

# Adventurers!

## Exploring the Unknown

### Concepts

Adventurers are not going to be Wizards or Clerics. Wizards are going to stay in their towers and colleges learning more about magic, and Clerics are going to stay in their temples. No, adventurers are going to be...well...**adventurers!** Let's call it the Adventurer Class, sort of a cross between Fighting-Men and Rogues.

If a Monster's stats can be described like this: (HD1, AC12, MV10, 4HP, #AT1, 1d8 Longsword), then can a player character (PC) need much more? For a PC, we will list Class Level (instead of HD), include XP (experience points) and plus a few more stats, but the whole Character Sheet should fit on an index card. A player should be able to create a beginning PC in no more than 5 minutes.

### Task Resolution

The GM will set a difficulty and the player will attempt to equal or exceed it with the roll of a d20 plus Class Level plus any other appropriate dice modifiers. In combat the difficulty is generally the opponent's Armor Class. If you succeed in your attack, your opponent takes damage. For non-combat tasks the difficulty number will be set by the GM. If you succeed in your roll, then you have succeeded in that task, otherwise you fail. As a guideline, 10 is pretty easy, 15 is about average, 20 is getting hard, and 30 is nearly impossible.

### Damage and Healing

When you, or a monster, takes damage HP will be deducted from your (or their) total. When non player characters (NPCs) or Monsters reach 0 HP they are dead. PC's are a hardier breed and only become unconscious at 0 HP, they die if their HP falls to -10. The amount of damage done is based on a roll for damage based on the weapon that causes it, or a number of dice decided upon by the GM for non-combat damage. As guidelines: if something would kill a normal man, like a fall from a high place or being trapped in a fire roll 1d8 for damage, if it would kill a horse roll 2d8, if it would kill an ogre roll 3d8, and so on.

Bandaging an injured PC will restore 1d4 HP to them. Healing potions and other magic can, potentially, restore even more HP. If a PC's current HP is above 0, a night's undisturbed rest will fully restore a PC's HP. However, if the PC's current HP is at or below 0 a night's rest will only restore a PC's HP to 1. It will take magic, or another day's rest for the PC to fully recover.

### Magic

Although, PC's aren't Wizards or Clerics, that doesn't mean they can't use magic. Any PC can use magical items like weapons, rings, potions, or wands that are magical by their nature or store magic within them. PC's who are *literate* can read, and invoke, spells from scrolls and books, but even *literate* PC's can't create spells. At higher levels, a GM *may* allow a *literate* PC to learn a spell and cast it from memory as an attack.

### Initiative

To determine the order of actions during combat the GM may have each player roll once for each attack (AT) their PC has. Roll 1d20 plus the PC's MV (movement). The GM may do the same for NPC's and monsters. Order of action is from highest to lowest number. Lower AC generally means higher MV, so in general, this means the less armored a character is the faster that character is, and the quicker they get to act.

### Experience

Beginning PC's start at level 1. Level 2 is reached when the PC earns 2000 XP. Each level above requires double the XP of the previous level: 3 - 4000XP, 4 - 8000XP, etc. A GM may allow a character to join an

existing party above level 1. If the new character is a replacement for one that has died, it is suggested that the new PC starts with ½ the dead PC's XP, but is only a suggestion.

## Build a PC

Every PC is an **Adventurer** with only a little customization done during the creation of the PC. The player will bring complexity and flavor to the PC *through their play*. Building a PC is a simple 5 minute process:

1. **Roll for Hit Points.** Roll **1d8** and each time you "level up" roll another 1d8. If you are starting at level 1, that is 1d8, and if you are starting at level 3, that would be 3d8.
2. **Roll for Gold.** Roll **3d10**. You can use this gold to purchase armor, arms and additional equipment for your PC. Your GM may allow you more gold if he feels you need more, but typically you will be starting poor.
3. **Customize your PC.** Roll 1d10 {or pick, if your GM allows it} 3 times on the following table.

