Starting Equipment:** A Large Melee Weapon.

## Lizardman

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

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

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

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

**Starting Equipment:** One extra Adventuring Gear item of choice.

## Chapter Three

### Additional Options

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

#### **Horses and Beasts of Burden**

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

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

All Adventuring Gear carried by a mount must be purchased as described on page 12 of *Untold Adventures*. An addition, all mounts must be purchased.

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

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

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



**Table 3-1: Mounts & Barding**

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

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

### Sea Travel

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

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

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

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

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

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

**Table 3-2: Seafaring Vessels**

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

### Siege Weapons

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

### Firearms and Gunpowder

If the Referee would like to include firearms in their games, they are encouraged to make strong use of narrative play given the complicated nature of gunpowder and firearms. For simplicity's sake, simply assume that pistols are Small Ranged Weapons and that rifles are Large Ranged Weapons. All firearms inflict the damage listed for these weapons, but ignore any bonus the target receives for wearing armor or using shields. Firearms also take three full rounds to reload and can only be fired once before needing to be reloaded.. They cost three times the cost listed on page 13 of *Untold Adventures*.

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

## Strongholds

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

Strongholds are broken down into three categories: Small, medium, and large. Small strongholds are little more than personal homes, such as a personal hunting lodge, merchant shop, or well-to-do home. Medium strongholds are a bit more grand and include things like a small stone keep, a multi-floor tower, or nice mansion. Large strongholds are truly magnificent constructs -- grand palaces, large castles, or vast noble estates. The type of stronghold a Player Character decides to construct determines how long it will take to build, how long it will take to build, and how many laborers and specialists must be hired to complete the project.

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

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

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

**Table 3-3: Stronghold Construction**

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

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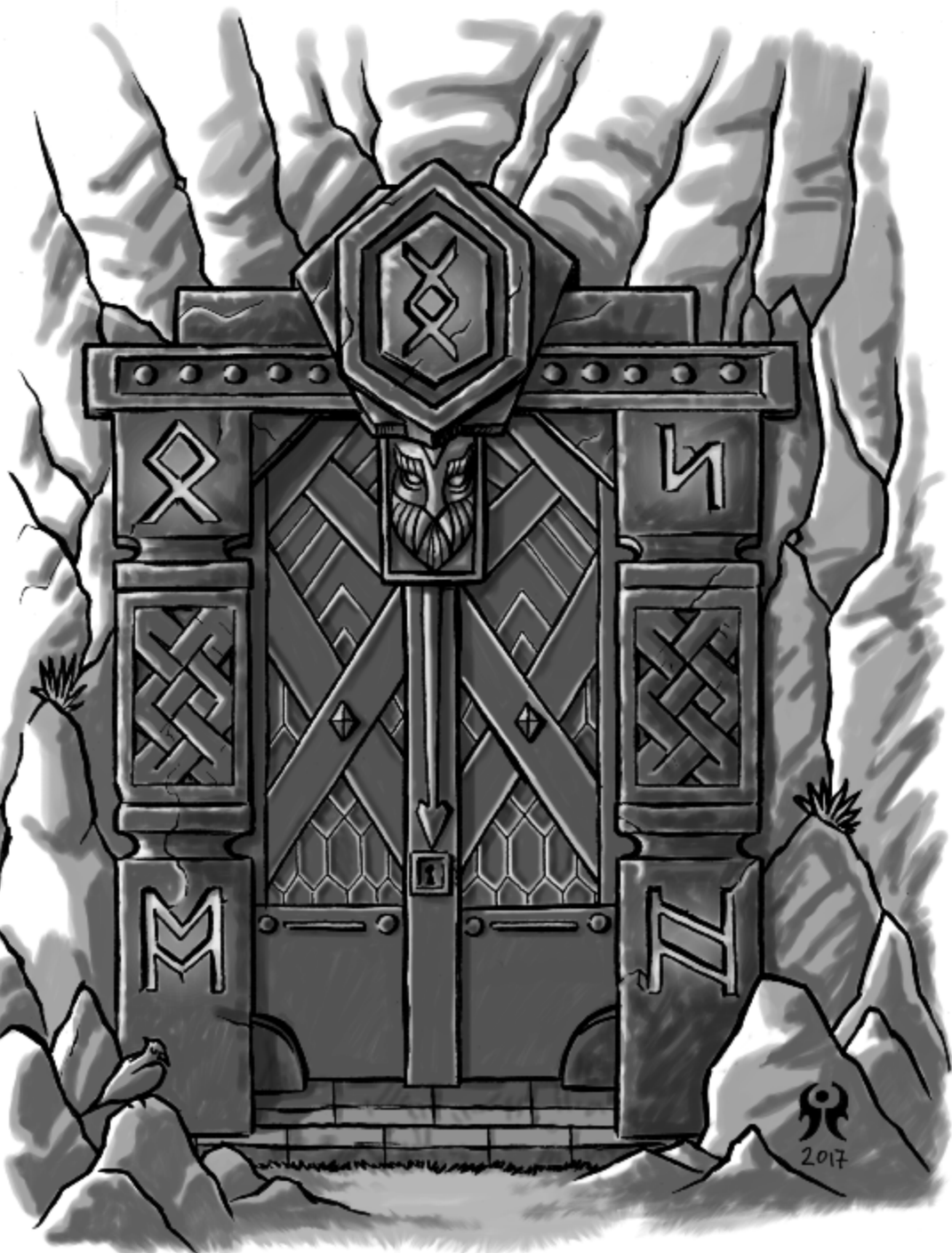
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# Ring of Heroic Glory!



**Based On**

**Swords & Wizardry White Box**

  
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