Roll	Description
1	<b>Literate</b> - The PC can read and write. This means he can also cast spells from magical scrolls and books.
2	<b>Experienced</b> - The PC starts with an extra 500 XP. This means the PC may "level up" more quickly.
3	<b>Tough</b> - The PC is tougher than the usual fellow. Add 4 points to the PCs Hit Points.
4	<b>Strong</b> - The PC is stronger than your average adventurer. Add a +2 DM to any task that involves strength.
5.	<b>Nimble</b> - The PC is more agile and dexterious than the average adventurer. Add a +2 DM to any task involving dexterity.
6	<b>Melee Warrior</b> - The PC is more expert with a hand to hand weapon than one of his level. Pick one type of melee weapon (sword, ax, mace, spear, dagger) and add +1 when using it in combat.
7	<b>Ranged Warrior</b> - The PC is more expert with a ranged weapon than one of his level. Pick one type of melee weapon (bow, crossbow, dart, sling) and add +1 when using it in combat.
8	<b>Wealthy</b> - The PC is more wealthy than normal. Add 3d8 additional Gold Pieces to your PC's money pouch.
9	<b>Magic Item</b> - The PC begins the game with 1 of the following: Healing Potion, Sleep Scroll, Wand of Magic Missiles (5 charges), or Symbol of Turning Undead (5 charges).
10	<b>Animal Companion</b> - The PC begins the game with 1 of the following: Riding Horse, Pack Mule, Dog, or Hunting Hawk

4. Equip your PC. Roll 1d6 for (or pick if the GM allows) a *Fast Pack*, see below. Then buy additional equipment, arms and armor by spending your GP (Gold Pieces).
5. Choose a name for your PC. Think of a description for your character. Include a race {human, dwarf, elf, hobbit, etc) if you wish, although this will only be for flavor.

## Example

Rupert the Bold, dwarf, (Level 1, 6 HP, 12 AC, 10 MV Leather, 1 AT, 1d8 Longsword, 1d6 Shortbow, 500XP, [Bow+1, Experienced , Literate], Fast Pack A, plus: 50' rope, 10 spikes & hammer, 1 Cure Light Wounds potion, 2gp)

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# Arms, Armor, Equipment Lists

## Fast Packs

(Choose a pack or roll 1d6 to select one randomly)

Pack A (1-2)	Pack B (3-4)	Pack C (5-6)
Backpack	Backpack	Backpack
Belt Pouch	Belt Pouch	Belt Pouch
Bedroll	Bedroll	Bedroll
Lantern (hooded)	10 Torches	Tent
10 Oil Flasks	4 Oil Flasks	10 Torches
Flint & Steel	Flint & Steel	5 Oil Flasks
Shovel	10 pieces of chalk	Flint & Steel
2 sets of Caltrops	10' Pole	50' Rope
Signal Whistle	Mirror	Grappling Hook
10 Iron spikes & hammer	Crowbar	10' Pole
Waterskin	Waterskin	Waterskin
Iron Rations (4 days)	Iron Rations (4 days)	Iron Rations (4 days)

## Armor

Armor	AC	MV	GP
None	10	12 (60')	0
Cloth	11	12 (60')	2
Padded	11	10 (50')	5
Leather	12	10 (50')	10
Boiled Leather	13	9 (45')	35
Ring Mail	13	8 (40')	40
Studded Leather	13	9 (45')	25
Chain Shirt	14	8 (40')	100
Scale Mail	14	7 (35')	50

Armor	AC	MV	GP
Breastplate	15	7 (35')	200
Chain Mail	15	6 (30')	150
Banded Mail	16	6 (30')	250
Split Mail	16	5 (25')	200
Plate Mail	17	5 (25')	800
Full Plate	18	4 (20')	2000
Buckler	+1	NA	15
Shield	+1	NA	3
Large Shield	+2	-1 (-5')	10

## Melee Weapons

Melee Weapons	Damage	GP
Hand Axe	1d6	8
Great Axe, 2 handed	1d12	20
Battleaxe	1d10	15
Club	1d6	0
Cutlass	1d6	10
Dagger (HTH/throw)	1d4	2
Flail, Light	1d8	8
Flail, Heavy	1d10	15
Hand Hammer	1d4	1
Long Sword	1d8	15
Mace	1d6	5
Trident	1d8	15

Melee Weapons	Damage	GP
Rapier	1d6	20
Scimitar	1d6	15
Scythe	2d4	15
Half Spear	1d6	2
Spear, 2 handed	1d8	4
Sword, Bastard	1d10	35
Sword, Short	1d6	10
Claymore Sword	2d6	50
Quarterstaff	1d6	0
Morningstar	1d8	8
Great Mace, 2 hand	1d8	12
War Hammer	1d8	12

Melee Weapons	Damage	GP
Whip	1d4	5

Melee Weapons	Damage	GP

## Ranged Weapons

Ranged Weapons	Damage	Range	GP
Crossbow, light	1d8	16 (80')	35
Crossbow, heavy	1d10	24 (120')	50
Dart	1d4	4 (20')	5 sp
Javelin	1d6	6 (30')	1
Longbow	1d8	20 (100')	75
Longbow, composite	1d8	22 (110')	100
Shortbow	1d6	12 (60')	30
Shortbow, composite	1d6	14 (70')	75
Sling	1d4	10 (50')	1

Ammunition	Cost
Arrows (20)	2
Bolts (10)	1
Lead Slugs (20)	1
Stones	0

## Other Equipment

Common Items	COST
Armor & Weapon Oil	1 gp
Backpack	2 gp
Barrel	2 gp
Bedroll	1 sp
Blanket	5 sp
Boots Heavy	1 gp
Boots, Soft	4 sp
Case, Map/Scroll	1 gp
Chalk (per piece)	1 cp
Chest, Empty	2 gp
Clerical Vestments	2 gp
Cloak	5 sp
Clothing, Courtly	10 gp
Clothing, Everyday	1 gp
Crowbar	2 gp
Flask	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol	1-100 gp
Holy Symbol, Silver	10-1000 gp
Holy Water (in glass flask)	30 gp
Ink 1 oz.	8 gp
10 Iron spikes (piton)	1 gp
Lantern, Bullseye	12 gp

Common Items	COST
Lantern, Hooded	7 gp
Lockpick Set	30 gp
Mirror, Small Steel	10 gp
Oil (1 pint)	1 gp
Pack, Shoulder	2 gp
Parchment (10 pcs)	5 gp
Pole, 10 ft.	2 sp
Potion Bottle, glass	5 sp
Pouch, Large	1 gp
Pouch, Small	5 sp
Quill	1 sp
Razor	5 sp
Robe	2 gp
Rope, Hemp (50 ft.)	1 gp
Rope, Silk (50 ft.)	10 gp
Sack, Small	1 sp
Sack, Large	5 sp
Scroll container, metal	1 gp
Shovel	2 gp
String (50 ft.)	4 sp
Tent	10 gp
Tinderbox	1 sp
Torch	1 cp
Waterskin	1 gp
Whetstone	1 gp

## Common Magic Items

(not all will be available at all times)

Potions & Oils	GP Cost
Cure Light Wounds	20
Endure Elements	50
Hide from undead	100
Jump	100
Mage Armor (+2 AC)	150
Magic Stone (oil)	150
Magic Weapon (oil) (+2 damage)	150
Bless Weapon (+1 against evil)	200
Enlarge or Reduce Person	250
Barkskin (+2 AC)	300
Blur	500
Cure Moderate Wounds	500
Darkness	600
Delay poison	600
Invisibility	600

Potions & Oils	GP Cost
Levitate	600
Spider Climb	600
Cure Serious Wounds	1,000
Daylight	1,200
Fly	1,200
Haste	1,500
Neutralize Poison	1,500
Remove blindness/deafness	1,500
Remove curse/disease	2,000
Tongues	2,000
Water Breathing	2,000
Water Walk	2,000
Greater Magic Armor (+6 AC)	2,500
Greater Magic Weapon (+4)	2,500

## Rings

Description	Cost in GP
Light	1,000
Protection +1	2,000
Feather Falling	2,200
Climbing	2,500
Jumping	2,5000
Invisibility	20,000

## Rods

Description	Cost in GP
Light	2,000
Snakes	13,000
Flame Extinguishing	15,000
Vipers	19,000
Evil Disruption	25,000

## Wands

Description	GP Cost per charge
Detect Magic	10
Light	10
Burning Hands	15
Charm Person/Animal	15
Color spray	15
Cure Light Wounds	20

Description	GP Cost per charge
Detect secret doors	15
Enlarge person	15
Magic missile	15
Electric Shock	15
Turing Undead	20
Sleep	50

## Scrolls

Description	GP Cost
Acid Splash	15
Create Water	15
Dancing Lights	15
Daze	15
Detect Magic	15

Description	GP Cost
Detect Poison	15
Turn Undead	15
Flare	20
Know Direction	20
Light	20

Description	GP Cost
Mending	20
Message	20
Ray of Frost	20
Resistance	20
Alarm	25
Bless	25
Bless Water	50
Burning Hands	25
Charm Person	25
Color Spray	25
Comprehend Languages	25
Cure Light Wounds	20
Detect Undead	25
Expeditious Retreat	25
Feather Fall	25
Grease	25
Hold Portal	25
Identify	25
Jump	25
Mage Armor	25
Magic Missile	25
Mount	25
Obscuring Mist	25
Protection	25
Ray of Enfeeblement	25
Shield	25
Shocking Grasp	25
Sleep	25
Arcane Lock	175
Blindness/Deafness	150
Blur	150
Command Undead	150
Continual Flame	200
Cure Moderate Wounds	200
Darkness	150
Darkvision	150
Daze Monster	150
Delay Poison	200
Flaming Sphere	150
Fog Cloud	150
Glitterdust	150
Gust of Wind	150
Invisibility	150
Knock	150
Levitate	150
Locate Object	150
Acid Arrow	150
Minor Image	150

Description	GP Cost
Misdirection	150
Protection from arrows	150
Rope Trick	150
Scorching Ray	150
See Invisibility	150
Shatter	150
Silence	200
Sound Burst	200
Spider Climb	200
Summon Swarm	150
Web	150
Blink	400
Cure Serious Wounds	500
Daylight	400
Deep Slumber	400
Dispel Magic	400
Displacement	400
Explosive runes	400
Fireball	400
Fly	400
Gaseous Form	400
Halt Undead	400
Hold Person	400
Invisibility Sphere	400
Lightning Bolt	400
Magic Circle	400
Phantom Steed	400
Sleet Storm	400
Stinking Cloud	400
Tongues	400
Water Breathing	400
Wind Wall	400
Animate Dead	1,000
Bestow Curse	700
Charm Monster	700
Confusion	700
Contagion	700
Cure Critical Wounds	1,000
Dimension Door	700
Dimensional Anchor	700
Fire Shield	700
Freedom of Movement	1,000
Lesser Geas	700
Ice Storm	700
Illusory Wall	700
Invisibility, greater	700
Secure Shelter	700
Neutralize Poison	1,000

Description	GP Cost
Remove Curse	700
Repel Vermin	1,000
Solid Fog	700
Speak with plants	1,000
Wall of Fire	700
Wall of Ice	700
Zone of Silence	1,000
Blight	1,500
Break Enchantment	1,500
Cloudkill	1,500
Cone of Cold	1,500
Cure Light Wounds, mass	1,600
Dispel Magic, greater	1,600
Overland Flight	1,500
Passwall	1,500
Permanency	10,000
Persistent Image	1,500
Teleport	1,500
Wall of Force	1,500
Wall of Stone	1,500
Acid Fog	2,000
Animate Object	2,400
Antimagic Field	2,000
Chain Lightning	2,000
Circle of Death	2,200

Description	GP Cost
Control Water	2,000
Create Undead	2,400
Cure Moderate Wounds, mass	2,400
Disintegrate	2,000
Find the Path	2,400
Geas/quest	2,000
Move earth	2,000
Programmed Image	2,000
Repulsion	2,000
Shadow Walk	2,000
True Seeing	1,900
Wall of Iron	1,700
Control Undead	2,500
Control Weather	2,500
Delayed Fireball	2,500
Finger of Death	2,500
Mass Hold Person	2,500
Mass Invisibility	2,500
Limited Wish	4,000
Prismatic Spray	2,500
Reverse Gravity	2,500
Teleport Object	2,500
Teleport, greater	2,500
Time Stop	4,000
Wish	30,000

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